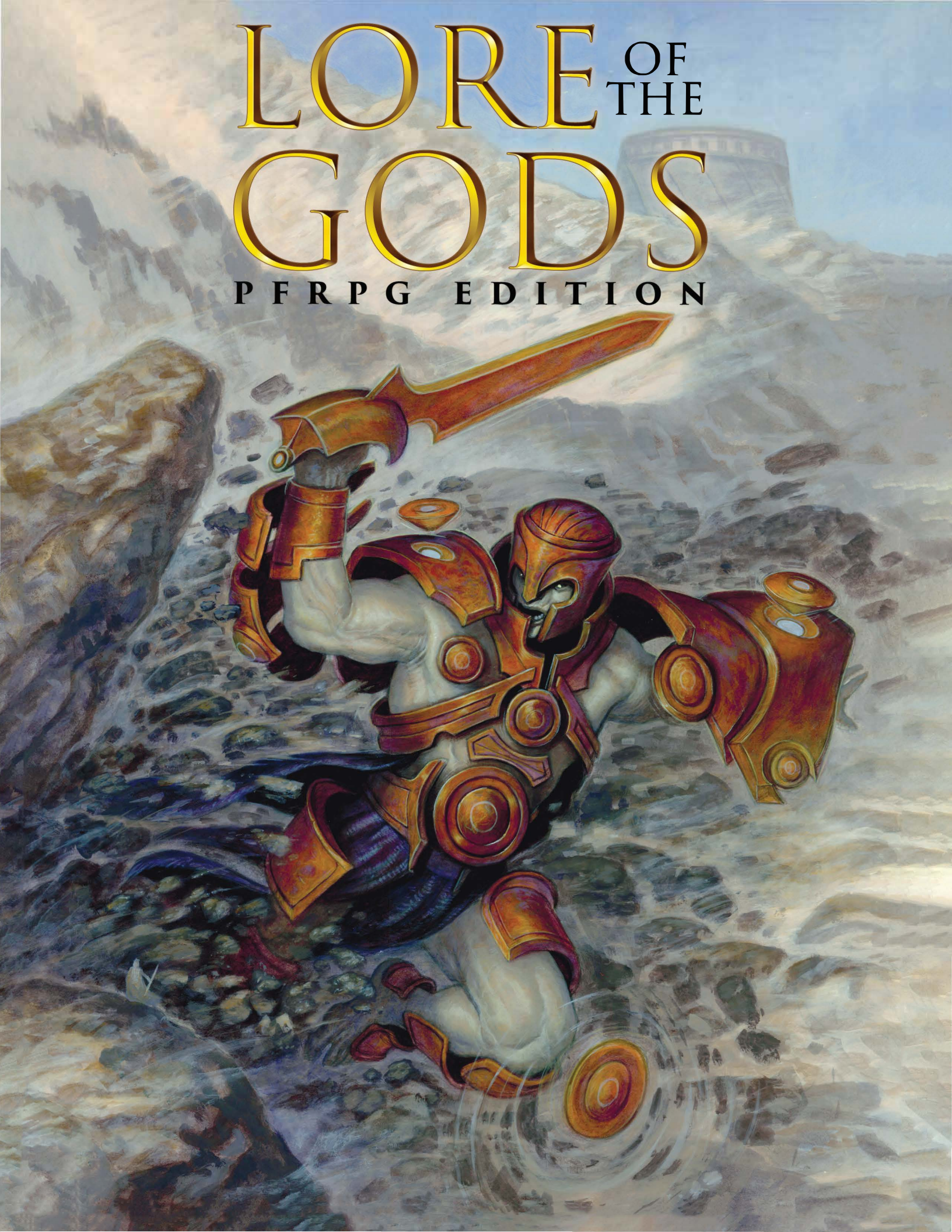


# LORE OF THE GODS

PERPG EDITION







“Relief of the Gods” – Archeological Museum of Brauron

# The Lore of the Gods: PFRPG Edition

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# Table of Contents

<b>Introduction</b> . . . . .	7	War . . . . .	20	Hecate . . . . .	94
<b>Chapter One: Avatars and Divinities</b> . . . . .	8	Water . . . . .	20	Hephaestus . . . . .	95
Creating an Avatar . . . . .	9	Weather . . . . .	20	Hera . . . . .	97
Domains . . . . .	11	Winter . . . . .	21	Hermes . . . . .	99
Abomination . . . . .	11	Writing . . . . .	21	Hestia . . . . .	102
Affinity . . . . .	11	Path of the Devout . . . . .	21	Nemesis . . . . .	103
Air . . . . .	11	Worshiping a Pantheon . . . . .	22	Nyx . . . . .	105
Animal . . . . .	11	Divine Ascension . . . . .	23	Pan . . . . .	107
Artifice . . . . .	11	Creating a Pantheon . . . . .	24	Persephone . . . . .	108
Balance . . . . .	12	<b>Chapter Two: Egyptian Mythology</b> . . . . .	26	Poseidon . . . . .	110
Chaos . . . . .	12	Cosmology . . . . .	27	Thanatos . . . . .	112
Charm . . . . .	12	Life in Egypt . . . . .	28	Zeus . . . . .	114
Community . . . . .	12	Gods of the Egyptians . . . . .	29	Lesser Known Greek Deities . . . . .	116
Cosmic . . . . .	12	Amon . . . . .	29	<b>Chapter Four:</b>	
Craft . . . . .	13	Anubis . . . . .	31	<b>Mesopotamian Mythology</b> . . . . .	118
Darkness . . . . .	13	Bast . . . . .	33	Cosmology . . . . .	119
Dead . . . . .	13	Bes . . . . .	35	Life in Mesopotamia . . . . .	120
Death . . . . .	13	Geb . . . . .	37	The Gods of the Mesopotamians . . . . .	121
Desert . . . . .	13	Horus . . . . .	39	Adad . . . . .	121
Destruction . . . . .	13	Imhotep . . . . .	41	Anu . . . . .	123
Earth . . . . .	14	Isis . . . . .	42	Enki . . . . .	125
Evil . . . . .	14	Khonsu . . . . .	45	Enlil . . . . .	128
Fire . . . . .	14	Maat . . . . .	46	Ereshkigal . . . . .	130
Glory . . . . .	14	Nephthys . . . . .	48	Ishtar . . . . .	131
Good . . . . .	15	Nut . . . . .	50	Lilith . . . . .	134
Healing . . . . .	15	Osiris . . . . .	51	Marduk . . . . .	135
Heaven . . . . .	15	Ptah . . . . .	54	Nabu . . . . .	138
Knowledge . . . . .	15	Ra . . . . .	55	Nergal . . . . .	139
Law . . . . .	15	Selket . . . . .	57	Shamash . . . . .	142
Liberation . . . . .	16	Set . . . . .	59	Sin . . . . .	144
Luck . . . . .	16	Shu . . . . .	62	Tiamat . . . . .	146
Madness . . . . .	16	Sobek . . . . .	63	Lesser Known	
Magic . . . . .	16	Tefnut . . . . .	65	Mesopotamian Deities . . . . .	148
Moon . . . . .	16	Thoth . . . . .	67	<b>Chapter Five: Norse Mythology</b> . . . . .	151
Music . . . . .	17	Wepwawet . . . . .	70	Cosmology . . . . .	151
Nobility . . . . .	17	Lesser Known Egyptian Deities . . . . .	71	The Legend of Ragnarok . . . . .	153
Omen . . . . .	17	<b>Chapter Three: Greek Mythology</b> . . . . .	73	Life in Midgard . . . . .	154
Plant . . . . .	17	Cosmology . . . . .	74	The Gods of the Norse . . . . .	154
Protection . . . . .	17	Life in Ancient Greece . . . . .	75	Aegir . . . . .	154
Respose . . . . .	18	The Gods of the Greeks . . . . .	76	Balder . . . . .	156
Rune . . . . .	18	Aphrodite . . . . .	76	Bragi . . . . .	157
Sea . . . . .	18	Apollo . . . . .	78	Forseti . . . . .	159
Seidhr . . . . .	19	Ares . . . . .	80	Frey . . . . .	160
Strength . . . . .	19	Artemis . . . . .	82	Freya . . . . .	162
Sun . . . . .	19	Athena . . . . .	83	Frigg . . . . .	164
Time . . . . .	19	Demeter . . . . .	86	Heimdall . . . . .	166
Travel . . . . .	19	Dionysus . . . . .	88	Hel . . . . .	168
Trickery . . . . .	19	Eros . . . . .	90	Idunn . . . . .	169
Vigilance . . . . .	20	Hades . . . . .	93	Loki . . . . .	171



Njord	173
Odin	174
Sif	176
Thor	178
Tyr	180
Ull	182
Lesser Known Norse Deities	184

## Chapter Six: Magical Creations and

<b>Divine Artifacts</b>	<b>186</b>
Magic Items	186
Artifacts of the Gods	187
A	187
B	189
C	191
D	192
E	193
F	193
G	193
H	195
J	197
K	197
L	197
M	198
N	199
P	200
Q	201
R	201
S	202
T	207
V	208
W	209

## Chapter Seven: Prestige Classes

Besark	211
Blackguard	214
Doombringer	216
Envoy of Balance	217
Enheduanna	219
God Seeker	220
Hunter of Hera	221
Jotenslayer	223
Lilim	224
Medjai	226
Moon Knight	228
Setite Keeper of Lore	229
Sister of Selket	231
Sisterhood of the Valkyrie	232
Spiritual Healer	233
Thaumaturgist	234
Tombmason	236
Tutelar	237
Zealot of Kur	239

## Chapter Eight: Skills and Feats

## Chapter Nine: Domains and Spells

New Domains	245
New Class Spell Lists	248
Spell Descriptions	260
A	260
B	261
C	261
D	264
E	265
F	266
G	266
H	268
I	268
K	269
L	269
M	270
N	271
P	271
R	272
S	275
T	278
V	280
W	281

## Chapter Ten: Lo, There Be Monsters

Am-Ren	284
Asag, The Great Mountain Monster	285
Avatar, Empowered Mortal (Template)	287
Boubo, The Clockwork Owl of Athena	287
Canopic Jar	285
Caryatid Column	289
Cerberus	290
Child of the Gods (Half-God) (Template)	290
Gilgamesh	291
Heracles	291
Cyclops, Olympian	292
Defiler	292
Divine Mount (Template)	293
Adad's Bull	294
Ishtar's Lion	294
Shamash's Team of Horses	295
Drake, Desert	295
Dune Crawler	296
Einherjar (Template)	296
Elemental, Sand	297
Fafnir the Terror	299
False Idol (Template)	300
Fenris Wolf	302
Fleshbane Swarm	303
Funerary Golem (Template)	304
Giant, Desert	305

Giant, Mountain	305
Giant, Ocean	306
Minion of Kur (Galla)	307
Garm, Guardian of Hel-Gate	308
Goldtuft, Heimdall's Steed	309
Grendel	309
Gullinbursti, Frey's Boar	310
Humbaba, Keeper of the Cedar Forest	311
Husk	312
Jormangund, The Midgard Serpent	313
Jotunheim Giant (Template)	315
Ka Spirit	316
Kraken, Magma	317
Mummy	317
Mummy Golem	318
Norse Humanoid (Template)	319
Namtar, Demon Lord of Pestilence	320
Nidhogg, Dark Dragon of Niflheim	321
Pazuzu, Lord of Scathing Winds	323
Odin's Ravens, Huginn and Muninn	324
Odin's Wolves, Freke and Gere	325
Outer Dragon, Time	326
Sand Ooze	327
Sea Lion	327
Sebittu, The Seven & Seven	327
Sekhmet, Handmaiden of Bast, Punisher of the Gods	328
Serpard, Desert	329
Gatekeeper Demon, Seven Keepers of the Hellgate	330
Sleipner, Odin's Steed	331
Sphinx of Giza	332
Tombrobber	333
Ushabti	333
Valkyrie, Bringer of the Valiant Dead	334
White Eagle of Zeus	334
<b>Legal</b>	<b>337</b>





# Acknowledgments

Steve Creech – I want to thank my family, especially my adorable and beautiful wife, Kim. Her tolerance of what it takes to be both a writer and publisher knows no ends. Kim, I truly love you. This book is dedicated to you.

Kevin Ruesch – To my wife, Jodi, and my sons, Zachary and Bryce, whose love, imagination and support are a constant inspiration. I am so very grateful for having each of you in my life.

Justin Sluder – To Steve Russell for giving me my start (may his soul rest in peace), Steve Creech for being patient, Matt Banach for making okay awesome, and everyone in the chatroom for encouraging me to keep going. Thank you all.

# Foreword

Kevin Ruesch and I first had the privilege of meeting Jim Butler face to face in January 2002, during Winter Fantasy when it was being held in Fort Wayne, Indiana. I had already done one project for Bastion Press and, like a slobbering fanboy, was anxiously awaiting its release in the next month or so. During that convention, Jim sat down with Kevin and myself and discussed a series of books he'd like to see done in pdf format. After trading some ideas and suggestions, the *Lore of the Gods* series was born. The first book, *Greek Gods*, was released in April 2002, followed by *Norse Gods* (which received an honorable mention in the ENnie awards nominations for that year) in June and *Egyptian Gods* in August of that year.

While Kevin and I were proud of the work we had done with the series, we felt that there were changes we could have made and things we could have done much better. Little did we know that we would get a second chance thanks to two unrelated circumstances, namely specific requests from Bastion Press fans for a print version and the release of the revised 3.5 edition rules. Now we had the opportunity to make those changes we wanted, convert the relevant information to the new rules, add new material and, hopefully, make the book even better than it was before. Enter Troye Grgurin and *Mesopotamian Gods*.

*Mesopotamian Gods* was originally intended to be the next book in the pdf series. However, with the decision to take the first three books to print, it was only natural to include Troye's work with it after converting everything to the new ruleset and making some modifications where needed. After spending over two years in development, we felt the book needed a little something more to make it better and more useful to players. Bastion development team members Kevin Melka, Tim Hitchcock and Todd Laing offered to take a crack at it and add their magic to the brew. And what magic it was.

Now here we are in 2017. *Dungeons & Dragons* has

moved on to new editions and a "little" company named Paizo has taken up the gauntlet and improved upon the 3.5 version rules to form the *Pathfinder Roleplaying Game*®. The result was a huge success for Paizo. Since the 3.5 version of *Lore of the Gods* was released the same year as the announcement of 4<sup>th</sup> edition *Dungeons & Dragons*, it only made sense that it should be one of our first books to be converted to the Pathfinder® ruleset. Thankfully, Justin Sluder was available to do all of the conversion work. Without him, this new version would not be possible.

The end result is what you hold in your hands and represents far more than just a reprint of the original electronic releases. This book has had a considerable amount of new material added to every facet from specific pantheons down to the artifacts, creatures, domains, spells and prestige classes. There is something in this book for everyone, player and Game Master alike. If you are a player, we hope that you will find a lot of good material that leaves you dying to sink your teeth into. If you are a Game Master, we hope that the material in this book inspires you to ideas that will take your campaign to new heights of fun for you and your players. We honestly hope you will embrace it, use it, and most of all, enjoy it to your fullest extent. After all, there is no greater satisfaction for an author than to have someone tell him how much his work is appreciated, enjoyed and (in the case of game designers) used. To that end, I wish you all the best and may your dice always roll a '20' when you need it most...

Steve Creech  
April 11, 2017









Shaina brushed the dust off her cloak as she stepped into the tent. There, sitting on a weathered rug, sat a frail man as old as any she had ever seen. He looked at her with a gaze that spoke volumes and left just as many unanswered questions. It was almost hypnotic.

"Are you Annomen?" She asked respectfully.

"Indeed," he replied, "and you are searching for that which should not be found."

His answer stunned Shaina for a moment. Could he really know what her real purpose was? Was there more to this man than it seemed?

"I'm looking for someone. He was part of a caravan traveling through these lands. His name is..."

"I know who he is," interrupted the old man. "He came to me two moons ago looking for the same thing you are now. I also told him what I am about to tell you. Go back and forget this folly. Leave the secrets where they are supposed to remain... hidden."

Shaina was completely rattled but tried hard not to let it show. How did this man know so much? Was he a reader of minds? Could he sense her thoughts? Try as she might, she couldn't staunch the thousands of questions and suppositions that raced through her mind. "If you know that, then you know I must find him and continue his quest if need be," she said.

Annomen sighed, "I know. He said you would come. If you follow in his tracks, you will meet his same fate. You will not live to see the next new moon."

Shaina smiled a half smile and replied, "If that is the gods' wish, then so be it. But I am better than him. It is possible I will succeed."

"Ah yes, child. But even if you do succeed, ultimately you will fail. I do not believe you understand this."

Shaina crouched down and took Annomen's hand in her own and looked into those hypnotic eyes. "Would you rather someone else found it? Someone not worthy who would use it for ill?"

For the first time she saw sadness in his eyes as he conceded her point, "Do you not think that the gods would take steps to ensure that did not happen. Is your faith weak?" It was almost as if a door closed between the two of them. "No matter. I cannot dissuade you from your quest. Outside you will find a ranger who will act as your guide and take you to the ruins. He will not go farther than that, nor will he remain there. His only duty is to guide you to that which you seek. It is up to you to find the way in."

Shaina thanked the man and moved to leave only to hear his whispered warning, "Be careful what you seek. Knowledge from the gods isn't meant to be known by mere mortals. There are high prices that must be paid for such knowledge."

"Then I will pay whatever they ask," she said as she walked out into the hot sun.

Annomen watched her depart while small flickers of lightning coursed across his eyes. He did everything he was allowed to do but yet it was not enough. She had a relatively pure soul, but it would not be enough to save her. Pity. Out of the many who came seeking the forbidden lore of the gods, he had liked her the best. Still, there would be more. There were always mortals who believed they could outwit the gods and claim what they thought was rightfully theirs. Annomen's thoughts reached outward and found another heading in his direction. In a day or so he would arrive. Maybe this mortal would listen...

## Introduction

Religion and mythology have long been subjects of historical significance. Dating back to the earliest known written records, evidence of divine belief and its effect on society has been passed from one generation to the next, shaping how whole populations interact and evolve. Legends, folklore and tales are filled with incidents where the gods have intervened in the lives of mortals with unexpected, sometimes catastrophic results. This material is perfect for use in any role-playing game setting, whether it is fantasy, futuristic or modern. Not only are the gods themselves rich and flavorful, but the existing stories about their deeds and conquests comprise the very seeds to sow great

adventures and campaigns for many years to come. Imagine your players struggling against the Society of the Serpent to prevent Ragnarok from descending upon modern times, or desert nomads uniting under the cause of Set and taking control of all trade routes in and out of the vast desert in your fantasy world. Perhaps the entire world is in winter's grip because Persephone has chosen to remain with Hades rather than joining her mother for six months. Are your heroes up to the task of journeying into the Underworld and convincing her of the error of her decision? Can they even make it past the guardian of gates, Cerberus? That's up to you, your players and a bag of dice to decide.





## About this Book

Contained within these pages are the collected tidbits of historical and fantasy-based legend and lore regarding the major pantheons for the Egyptian, Greek, Mesopotamian, and Norse civilizations. Each mythology has its own chapter describing the various deities, their avatars, and any relevant information concerning them. Not every deity has been presented, but rather those that either have a greater significance, such as Zeus, or those that provide excellent opportunities for use in a fantasy setting. The default race to follow these deities is listed as "Any" whereas the deity in question has no qualms about who worships him/her. However, when deemed appropriate, other races that may follow a particular deity are noted in each entry. As always, the final decision is the GM's. Any domains marked with an asterisk (\*) are new and should be referenced in the section on domains in chapter ten.

This book provides material that a GM may use to enhance his campaign. It is not the intention of the authors to create a historically accurate interpretation of each deity, but rather to explain the deity in gaming terms that fit the rules of the *Pathfinder*®/OGL gaming system and add an element of enjoyment that fits within the confines of the game itself. Religions depicted for the purposes of gaming should not be misinterpreted as actual religious practices, even when there is historical precedence concerning the specific religion.

**Chapter One** discusses avatars, avatar construction, ascending to divinity, and provides a brief recap of SRD salient abilities.

**Chapter Two** examines the Egyptian gods and their influences. It describes each in terms of their specific enneads or trinities as they were worshiped in the various cultural centers, which arose in different parts of Ancient Egypt.

**Chapter Three** examines the Greek gods. Not only are the prominent Olympian gods featured, but also some of the lesser known Primordial deities and Titans.

**Chapter Four** delves into the Mesopotamian pantheon. Here you will recognize familiar names appearing throughout many fantasy role-playing games in their historical context of Ancient Mesopotamia.

**Chapter Five** presents the Norse gods and includes the history behind Ragnarok, the prophesized end of the world. The fate of each deity as they relate to Ragnarok is also given, including how they are supposed to die in the great battle among the gods.

**Chapter Six** covers magical creations and divine artifacts. Here you will find the descriptions of the many different artifacts favored by the deities along with magic items that have relevance to specific pantheons.

**Chapter Seven** presents new prestige classes that have foundations based upon their appropriate pantheon or mythology. Game Masters or players who

wish to achieve a more culturally centered feel to their campaigns or characters will use these classes wisely.

**Chapter Eight** outlines new skills and how they apply to the various mythologies or from a historical perspective. You will note that several avatars and prestige classes make use of these skills.

**Chapter Nine** outlines new spells and domains as relevant to the four pantheons detailed in this book.

**Chapter Ten** lists the various creatures, monsters and lesser powers that often serve as antagonists for the various mythologies. Here you will find beings that are benevolent, neutral, or truly evil, capable of challenging even mythic or epic characters.

## Chapter One: Avatars and Divinity

Perhaps it is one of the flaws of immortality- the lack of urgency that comes with timeless existence, the absence of fear caused by the inevitable death which plagues mortal existence, or some omnipotent insight to the true workings of the universe – but by mortal standards, it may often appear that their deities tend to have a seemingly disturbing disinterest in meddling with earthly affairs. As such, the task of fulfilling their decrees, judgments, and verdicts are left to the woe and frustration of their followers who in turn spend years, sometimes even decades interpreting the meanings of omens and sacred texts only to uncover even greater echelons of enigma and cryptic rhetoric. However, there are also those occasions when the interpretations of mortals fall short, when earthly affairs press their urgency into the heavens and a god needs his presence felt. In such times, a god needs his words translated directly into action and when this urgency calls, he creates an avatar.

An avatar is not the deity himself; rather it is the physical embodiment of the deity's will. It has its own sentience and its own reasoning, yet it is wholly bound to the intentions and needs of the deity who formed it, and always acts in the best interests of its creator. The avatar's physical form is often similar in nature (if not identical) to the form in which their mortal followers most commonly portray them. However, they are by no means limited to this choice, and avatars could just as easily appear as a huge elemental, an ancient serpent, or a spotted rabbit.

Since the avatar is but a wisp of the thoughts of a deity brought to solid form, if either the players or an outside encounter should actually destroy the avatar, it may reform at the whim of the deity. Under such an occasion, the deity is more than displeased regarding the event and the reappearance of the avatar should reflect this.

Avatars are not meant to be full NPCs to journey with a party and do their "dirty work", but rather guide, assist, and occasionally punish party members or NPCs as it relates to the overall story. For example,



a devout follower of Thor may suddenly find himself encountering an avatar during his search for an ancient artifact that summons storms that may be used against those who are trying to force the early manifestation of Ragnarok. In a contrary circumstance, the players may find themselves assisting a half-god in his battle against a Hunter of Hera, only to wind up defending themselves against her avatar that has come to assist the hunter in slaying the half-god.

Though this work is filled with avatars, Game Masters are cautioned to use them sparingly, and more as a plot tool than an active component of the adventure. Encountering an avatar is akin to being confronted by the will of a deity, their appearance usually heralding great prophecy and events. Should their appearance become too frequent, they will inevitably begin to lose that wondrous status in the eyes of the players and become just another NPC, like a blacksmith or barkeep. Keeping their manifestation mysterious and rare is the most effective way to create impressive avatar encounters.

## Creating an Avatar

Though there are two types of avatars, basic avatars and empowered mortals, the most commonly encountered are the created avatars. Empowered mortals are created using the Avatar template found in Chapter 11, while the three basic avatar statblocks below represent the basic manifestations of avatars, along with the avatar subtype and domain abilities possessed by avatars.

All deities can create lesser avatars. Intermediate deities can create lesser and intermediate avatars. Greater deities can create lesser, intermediate, and greater avatars. All deities can empower mortals.

### BASIC AVATARS

Below are the basic statistics for the three types of generic avatars, followed by the modifications to them depending on the domains granted by their creator entity.

All generic avatars possess the avatar subtype as detailed below.

- **Avatar Subtype** Avatar is a subtype of the outsider type. In addition to the avatar subtype, they possess any and all additional subtypes, as appropriate. They possess the following qualities unless specified otherwise.
- **Avatar Senses** All avatars possess darkvision 120 ft. and low-light vision. Additionally, avatars have supernatural senses of sight and hearing allowing them to make Perception checks without penalty against all creatures less than 1 mile away. Sense benefits apply to natural senses only and are not applicable to magically enhanced senses, or alternate senses such as low-light vision or darkvision.
- **Damage Reduction** All avatars possess damage reduction. Lesser avatars have DR 15/epic. Intermediate avatars have DR 25/epic. Greater

avatars have DR 25/—.

- **Immunities** Avatars are immune to ability damage, ability drain, death effects, disintegration, energy drain, mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.
- **Immortal** Avatars are immortal and cannot die from natural causes, nor do they require food, sleep, or even air.
- **Native Outsider** Avatars are considered native creatures on whatever plane they find themselves, and therefore never gain the extraplanar subtype.
- **Rejuvenation (Ex)** Should an avatar be reduced to below its negative Constitution score, they are not dead. They return to life after an amount of time that depends on the type of avatar they are. Lesser avatars rejuvenate after 100 years. Intermediate avatars rejuvenate after 1 year. Greater avatars rejuvenate after 1 day. When an avatar rejuvenates, they are returned to life with full hit points and use of abilities.
- **Domains (varies)** Lesser avatars gain one domain of their creator deity. Intermediate avatars gain three domains of their creator deity. Greater avatars gain five domains of their creator deity.
- **Truespeech (Su)** All avatars can speak with any creature that has a language, as though using a *tongues* spell (CL 20th). This ability is always active.
- **Avatars receive maximum hit points for all Hit Dice they possess.**
- **Bonus Feats** All avatars possess the following bonus feats: Combat Expertise, Combat Reflexes, Dodge,

#### Why do the avatars have statblocks?

Giving deities and/or their avatars statblocks have always been a controversial argument in gaming. One side argues that providing such statistics does nothing more than waste space and is not needed. These are deities after all, they have no measurable abilities. The other side of the argument insists that it is good to include such things. Epic level characters deserve the right to challenge the gods. If the god is defeated or dies, does this not give the player character the right to take his or her place in the pantheon? In order to do so, abilities and statistics must be quantified. In this book, we have tried to present a happy medium that both sides can agree upon. The deities do not have statblocks. They are, after all, gods. However, we have also given avatars statistics so Game Masters who wish to allow their players to tempt fate (and likely get their butts kicked) can do so. Ultimately, it is your game to use what you want, and in the end that is all that matters.





Improved Critical (favored weapon), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (favored weapon), Whirlwind Attack.

- **Skills** All skills are class skills for avatars. Lesser avatars possess 20 ranks in 10 skills, and 10 ranks in all other skills. Intermediate avatars possess 30 ranks in 15 skills, and 15 ranks in all other skills. Greater avatars possess 40 ranks in all skills.
- **Treasure** Avatars possess equipment appropriate to the theme of their creator deity. Avatars of all kinds are proficient with all weapons, armors, and shields. They ignore the armor check penalty and maximum Dexterity limitations of armor and shields they use, and are never slowed by armor or shields they use.

**LESSER AVATAR****CR 25****XP 1,640,000**

Any Medium outsider (avatar, native; see domains)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +15 (10 ranks) or +25 (20 ranks)**DEFENSE****AC** 29, touch 21, flat-footed 22 (+4 deflection, +6 Dex, +1 dodge, +8 natural)**hp** 440 (20d10+240)**Fort** +24, **Ref** +18, **Will** +14**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36**OFFENSE****Speed** 40 ft.**Melee** longsword +33 (1d8+12/17-20)**STATISTICS****Str** 34, **Dex** 23, **Con** 35, **Int** 13, **Wis** 15, **Cha** 22**Base Atk** +20; **CMB** +32; **CMD** 53**Feats** 10 plus bonus feats**Skills; Other Skills** Strength +25, Dexterity +19, Intelligence +14, Wisdom +15, Charisma +19**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech**SQ** domain**ECOLOGY****Environment** any**Organization** solitary**Treasure** special**INTERMEDIATE AVATAR****CR 30****XP 9,840,000**

Any Medium outsider (avatar, native; see domains)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +23 (15 ranks) or +38 (30 ranks)**DEFENSE****AC** 42, touch 30, flat-footed 30 (+8 deflection, +11 Dex, +1 dodge, +12 natural)**hp** 960 (30d10+660)**Fort** +39, **Ref** +28, **Will** +22**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41**OFFENSE****Speed** 50 ft.**Melee** longsword +53 (1d8+22/17-20)**STATISTICS****Str** 54, **Dex** 33, **Con** 55, **Int** 18, **Wis** 20, **Cha** 32**Base Atk** +30; **CMB** +52; **CMD** 82**Feats** 15 plus bonus feats**Skills; Other Skills** Strength +40, Dexterity +29, Intelligence +22, Wisdom +23, Charisma +29**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech**SQ** domains**ECOLOGY****Environment** any**Organization** solitary**Treasure** special**GREATER AVATAR****CR 40****XP 314,880,000**

Any Medium outsider (avatar, native; see domains)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +50**DEFENSE****AC** 55, touch 39, flat-footed 38 (+12 deflection, +16 Dex, +1 dodge, +16 natural)**hp** 1,680 (40d10+1,280)**Fort** +54, **Ref** +38, **Will** +29**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; Immune acid, cold, electricity, fire, sonic; **SR** 51**OFFENSE****Speed** 60 ft.**Melee** longsword +73 (1d8+32/17-20)**STATISTICS****Str** 74, **Dex** 43, **Con** 75, **Int** 23, **Wis** 25, **Cha** 42**Base Atk** +40; **CMB** +72; **CMD** 111**Feats** 20 plus bonus feats**Skills; Other Skills** Strength +75, Dexterity +59, Intelligence +49, Wisdom +50, Charisma +59**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech**SQ** domains**ECOLOGY****Environment** any**Organization** solitary**Treasure** special**Custom Avatars**

Though the statblock above have assigned ability scores and no class level, you can further customize avatars by adding class levels and reassigning the avatar's ability scores as you see fit. If the avatar has a non-humanoid appearance, consult the appendices in the back of the *Pathfinder Roleplaying Game Bestiary*.

Avatars have base ability scores as follows:

Type	Scores
Lesser	35, 34, 23, 22, 15, 13
Intermediate	55, 54, 33, 32, 20, 18
Greater	75, 74, 43, 42, 25, 23





## DOMAINS

The following are abilities granted to avatars when it possesses a domain. Unless stated otherwise below, domain abilities are powered by an avatar's highest, unmodified ability score. Intermediate avatars gain a +5 bonus to the DC of their abilities. Greater avatars gain a +10 bonus to the DC of their abilities. Avatar spell like abilities have a caster level equal to the avatar's Hit Dice. Any alignment, element, or energy domain adds the appropriate subtype when possessed by an avatar.

### Abomination Domain

In addition to the following abilities, avatars with the abomination domain can reduce the ability scores of a creature by 10 with a melee touch attack. The touched creature is allow a Fort save to change this to ability drain instead. A creature can only be affected by this effect only once at any particular time, and the avatar can end this effect as a free action regardless of distance or planar boundaries.

*Corrupting Touch (Sp)* With a melee or ranged touch against a creature it can see within 1 mile, an avatar with the abomination domain can warp the form of a creature, dealing 2d6 points of Strength, Dexterity, Constitution, and Charisma drain. This effect can only be removed by a *wish* or *miracle* spell, or divine intervention.

*Terrifying Form (Su)* Avatars with the abomination domain are horrific to behold. Any intelligent creature that can see the avatar must make a successful Will save or be panicked as long as they can see the avatar, and shaken for 1 year after not seeing the avatar. This ability requires no effort from the avatar.

*Spell-Like Abilities (Sp)* Avatars with the abomination domain possess the following spell-like abilities.

At will—*alter self, black tentacles, clone, enlarge person, giant vermin, grotesque, shapechange, touch of chaos, writhing tendrils*

### Affinity Domain

In addition to the following abilities, avatars with the affinity domain are never attacked by animals sacred to their faith, and such animals always have a starting attitude of helpful towards the avatar, unless directly attacked by the avatar, in which case the animal's attitude changes to indifferent for 1 minute.

*Wild Empathy (Ex)* An avatar with the affinity domain gain the wild empathy ability with a druid level equal to their Hit Dice.

*Sacred Shape (Sp)* An avatar with the affinity domain can assume the form of their sacred animal(s) as a free action. This ability functions as the *shapechange* spell.

*Spell-Like Abilities (Sp)* Avatars with the affinity domain possess the following spell-like abilities.

At will—*animal shapes, awaken, bestial attribute, calm animals, creature companion, dominate animal, hybrid form, imbue with spell ability, summon otherworldly creature*

### Air Domain

In addition to the following abilities, avatars with the

air domain gain a fly speed equal to twice their land speed with perfect maneuverability.

*Lightning Arc (Sp)* As a standard action, an avatar can unleash an arc of electricity targeting any single foe within sight as a ranged touch attack. This arc deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half of this damage is electricity, half is raw divine power. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

*Electricity Immunity (Ex)* Lesser avatars with the air domain are immune to all electricity damage. Intermediate avatars with the air domain are immune to all electricity damage, and healed 1 point for every 3 points of electricity damage they would otherwise suffer. Greater avatars with the air domain are immune to all electricity damage, healed an equal amount for every point of electricity damage they would otherwise suffer, and gain the effects of *haste* (as the spell) for 1 minute.

*Spell-Like Abilities (Sp)* Avatars with the air domain possess the following spell-like abilities.

At will—*air walk, chain lightning, control winds, elemental body IV (air only), elemental swarm (air only), gaseous form, obscuring mist, whirlwind, wind wall*

### Animal Domain

In addition to the following abilities, avatars with the animal domain gain wild empathy as a druid equal to their Hit Dice, and can wild shape as a 20th level druid.

*Speak with Animals (Su)* Avatars with the animal domain can *speak with animals*, magical beasts, and vermin as easily as they can speak with any other creature. This ability is always active.

*Animal Companions (Ex)* Lesser avatars with the animal domain gain a single animal companion as a 20th-level druid. Intermediate avatars gain two animal companions, each as a 20th-level druid. Greater avatars gain five animal companions, each as a 20th-level druid.

*Spell-Like Abilities (Sp)* Avatars with the animal domain possess the following spell-like abilities.

At will—*animal shapes, antilife shell, calm animals, dominate animal, hold animal, shapechange, summon nature's ally IX (animals only, free action)*

### Artifice Domain

In addition to the following abilities, avatars with the artifice domain can as *make whole* as a spell-like ability at will.

*Animate Objects (Sp)* Avatars with the artifice domain can use *animate objects* as a spell-like ability at will. Lesser avatars can only have 5 different objects animated at one time. Intermediate avatars can only have 10 different objects animated at one time. Greater avatars can only have 20 different objects animated at one time. Objects animated by this ability remain active until they are destroyed, or the animating avatar ends the effect.





*Reconstruct (Sp)* Avatars with the artifice domain can reactivate creatures of the construct type that have been reduced to zero hit points or less. This functions identically to *true resurrection*.

*Spell-Like Abilities (Sp)* Avatars with the artifice domain possess the following spell-like abilities.

At will—*animate rope, fabricate, instant summons, major creation, minor creation, prismatic sphere, stone shape, wall of iron, wood shape*

## Balance Domain

In addition to the following abilities, avatars with the balance domain cannot be tripped, and are never hindered by difficult terrain.

*Balance the Scales (Sp)* An avatar with the balance domain can level the field for all non-avatars within 1 mile of itself. Whenever a non-avatar makes a d20 roll, it is treated as a natural roll of 11.

*Protection (Sp)* Allies within 1 mile of an avatar with the balance domain gain the effects of *protection from chaos/evil/good/law* as long as they remain within 1 mile of the avatar, or the avatar ends the effect as a free action. Divine spellcasters who worship the creator deity of the avatar or the ethos the avatar exemplifies gain the effects of *magic circle against chaos/evil/good/law* and spell resistance equal to their total Hit Dice plus 11.

*Spell-Like Abilities (Sp)* Avatars with the balance domain possess the following spell-like abilities.

At will—*antipathy, banishment, calm emotions, dismissal, divine arbitration, equalization, prayer, shared fate, weighing the balance*

## Chaos Domain

In addition to the following abilities, avatars with the chaos domain are immune to spells and spell-like abilities with the lawful descriptor, and spells cast by lawful creatures. This ability only protects against spells subject to spell resistance.

*Anarchic Strike (Su)* Avatars with the chaos domain gain the *anarchic* weapon quality to all attacks they make. This includes melee, ranged, extraordinary, supernatural, and spell-like effects. If an avatar with the chaos domain uses a weapon with the *anarchic* weapon enhancement, the damage bonuses stack and are maximized.

*Chaos Effect (Sp)* Avatars with the chaos domain can infect creatures with a thread of pure chaos. This is a melee touch attack that inflicts *insanity* (as the spell, DC +20) upon the target creature.

*Spell-Like Abilities (Sp)* Avatars with the chaos domain possess the following spell-like abilities.

At will—*align weapon (chaos only), animate objects, chaos hammer, cloak of chaos, dispel law, magic circle against law, protection from law, summon monster IX (chaos only), word of chaos*

## Charm Domain

In addition to the following abilities, avatars with the charm domain can improve a creature's attitude toward it by two steps unless they make a successful will save (DC 20 + one-half the avatar's Hit Dice + the

avatar's Charisma modifier).

*Dazing Touch (Sp)* As a melee touch attack, or as part of a weapon attack, an avatar with the charm domain can *daze* a creature for 1 minute (no save or max HD). Using this ability is a standard action if used as a melee touch attack, or as part of the attack action if used in conjunction with a weapon attack.

*Fast Friends (Su)* Whenever an avatar with the charm domain uses an ability to alter a creature's attitude towards them (*charm person, dominate monster*, etc.), the avatar can activate that ability as a free action.

*Spell-Like Abilities (Sp)* Avatars with the charm domain possess the following spell-like abilities.

At will—*calm emotions, charm monster, charm person, demand, dominate monster, geas/quest, heroism, insanity, suggestion*

## Community Domain

In addition to the following abilities, avatars with the community domain double the number of creatures and triple the size of effects they use to alter creature's attitudes.

*Calming Touch (Sp)* As a standard action, an avatar with the community domain can touch a creature. The creature touched is either healed of all nonlethal damage, or half of the lethal hit point damage it is currently suffering is healed, and the rest is converted into nonlethal damage.

*Unity (Su)* As a free action, an avatar with the community domain can substitute its own saving throw roll for that of another creature within line of sight. The avatar can use this ability even when it's not the avatars turn.

*Spell-Like Abilities (Sp)* Avatars with the community domain possess the following spell-like abilities.

At will—*bless, heroes' feast, mass cure critical wounds, miracle, prayer, refuge, shield other, status, telepathic bond*

## Cosmic Domain

In addition to the following abilities, avatars with the cosmic domain gain blindsight with a range of 1 mile.

*Understanding of the Void (Sp)* With a touch, an avatar with the cosmic domain can grant an intelligent creature a bonus on all Wisdom-based abilities and checks equal to one-half the avatar's Wisdom modifier (minimum +1). This bonus lasts as long as the avatars desires, and the avatar can end this bonus on any number of affected creatures as a free action. There is no limit to the number of creatures the avatar can grant this ability to.

*Seeing the Unseen (Sp)* An avatar with the cosmic domain possesses the following spells as constant spell-like abilities: *analyze dweomer, foresight, greater arcane sight*.

*Spell-Like Abilities (Sp)* Avatars with the cosmic domain possess the following spell-like abilities.

At will—*astral self, cosmic awareness, cosmic ray, meteor swarm, reverse gravity, rings of withstanding, solar wind, starlight, true seeing*



### Craft Domain

In addition to the following abilities, avatars with the craft domain gain a bonus on all d20 rolls related to the crafting of items equal to twice their Hit Dice.

*Crafter's Ease (Su)* Avatars with the craft domain possess such an affinity for the creation of both magical and mundane items they gain all item creation feats as bonus feats, and only require raw materials equal to 1/10th the market price of an item to create it. They are not limited to how long they can work on an item each day, and can effectively craft a number of items each day equal to one-third their Intelligence modifier (minimum 2 items).

*Quick Crafting (Su)* Over the space of 10 minutes, an avatar with the craft domain can perform 8 hours of work on items they create.

*Spell-Like Abilities (Sp)* Avatars with the craft domain possess the following spell-like abilities.

At will—*animate objects, fabricate, make whole, mend fortifications, minor creation, polymorph any object, raise structure, stone shape, unseen servant*

### Darkness Domain

In addition to the following abilities, avatars with the darkness domain can summon 1d3+1 dread shadows or 4d4 shadows as a standard action which remain until destroyed, or released by the avatar that summoned them. Avatars with the darkness domain gain Blind-Fight, and Improved Blind-Fight as bonus feats.

*Touch of Darkness (Sp)* As a melee touch attack, or as part of a weapon attack, an avatar with the darkness domain can permanently blind a creature. A successful Fortitude save reduces the blindness to 1 minute. Using this ability is a standard action if used as a melee touch attack, or as part of the attack action if used in conjunction with a weapon attack.

*Eyes of Darkness (Su)* The perceptive capabilities of an avatar with the darkness domain are not hampered in any way by lighting conditions, even in absolute darkness and magic darkness.

*Spell-Like Abilities (Sp)* Avatars with the darkness domain possess the following spell-like abilities.

At will—*blur, crushing despair, deeper darkness, greater shadow conjuration, greater shadow evocation, obscuring mist, shades, shadow walk, telekinesis*

### Dead Domain

In addition to the following abilities, avatars with the dead domain have no limit to the number of undead they can control.

*Grave Sense (Sp)* Avatars with the dead domain know the number and location of all undead within 1 mile of them. As a free action, the avatar can telepathically communicate with any undead they know exists.

*Touch of Life and Death (Sp)* As a standard action, an avatar with the dead domain can create undead or raise the dead with a touch. This ability functions as whichever of the following spells the avatar desires: *animate dead, breath of life, create greater undead, create undead, raise dead, resurrection, true resurrection*.

*Spell-Like Abilities (Sp)* Avatars with the dead domain possess the following spell-like abilities.

At will—*antilife shell, deathwatch, final reward, gentle repose, restore life, speak with dead, status*

### Death Domain

In addition to the following abilities, avatars with the death domain can channel negative energy as a 20th-level cleric a number of times per day equal to their Charisma score.

*Bleeding Touch (Sp)* As a melee touch attack, an avatar with the death domain can cause a creature capable of bleeding to bleed a certain amount each round. Lesser avatars deal 4d6 bleed damage. Intermediate avatars deal 8d6 bleed damage. Greater avatars deal 12d6 bleed damage. This effect persists until either the bleed creature is reduced to less than zero hit points, or until they are returned to full hit points.

*Amplify Death (Su)* All negative energy effects within 1 mile of an avatar with the death domain deal twice the normal maximum damage. This ability requires no effort from the avatar, but the avatar can suppress and reactivate it as a free action once per round.

*Spell-Like Abilities (Sp)* Avatars with the death domain possess the following spell-like abilities.

At will—*animate dead, cause fear, create greater undead, create undead, death knell, death ward, destruction, slay living, wail of the banshee*

### Desert Domain

In addition to the following abilities, avatars with the desert domain physical damage while in a desert.

*Desert Defense (Su)* Allies of an avatar with the desert domain are immune to the environmental effects of deserts as long as they are within 1 mile of the avatar. The avatar can extend and withdraw this defense to any number of creatures as a free action.

*Desert Form (Sp)* Avatars with the desert domain can assume the form of any creature naturally found in deserts and any creature composed of sand. This ability functions as the *shapechange* spell.

*Spell-Like Abilities (Sp)* Avatars with the desert domain possess the following spell-like abilities.

At will—*commune with nature, creeping doom, find the path, greater sirocco, horrid wilting, pass without trace, repel vermin, soften earth and stone, wall of sand*

### Destruction Domain

In addition to the following abilities, avatars with the destruction domain ignore all hardness of objects they damage, and gain Improved Sunder, Greater Sunder, and Sundering Strike as bonus feats.

*Destructive Smite (Su)* An avatar with the destruction domain gains a bonus to all types of damage they deal equal to their Hit Dice.

*Destructive Aura (Su)* All damage dealt to objects within 1 mile of an avatar with the destruction domain ignores the first 20 points of hardness. If within 100 ft., all damage dealt to creatures and objects gains a bonus equal to half the avatars Hit Dice. The effects of



this ability do not function against an avatar with the destruction domain.

*Spell-Like Abilities (Sp)* Avatars with the destruction domain possess the following spell-like abilities.

At will—*disintegrate, earthquake, harm, implosion, inflict critical wounds, rage, shatter, shout, true strike*

## Earth Domain

In addition to the following abilities, avatars with the earth domain gain the ability to burrow through any kind of earthen terrain. Their burrow speed is equal to twice their base land speed if burrowing through natural earthen terrain, or their land speed if burrowing through manufactured earthen terrain. They also gain earth glide (see *Pathfinder Roleplaying Game Bestiary 2*, Appendix 3) and tremorsense (see *Pathfinder Roleplaying Game Bestiary*, Appendix 3) with a range of 1 mile.

*Acid Dart (Sp)* As a standard action, an avatar can unleash a dart of acid targeting any single foe within sight as a ranged touch attack. This dart deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half of this damage is acid, half is raw divine power. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

*Acid Immunity (Ex)* Lesser avatars with the earth domain are immune to all acid damage. Intermediate avatars with the earth domain are immune to all acid damage, and healed 1 point for every 3 points of acid damage they would otherwise suffer. Greater avatars with the earth domain are immune to all acid damage, healed an equal amount for every point of acid damage they would otherwise suffer, and gain the effects of *haste* (as the spell) for 1 minute.

*Spell-Like Abilities (Sp)* Avatars with the earth domain possess the following spell-like abilities.

At will—*earthquake, elemental body IV* (earth only), *elemental swarm* (earth only), *magic stone, soften earth and stone, spike stones, stone shape, stoneskin, wall of stone*

## Evil Domain

In addition to the following abilities, avatars with the evil domain are immune to spells and spell-like abilities with the good descriptor, and spells cast by good creatures. This ability only protects against spells subject to spell resistance.

*Unholy Strike (Su)* Avatars with the evil domain gain the *unholy* weapon quality to all attacks they make. This includes melee, ranged, extraordinary, supernatural, and spell-like effects. If an avatar with the evil domain uses a weapon with the *unholy* weapon enhancement, the damage bonuses stack and are maximized.

*Corrupt the Soul (Sp)* Avatars with the evil domain can infect the soul creatures with a seed of unrepentant evil. This is a melee touch attack that immediately forces the infected creature to make a Will save or have their alignment shift one step toward evil. Each time they are faced with a moral decision, and infected

creature must make an additional Will save to avoid shifting another step toward evil.

*Spell-Like Abilities (Sp)* Avatars with the evil domain possess the following spell-like abilities.

At will—*align weapon* (evil only), *blasphemy, create undead, dispel good, magic circle against good, protection from good, summon monster IX* (evil only), *unholy aura, unholy blight*

## Fire Domain

In addition to the following abilities, avatars with the fire domain have an effective caster level 10 higher when determining the effects of all fire-based abilities they use. Any fire-based abilities they use that allow a save have a DC 10 higher than normal.

*Fire Bolt (Sp)* As a standard action, an avatar can unleash of scorching bolt or divine fire targeting a single foe within sight as a ranged touch attack. This bolt deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half of this damage is fire, half is raw divine power. This ability can be used at will, but no more than one every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

*Fire Immunity (Ex)* Lesser avatars with the fire domain are immune to all fire damage. Intermediate avatars with the fire domain are immune to all fire damage, and healed 1 point for every 3 points of fire damage they would otherwise suffer. Greater avatars with the fire domain are immune to all fire damage, healed an equal amount for every point of fire damage they would otherwise suffer, and gain the effects of *haste* (as the spell) for 1 minute.

*Spell-Like Abilities (Sp)* Avatars with the fire domain possess the following spell-like abilities.

At will—*burning hands, elemental body IV* (fire only), *elemental swarm* (fire only), *fireball, fire seeds, fire shield, incendiary cloud, produce flame, wall of fire*

## Glory Domain

In addition to the following abilities, avatars with the glory domain gain the ability to channel positive energy as a 20th-level cleric a number of times per day equal to their Charisma score.

*Touch of Glory (Sp)* With a touch, an avatar with the glory domain can grant a non-evil creature the half-celestial template. Lesser avatars grant this for 1 hour. Intermediate avatars grant this for 1 day. Greater avatars grant this for 1 year. An avatar can only grant a number of creatures the half-celestial template at a time equal to their Charisma modifier, selecting which creature(s) to end the effects of this ability on as a free action.

*Divine Presence (Su)* When an avatar with the glory domain channels positive energy to heal creatures, it heals 200 points of damage, and removes all negative effects. Additionally, creatures subject to the channeled positive energy of an avatar with the glory domain gain a +5 luck bonus to attack rolls, damage rolls, saves, and



skills for 1 minute.

*Spell-Like Abilities (Sp)* Avatars with the glory domain possess the following spell-like abilities.

At will—*bless weapon, gate, holy aura, holy smite, holy sword, righteous might, searing light, shield of faith, undeath to death*

### Good Domain

In addition to the following abilities, avatars with the good domain are immune to spells and spell-like abilities with the evil descriptor, and spells cast by evil creatures. This ability only protects against spells subject to spell resistance.

*Holy Strike (Su)* Avatars with the good domain gain the *holy* weapon quality to all attacks they make. This includes melee, ranged, extraordinary, supernatural, and spell-like effects. If an avatar with the good domain uses a weapon with the *holy* weapon enhancement, the damage bonuses stack and are maximized.

*Purify the Soul (Sp)* Avatars with the good domain can purge the soul of creatures of evil. This is a melee touch attack that immediately forces the touched creature to make a Will save or have their alignment shift one step toward good. This ability has no effect on creatures that are already good.

*Spell-Like Abilities (Sp)* Avatars with the good domain possess the following spell-like abilities.

At will—*align weapon (good only), blade barrier, dispel evil, holy aura, holy smite, holy word, magic circle against evil, protection from evil, summon monster IX (good only)*

### Healing Domain

In addition to the following abilities, avatars with the good domain can return the dead to life with a touch. This touch functions as true resurrection, except those returned to life have full hit points and abilities.

*Rebuke Death (Sp)* As a free action, an avatar with the healing domain can automatically heal 1d4+10 points of damage to any creature reduced below 0 hit points. The avatar can use this ability on any creature it can see, and can use this ability any number of times per round, even when it is not the avatar's turn. A creature can only benefit from this ability once per round.

*Healer's Blessing (Su)* All effects an avatar with the healing domain that heal damage have their effects maximized. If the effect has a set amount it heals, this amount is doubled.

*Spell-Like Abilities (Sp)* Avatars with the healing domain possess the following spell-like abilities.

At will—*breath of life, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, heal, mass cure critical wounds, mass heal, regenerate*

### Heaven Domain

In addition to the following abilities, avatars with the heaven domain are always accompanied by a number of solars. Lesser avatars have one solar. Intermediate avatars have three solars. Greater avatars have ten solars.

*Heavenly Fire (Sp)* As a standard action, an avatar

can unleash a cleansing bolt of divine fire targeting a single foe within sight as a ranged touch attack. This bolt deals 10d6 damage to evil creatures for lesser avatars, 15d6 damage to evil creatures for intermediate avatars, and 20d6 damage to evil creatures for greater avatars. Half of this damage is fire, half is raw divine power. This ability can be used at will, but no more than one every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars. Good creatures are healed by this ability. Creatures neither good nor evil must make a successful Will save or have their alignment shift to good.

*Fated (Su)* Avatars with the heaven domain possess a luck bonus to its AC and saves equal to one-half its Charisma modifier (minimum +1). Allies within 1 mile of the avatar gain a luck bonus to AC and saves equal to one-quarter the avatar's Charisma modifier (minimum +1).

*Spell-Like Abilities (Sp)* Avatar with the heaven domain possess the following spell-like abilities.

At will—*bless, commune, consecrate, daylight, heavenly blessing, holy aura, holy sword, holy word, purge or might*

### Knowledge Domain

In addition to the following abilities, avatars with the knowledge domain never have to roll when making a Knowledge skill check, they are treated as having rolled a 20.

*Lore Keeper (Sp)* With a touch, an avatar with the knowledge domain can learn about a creature it touches. In combat this is resolved as a melee touch attack. The avatar gains a +20 bonus on an appropriate Knowledge check, gaining specific, detailed information about a creature it successfully touches.

*Remote Viewing (Sp)* An avatar with the knowledge domain can use *clairvoyance/clairaudience* at will to view anywhere on the plane it currently inhabits.

*Spell-Like Abilities (Sp)* Avatars with the knowledge domain possess the following spell-like abilities.

At will—*comprehend languages, detect thoughts, discern location, divination, find the path, foresight, legend lore, speak with dead, true seeing*

### Law Domain

In addition to the following abilities, avatars with the law domain are immune to spells and spell-like abilities with the chaos descriptor, and spells cast by chaotic creatures. This ability only protects against spells subject to spell resistance.

*Axiomatic Strike (Su)* Avatars with the law domain gain the *axiomatic* weapon quality to all attacks they make. This includes melee, ranged, extraordinary, supernatural, and spell-like effects. If an avatar with the law domain uses a weapon with the *axiomatic* weapon enhancement, the damage bonuses stack and are maximized.

*Ordered Presence (Sp)* All d20 rolls made by non-avatars and non-deities within 1 mile of an avatar with the law domain are resolved as if an 11 was rolled.





**Spell-Like Abilities (Sp)** Avatars with the law domain possess the following spell-like abilities.

At will—*align weapon* (law only), *dictum*, *dispel chaos*, *hold monster*, *magic circle against chaos*, *order's wrath*, *protection from chaos*, *shield of law*, *summon monster IX* (law only)

## Liberation Domain

In addition to the following abilities, avatars with the liberation domain are constantly under the effects of an extraordinary ability that is identical to the *freedom of movement* spell.

**Liberation (Su)** An avatar with the liberation domain can share its natural *freedom of movement* effect with a number of creatures within 1 mile of it equal to its Charisma modifier.

**Freedom's Call (Su)** As a free action, an avatar with the liberation domain can remove the following conditions from any creature it is aware of within 1 mile: confused, grappled, frightened, panicked, paralyzed, pinned, shaken.

**Spell-Like Abilities (Sp)** Avatars with the liberation domain possess the following spell-like abilities.

At will—*break enchantment*, *freedom*, *freedom of movement*, *greater dispel magic*, *mind blank*, *pass without trace*, *refuge*, *remove curse*, *shatter*

## Luck Domain

In addition to the following abilities, avatars with the luck domain gain a luck bonus to their AC, saves, attack, damage, and CMB rolls equal to one-half their Charisma modifier (minimum +1).

**Bit of Luck (Sp)** An avatar with the luck domain can manipulate the fabric of reality in their favor. When a lesser avatar rolls a d20 they can roll twice and take the more favorable result once per round. When an intermediate avatar rolls a d20 they can roll twice and take the more favorable result up to three times each round. When a greater avatar rolls a d20 they can roll twice and take the most favorable result for every d20 roll they make.

**Good Fortune (Ex)** An avatar with the luck domain can choose to disbelieve unfortunate events. Lesser avatars can reroll one d20 roll they make each round, but not a d20 roll that benefits from its Bit of Luck ability. Intermediate avatars can reroll any d20 roll they make unless it benefits from its Bit of Luck ability, but no d20 roll can be rerolled more than once each round. Greater avatars can reroll all d20 rolls they make in a round, including those benefiting from its Bit of Luck ability, but no d20 roll can be rerolled more than once each round.

**Spell-Like Abilities (Sp)** Avatars with the luck domain possess the following spell-like abilities.

At will—*aid*, *break enchantment*, *freedom of movement*, *miracle*, *mislead*, *moment of prescience*, *protection from energy*, *spell turning*, *true strike*

## Madness Domain

In addition to the following abilities, avatars with the madness domain possess such a demented psyche

that any creature attempting to affect the avatar with any ability that normally triggers a Will save from the avatar instead causes the offending creature to become insane (as the *insanity* spell, no save or immunity).

**Vision of Madness (Sp)** With a touch, an avatar with the madness domain can grant modifiers to the following rolls: attack rolls, saving throws, or skill checks. The touched creature gains a bonus equal to the avatar's Charisma modifier (minimum +1) to one of the rolls, and a penalty to the other two rolls equal to the avatar's Hit Dice. This effect lasts as long as the avatar desires, and there is no limit to the number of creatures the avatar can affect with this ability.

**Aura of Madness (Su)** As a swift action, an avatar with the madness domain can activate or deactivate this ability. Any creature with an intelligence score within 1 mile of an avatar with the madness domain must make a successful Will save or become permanently insane. If a creature successfully saves against this ability, they are immune for 1 minute, after which they must save again if they are still within the area of this ability. Only a *wish*, *miracle*, or divine intervention can remove this insanity.

**Spell-Like Abilities (Sp)** Avatars with the madness domain possess the following spell-like abilities.

At will—*confusion*, *insanity*, *lesser confusion*, *nightmare*, *phantasmal killer*, *rage*, *scintillating pattern*, *touch of idiocy*, *weird*

## Magic Domain

In addition to the following abilities, avatars with the magic domain gain the ability to cast spells as a sorcerer with a level equal to their Hit Dice.

**Hand of the Master (Sp)** An avatar with the magic domain possesses *telekinesis* as a constant spell-like ability, including the ability to make attacks with weapons. When using this ability to attack with weapons, the avatar has an attack bonus equal to their Hit Dice plus their highest ability modifier. Lesser avatars can manipulate one weapon at a time with this ability. Intermediate avatars can manipulate up to three weapons at a time with this ability. Greater avatars can manipulate up to ten weapons at a time with this ability.

**Disjuncting Touch (Sp)** As a melee touch attack or as part of a melee attack, an avatar with the magic domain can affect a creature or object with *mage's disjunction* (Will negates). A lesser avatar can only use this ability on a single melee attack each round. An intermediate avatar can use this ability with up to three melee attacks each round. A greater avatar can use this ability with all their melee attacks in a round.

**Spell-Like Abilities (Sp)** Avatars with the magic domain possess the following spell-like abilities.

At will—*antimagic field*, *greater dispel magic*, *identify*, *imbue with spell ability*, *mage's disjunction*, *magic mouth*, *protection from spells*, *spell resistance*, *spell turning*

## Moon Domain

In addition to the following abilities, avatars with the moon domain gain a bonus to all its d20 rolls when





it has line of sight to a moon equal to one-half its Charisma modifier (minimum +1).

*Nightsight (Su)* While outside at night, an avatar with the moon domain has darkvision and low-light vision with a range of line of sight. The avatar can grant allies within 1 mile darkvision with a range of 120 ft., or increase any darkvision already possessed by +120 ft.

*Werepower (Su)* As a standard action, an avatar with the moon domain can grant a creature it can see the lycanthrope template. The target creature can negate this change with a successful Will save. Lycanthropes created by this ability are natural lycanthropes.

*Spell-Like Abilities (Sp)* Avatars with the moon domain possess the following spell-like abilities.

At will—*circle of moonlight, confusion, curse of lycanthropy, glitterdust, insanity, lunar veil, silence, silverkiss, silverskin*

### Music Domain

In addition to the following abilities, avatars with the music domain possess the ability to cast spells as a bard with a level equal to their Hit Dice.

*Praise (Varies)* Avatars with the music domain possess bardic performance as a 20th-level bard. The avatar has no limit to the number of rounds they can use their performances, and all allies within 1 mile benefit from the avatar's performance.

*Hallelujah (Su)* All allies under the effects of an avatar's bardic performance gain fast healing equal to one-quarter the avatar's Charisma modifier (minimum fast healing 1), and immunity to fear effects.

*Spell-Like Abilities (Sp)* Avatars with the music domain possess the following spell-like abilities.

At will—*campfire lullaby, drinking song, enthrall, irresistible dance, phantom musician, piper's call, sculpt sound, sirine's song, wail of the banshee*

### Nobility Domain

In addition to the following abilities, avatars with the nobility domain gain an inherent bonus to their Charisma score. Lesser avatars gain a +10 bonus to Charisma. Intermediate avatars gain a +20 bonus to Charisma. Greater avatars gain a +50 bonus to Charisma.

*Inspiring Word (Sp)* As a standard action, an avatar with the nobility domain can inspire all creatures within 1 mile of it it desires, granting the affected creatures a morale bonus to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks equal to the avatar's Charisma modifier (minimum +1). This bonus lasts as long as the affected creature is within 1 mile of the avatar, or until the avatar end the effect.

*Leadership (Ex)* An avatar with the nobility domain gains Leadership as a bonus feat, but benefits from it as if they possessed it three times. They suffer none of the negative leadership penalties, and all leadership bonuses are doubled.

*Spell-Like Abilities (Sp)* Avatars with the nobility domain possess the following spell-like abilities.

At will—*demand, discern lies, divine favor, enthrall,*

*geas/quest, greater command, magic vestment, repulsion, storm of vengeance*

### Omen Domain

In addition to the following abilities, avatars with the omen domain possess an insight bonus on all d20 rolls they make equal to one-half their highest mental ability modifier (minimum +1), and their armor class.

*Read (Sp)* Allies within 1 mile of an avatar with the omen domain can see a split second into the future. They gain an insight bonus to all their d20 rolls and armor class equal to one-quarter the avatar's Charisma modifier (minimum +1). The avatar can end or activate this bonus for any number of creatures as a free action.

*Fortune (Su)* As a standard action, any allied divine spellcaster within 1 mile of an avatar with the omen domain can make use of the *augury* spell. If the divine spellcaster is 12th level or higher, they can also make use of the *divination* spell, also as a standard action. The avatar can deny this ability to any divine spellcaster as a free action.

*Spell-Like Abilities (Sp)* Avatars with the omen domain possess the following spell-like abilities.

At will—*augury, cheat destiny, commune, contact other plane, divination, fate, greater divination, nondetection, prophecy*

### Plant Domain

In addition to the following ability, avatars with the plant domain can cast their plant domain spell-like abilities as a free action as long as half or more of the terrain within a 1 mile radius of them contains plants. Naturally growing plants as well as farms and gardens count for the purpose of this ability.

*Wooden Fist (Su)* As a free action, an avatar with the plant domain can make their hands as hard as wood and covered with razor sharp thorns. The avatar's unarmed strikes do not provoke attacks of opportunity, deal damage as a 20th-level monk of their size with a threat range of 17-20 and a critical multiplier of x3, and gain a bonus to damage equal to half their Hit Dice. An avatar can use this ability as often as they like and it doesn't end until the avatar ends it as a free action.

*Bramble Armor (Su)* As a free action, an avatar with the plant domain can cause a host of wooden thorns to burst from their skin. Any creature striking the avatar with this ability active suffers damage as if the avatar successfully hits with its Wooden Fist ability. The avatar can use this ability as often as it like and it doesn't end until the avatar ends it as a free action.

*Spell-Like Abilities (Sp)* Avatars with the plant domain possess the following spell-like abilities.

At will—*animate plants, barkskin, command plants, control plants, entangle, plant growth, repel wood, shambler, wall of thorns*

### Protection Domain

In addition to the following abilities, avatars with the protection domain gain a resistance bonus to all their saves equal to their Charisma modifier (minimum +5),





and their deflection bonus to AC increases by one-half of their highest ability modifier (minimum +1).

*Resistant Touch (Sp)* As a standard action, an avatar with the protection domain can touch a creature within reach. Touched creatures gain a resistance bonus to saves equal to one-third the avatar's Charisma modifier (minimum +1). Lesser avatars also grant acid, cold, electricity, fire, and sonic resistance 10. Intermediate avatars also grant acid, cold, electricity, fire, and sonic resistance 20. Greater avatars also grant acid, cold, electricity, fire, and sonic immunity. This ability lasts as long as affected creatures remain within 1 mile of the avatar, or the avatar ends this protection as a free action.

*Aura of Protection (Su)* Avatars with the protection domain can emit an aura granting allies a deflection bonus to AC equal to one-third the avatar's Charisma modifier (minimum +1). Lesser avatars have a 30 ft. radius aura. Intermediate avatars have a 100 ft. radius aura. Greater avatars have a 1 mile radius aura. This ability can be activated and deactivated as a free action by the avatar and lasts as long as the avatar desires.

*Spell-Like Abilities (Sp)* Avatars with the protection domain possess the following spell-like abilities.

At will—*antimagic field, mind blank, prismatic sphere, protection from energy, repulsion, sanctuary, shield other, spell immunity, spell resistance*

### Repose Domain

In addition to the following abilities, avatars with the repose domain return an undead creature to life with a melee touch. This functions as *true resurrection*, including unwilling souls which are allowed a Will save. If the undead makes a successful Will save they instead suffer a number of points of damage equal to 10 times the avatars Hit Dice.

*Gentle Rest (Sp)* As a standard action, an avatar with the repose domain can make a melee or ranged touch attack against a creature they can perceive. Touched creatures must make a successful Will save or fall asleep for 1 minute. Any damage wakes the sleeping creature. After 1 minute, the sleeping creature must make a second Will save (with a -10 penalty to their save) or be under the effects of temporal stasis for as long as the avatar desires. The avatar can use this ability as often as it likes, but not more than once per round.

*Ward Against Death (Su)* Allies within 1 mile of an avatar with the repose domain gain a bonus to their saves against all death effects, energy drain, and effects that cause negative levels equal to one-half the avatar's Charisma modifier (minimum +1). Allies within 30 feet of the avatar are immune to all death effects, energy drain, and effects that cause negative levels. The avatar can activate or deactivate this ability as a free action once per round.

*Spell-Like Abilities (Sp)* Avatars with the repose domain possess the following spell-like abilities.

At will—*death ward, deathwatch, destruction, gentle repose, slay living, speak with dead, undeath to death, wail of the banshee, waves of exhaustion*

### Rune Domain

In addition to the following abilities, avatars with the rune domain gain Scribe Scroll as a bonus feat, and can craft scrolls of any spell requiring only 1 hour for each spell they put of a scroll (0-level spells require only 10 minutes to scribe).

*Blast Rune (Sp)* As a standard action, an avatar with the rune domain can create a special runic sigil on any square it can see. Any creature other than the avatar that enters the marked square triggers the rune, suffering an amount of divine damage equal to the avatar's Hit Dice in d10's (no save). Creatures adjacent to the square are allowed a Reflex save to halve the damage. This sigil can be disarmed as a trap with a DC equal to 10 plus the avatar's Hit Dice plus the avatar's highest ability modifier. An avatar can have a number of active runes equal to twice their highest ability modifier.

*Spell Rune (Sp)* An avatar with the rune domain can attach another spell or spell-like ability to their Blast Rune. This increases the time to create the rune to 1 round, or the casting time of the spell or spell-like ability. If the attached effect has a DC, it has a DC equal to the Blast Rune's DC, or the DC of the effect, whichever is greater. Lesser avatars can attach only one additional effect to their blast rune. Intermediate avatars can attach up to three additional effects to their blast rune. Greater avatars can attach up to ten additional effects to their blast rune.

*Spell-Like Abilities (Sp)* Avatars with the rune domain possess the following spell-like abilities.

At will—*erase, explosive runes, glyph of warding, greater glyph of warding, instant summons, lesser planar binding, secret page, symbol, teleportation circle*

### Sea Domain

In addition to the following abilities, avatars with the sea domain gain a swim speed equal to twice their land speed, and can use any of the spells, spell-like abilities, or items they possess without hindrance underwater.

*Sea Splash (Sp)* As a standard action, an avatar can launch a burst of salty sea-water targeting any single foe within sight as a ranged touch attack. This dart deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half of this damage is acid, half is raw divine power. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

*Trident of Warning (Su)* Any manufactured weapon within 1 mile of an avatar with the sea domain transforms into a *trident of warning* unless the avatar doesn't want it to transform. Magical weapons are allowed a Will save to negate this transformation.

*Spell-Like Abilities (Sp)* Avatars with the sea domain possess the following spell-like abilities.

At will—*dolphin companion, horrid wilting, kelp snare, red tide, releasing the kraken, saltspray, shape reef, tsunami, water walking*



### Seidhr Domain

In addition to the following abilities, avatars with the seidhr domain possess the ability to cast spells as a witch (see Pathfinder Roleplaying Game Advanced Player's Guide, Chapter 2) with a level equal to their Hit Dice, with access to all spells on the witch spell list.

*Evil Eye (varies)* Avatars with the seidhr domain possess hexes as a 20th-level witch. Hexes with a duration last as long as the avatar desires.

*Potions of Power (Su)* Avatars with the seidhr domain gain Brew Potion as a bonus feat, and can brew potions of any spell, including those not on the witch spell list. The avatar requires only 10 minutes to brew a potion, and requires only one-hundredth of the potions market price in raw materials to brew it.

*Spell-Like Abilities (Sp)* Avatars with the seidhr domain possess the following spell-like abilities.

At will—*augury, contact other plane, foresight, greater divination, greater prying eyes, legend lore, locate object, scrying, tongues*

### Strength Domain

In addition to the following abilities, avatars with the strength domain possess truly incredible power. Lesser avatars gain a +10 bonus to Strength. Intermediate avatars gain a +20 bonus to Strength. Greater avatars gain a +50 bonus to Strength.

*Strength Surge (Sp)* As a standard action, avatars with the strength domain can empower a number of creatures they can see equal to their Strength modifier (minimum +1) enhanced Strength for as long as the avatar desires. Lesser avatars grant an enhancement bonus to Strength equal to one-half their Strength modifier (minimum +1). Intermediate avatars grant an enhancement bonus to Strength equal to their Strength modifier (minimum +1). Greater avatars grant an enhancement bonus to Strength equal to 10 plus their Strength modifier (minimum +11).

*Might of the Gods (Su)* Avatars with the strength domain gain a bonus to Strength checks and Strength-based skill checks equal to their Hit Dice.

*Spell-Like Abilities (Sp)* Avatars with the strength domain possess the following spell-like abilities.

At will—*bull's strength, clenched fist, crushing hand, enlarge person, grasping hand, magic vestment, righteous might, spell immunity, stoneskin*

### Sun Domain

In addition to the following abilities, avatars with the sun domain immediately negate all unnatural effects decreasing the lighting level within 1 mile they can see.

*Sun's Blessing (Su)* As a melee touch attack or as part of a melee attack, an avatar with the sun domain forces undead and any creature with a weakness or vulnerability to sunlight to make a successful Fort save or be disintegrated. If the target creature saves, they instead take 3d6 damage per avatar Hit Die.

*Nimbus of Light (Su)* The area within 1 mile of an avatar with the sun domain has its lighting level increased by three steps.

*Spell-Like Abilities (Sp)* Avatars with the sun domain possess the following spell-like abilities.

At will—*endure elements, fire seeds, fire shield, flame strike, heat metal, prismatic sphere, searing light, sunbeam, sunburst*

### Time Domain

In addition to the following abilities, avatars with the time domain possess unchallenged mastery over time. Existing in multiple times allows them to perform actions as three different avatars, even moving to different locations. The avatar can exist in different location for a number of minutes equal to twice its Charisma modifier (minimum 2 minutes).

*Guidance (Sp)* Avatars with the time domain can grant their allies within 1 mile an insight bonus on all d20 rolls and armor class equal to one-quarter the avatar's Charisma modifier (minimum +1). The avatar can activate or deactivate this bonus as a free action to any number of creatures within range.

*Celerity (Sp)* All allies of an avatar with the time domain who benefit from the avatar's guidance ability are also *hasted* (as the spell).

*Spell-Like Abilities (Sp)* Avatars with the time domain possess the following spell-like abilities.

At will—*discern age, glimpse of the reaper, past pain, ripening, static fog, temporal bolts, temporal displacement, temporal strike, wall of time*

### Travel Domain

In addition to the following abilities, avatars with the travel domain have a base speed equal to three times that of a standard avatar.

*Agile Feet (Su)* An avatar with the travel domain is never hindered by difficult terrain, and cannot be tracked unless it desires to be tracked.

*Dimensional Hop (Sp)* As a free action once per round, an avatar with the sun domain can *teleport* anywhere it can see.

*Spell-Like Abilities (Sp)* Avatars with the travel domain possess the following spell-like abilities.

At will—*astral projection, dimension door, find the path, fly, greater teleport, locate object, longstrider, phase door, teleport*

### Trickery Domain

In addition to the following abilities, avatars with the trickery domain can shapechange (as the spell) as a free action. They gain a bonus on Bluff, Disguise, and Stealth skill checks equal to their Hit Dice.

*Copycat (Sp)* An avatar with the trickery domain can create illusory doubles of itself. It can create a number of doubles equal to one-half its Charisma modifier (minimum 1) each round as a free action. These doubles function as *simulacrum*s. The avatar can perceive the area around the *simulacrum* as if the avatar was there, and can direct any *simulacrum* it has created as a free action. The avatar can have a number of doubles equal to its highest ability modifier (minimum 1) at any one time. Any number of doubles can be destroyed as a free action.





**Master's Illusion (Sp)** As a standard action, an avatar with the trickery domain can change the appearance of anything within a 1 mile radius of it. This functions as *mirage arcana*, *permanent image*, and *veil* throughout the entire area of the effect. These illusory effects persist even if the avatar leaves the area, but not outside the area effected. An avatar can only have a number of 1 mile radius areas under this effect equal to one-half its Charisma modifiers (minimum 1). An avatar can deactivate any number of illusory areas as it desires as a free action.

**Spell-Like Abilities (Sp)** Avatars with the trickery domain possess the following spell-like abilities.

At will—*confusion*, *disguise self*, *false vision*, *invisibility*, *mass invisibility*, *mislead*, *nondetection*, *screen*, *time stop*

### Vigilance Domain

In addition to the following abilities, avatars with the vigilance domain are rarely surprised. They possess a bonus on all Perception checks equal to twice their Hit Dice.

**Allied Defense (Su)** An avatar with the vigilance domain can grant its allies an insight bonus to armor class equal to the avatar's Charisma modifier (minimum +1). Allies benefiting from this ability can always act during a surprise round.

**Danger Sense (Su)** Allies of an avatar with the vigilance domain gain the benefit of uncanny dodge and improved uncanny dodge if they also benefit from the avatar's allied defense ability.

**Spell-Like Abilities (Sp)** Avatars with the vigilance domain possess the following spell-like abilities.

At will—*alarm*, *detect scrying*, *everlasting guardian*, *eyes on the world*, *forbiddance*, *glyph of warding*, *inkling*, *symbol of stunning*, *true seeing*

### War Domain

In addition to the following abilities, avatars with the war domain gain a bonus to attack rolls and weapon damage rolls equal to their Hit Dice while in combat, and cannot be affected by combat maneuvers unless they desire so.

**Battle Rage (Sp)** Allies within 1 mile of an avatar with the war domain can rage as the greater rage barbarian ability, and gain the Die Hard feat while raging. This divinely inspired rage can last as long as the effected ally or the avatar desires. If a divine spellcaster of the avatar's creator deity or ethos is raging, the cleric also gains an enhancement bonus to Wisdom while raging equal to one-half the avatar's Hit Dice, and the cleric can still cast spells when raging. An avatar can deny this ability to anyone in range as a free action.

**Weapon Master (Su)** All allies within 1 mile of an avatar with the war domain gain proficiency with all weapons and armor as long as they are under the effects of the avatar's Battle Rage ability. Divine spellcasters under the effect of Battle Rage gain a bonus to attack rolls and weapon damage rolls equal to their Wisdom modifier (minimum +1), and can cast a single spell each round as a free action as long as it deals damage.

**Spell-Like Abilities (Sp)** Avatars with the war domain possess the following spell-like abilities.

At will—*blade barrier*, *divine power*, *flame strike*, *greater magic weapon*, *magic vestment*, *power word blind*, *power word kill*, *power word stun*, *spiritual weapon*

### Water Domain

In addition to the following abilities, avatars with the water domain gain a swim speed equal to twice their land speed, and can use any of the spells, spell-like abilities, or items they possess without hindrance underwater.

**Icecle (Sp)** As a standard action, an avatar can fire an ice spear from their hand, targeting any single foe within sight as a ranged touch attack. This spear deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half of this damage is cold, half is raw divine power. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

**Cold Immunity (Ex)** Lesser avatars with the water domain are immune to all cold damage. Intermediate avatars with the water domain are immune to all cold damage, and healed 1 point for every 3 points of cold damage they would otherwise suffer. Greater avatars with the water domain are immune to all cold damage, healed an equal amount for every point of cold damage they would otherwise suffer, and gain the effects of *haste* (as the spell) for 1 minute.

**Spell-Like Abilities (Sp)** Avatars with the water domain possess the following spell-like abilities.

At will—*cone of cold*, *control water*, *elemental body IV* (water only), *elemental swarm* (water only), *fog cloud*, *horrid wilting*, *ice storm*, *obscuring mist*, *water breathing*

### Weather Domain

In addition to the following abilities, avatars with the weather domain can cast their weather domain spell-like abilities as a free action as long as half or more of the terrain within a 1 mile radius of them has open sky above it. Avatars with the weather domain are immune to electricity damage.

**Storm Burst (Sp)** As a standard action, an avatar can create a storm burst targeting any single foe within sight as a ranged touch attack. This burst deals 20d6 damage for lesser avatars, 50d6 damage for intermediate avatars, and 100d6 damage for greater avatars. This damage is nonlethal. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, one every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars. Targets of this effect are also subjected to a bull rush effect as if the avatar rolled a 20 on its CMB check.

**Lightning Lord (Sp)** As a standard action, an avatar with the weather domain can call down a number of bolts of lightning equal to one-third their Charisma score, each of which deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and



20d6 damage for greater avatars. This damage is half electricity, and half raw divine power. The avatar cannot target the same creature with more than one bolt each round.

**Spell-Like Abilities (Sp)** Avatars with the weather domain possess the following spell-like abilities.

*At will—call lightning, control weather, control winds, fog cloud, ice storm, obscuring mist, sleet storm, storm of vengeance, whirlwind*

### Winter Domain

In addition to the following abilities, avatars with the winter domain possess the ability to cast spells as a 20th-level sorcerer, knowing all spells with the cold descriptor.

**Frost Bolt (Sp)** As a standard action, an avatar can unleash a chilling bolt of divine cold from their outstretched hand, targeting any single foe within sight as a ranged touch attack. This bolt deals 10d6 damage for lesser avatars, 15d6 damage for intermediate avatars, and 20d6 damage for greater avatars. Half this damage is cold, half is raw divine power. This ability can be used at will, but no more than once every 1d4+1 rounds for lesser avatars, once every 1d4-1 rounds for intermediate avatars, and twice per round for greater avatars.

**Cold Immunity (Ex)** Lesser avatars with the winter domain are immune to all cold damage. Intermediate avatars with the winter domain are immune to all cold damage, and healed 1 point for every 3 points of cold damage they would otherwise suffer. Greater avatars with the winter domain are immune to all cold damage, healed an equal amount for every point of cold damage they would otherwise suffer, and gain the effects of *haste* (as the spell) for 1 minute.

**Spell-Like Abilities (Sp)** Avatars with the winter domain possess the following spell-like abilities.

*At will—control weather, glacial slide, ice storm, icetomb, northwind, resist elements, sleet storm, summon polar worm, whirlwind of ice*

### Writing Domain

In addition to the following abilities, avatars with the writing domain gain Scribe Scroll as a bonus feat, and can craft scrolls of any spell requiring only 1 hour for each spell they put of a scroll (0-level spells require only 10

minutes to scribe), and can understand every form of written language.

**Linguistic Ease (Ex)** As a standard action, an avatar with the writing domain can grant any creature it can see within 1 mile the ability to read any language. The avatar can end this affect as a free action for any number of affected creatures.

**The Gift of Gab (Sp)** Any ally of an avatar with the writing domain that also benefits from the avatar's linguistic ease ability also benefit from comprehend languages if they possess at least 1 rank in the Linguistics skill. Divine spellcasters instead gain the benefit of tongue, even if they lack 1 rank in the Linguistics skill.

**Spell-Like Abilities (Sp)** Avatars with the writing domain possess the following spell-like abilities.

*At will—copy magical text, copy mundane text, erase, explosive runes, greatest glyph of warding, reduce to words, restore book, restore page, symbol of insanity*

### Path of the Devout

A devout follower is someone who dedicates his life to the service of a single god. He holds his god above all others with a devotion that most people would deem zealous or even fanatical. A devout follower is rarely a clergy member or temple priest; instead he actively practices the ideals and champions the causes of his deity. As a reward, the follower is bestowed with a devout benefit; a divine blessing that allows him to better personify the deity. Inquistors, Oracles and Paladins typically make





the best classes to choose the Path of the Devout but other appropriate classes may be selected based on the recommendations listed in each entry.

Following a devout path can be difficult. In addition to base restrictions of alignment, class, and weapons, those who wish to walk the Path of the Devout must take a devout oath that further proves their faithfulness. If the oath is broken, the follower loses all his devout benefits and cannot progress further in his primary devout class. He can regain his benefits and advancement potential if he receives the benefit of an *atonement* spell. A character can only dedicate himself to the devout path of a single deity. Should a character have a falling out with his god, his faith remains permanently shattered, and he can never place enough faith in a divine being to follow a new path. A full explanation of the Path of the Devout entry is provided below.

## Path of the Devout

**Devout Classes:** Classes listed best exemplify the deity. In order to pursue the path of the devout, the follower must have at least one level in a devout class.

**Devout Alignments:** The alignment constraints to which the devout follower is limited, in accordance to the individual behaving in a way that is consistent with the deity's will.

**Favored Weapons:** The weapons that best allow the devotee to emulate the deity.

**Devout Oath:** The personal oath that the devotee pledges to uphold in the name of his deity.

**Devout Benefits:** The blessing the deity bestows upon the most devout.

## WORSHIPING A PANTHEON

In most fantasy games, clerical characters are restricted to worshiping a single deity. The concept of following an entire pantheon isn't new but it is rare. If you, as a GM, want to allow a priest or cleric to worship a pantheon, then we suggest the following guidelines.

- Cleric must still select a single deity to follow within the pantheon.
- Inquisitors do not qualify as they must be deity specific classes.
- Alignment must exactly match that of the selected deity.
- The priest cannot take the Path of the Devout.
- Domains may be selected among those associated with the entire pantheon rather than the specific deity worshiped. Once those domains are selected, they cannot be changed. Additionally, the selected domains cannot be opposed to each other, or the cleric. This means a N cleric of the Egyptian Pantheon could select either the Good domain or the Evil domain, but not both.
- Worship of an entire pantheon reduces the strength of some domain powers. Domain powers with 3 + Wisdom modifier uses per day at 1st-level can only be used 1 + 1/2 Wisdom modifier per day until 4th

level, at which point they can be used their full normal number of times each day. Domain powers gained at levels after 1st are not gained until two levels later.

- Racial pantheons also fall within these guidelines.
- The worshiping character must take the Pantheistic Blessing feat.

Domains marked with an asterisk (\*) are presented in more detail in Chapter Nine.

## EGYPTIAN PANTHEON

The Egyptian gods' portfolios emphasize the relationships between life and death, the balance of nature, and the symbolic importance of animals as both representatives and messengers of the gods. All deities have an animal quality associated with them and most share an elemental aspect of nature. The spell selection for the Egyptian domains reflects these very qualities but also illustrates those differences that make them unique to Egypt.

**Domains:** Affinity\*, Air, Animal, Artifice, Balance\*, Chaos, Cosmic\*, Craft\*, Darkness, Dead\*, Death, Desert\*, Destruction, Earth, Fire, Glory, Good, Healing, Heaven\*, Knowledge, Law, Luck, Magic, Moon\*, Music\*, Nobility, Omen\*, Plant, Protection, Repose, Rune, Strength, Sun, Time\*, Travel, Trickery, Vigilance\*, War, Water, Weather, Writing\*

## GREEK PANTHEON

The Olympic pantheon is oft portrayed as one of rigid structure and order with Zeus firmly in control. There is no denying that the Greek gods are passionate and easily stray from their behavioral alignments. This is evident in everything they do to one degree or another. They represent, for the most part, emotional extremes which are reflected in both their domains and in the spells that make them up.

**Domains:** Abomination\*, Affinity\*, Air, Animal, Artifice, Balance\*, Chaos, Charm, Community, Cosmic\*, Craft\*, Darkness, Dead\*, Death, Destruction, Earth, Evil, Fire, Good, Healing, Heaven\*, Knowledge, Law, Luck, Madness, Magic, Moon\*, Music\*, Nobility, Omen\*, Plant, Protection, Sea\*, Strength, Sun, Time\*, Travel, Trickery, Vigilance\*, War, Water, Weather

## MESOPOTAMIAN PANTHEON

The Mesopotamian gods, like their Olympian counterparts, are emotionally charged but retain a strong element of order and law within their core. They tend to be less absolute in defining whether they are good or evil and tend to be centered more on defining order versus chaos.

**Domains:** Abomination\*, Affinity\*, Air, Animal, Artifice, Balance\*, Chaos, Charm, Community, Cosmic\*, Craft\*, Darkness, Dead\*, Death, Desert\*, Destruction, Earth, Evil, Fire, Good, Healing, Heaven\*, Knowledge, Law, Magic, Moon\*, Nobility, Omen\*, Plant, Protection, Rune, Sea\*, Strength, Sun, Time\*, Travel, Trickery, Vigilance\*, War, Water, Weather, Writing\*



## NORSE PANTHEON

The Norse deities come from a land that is far harsher than any of the previous pantheons. As a result, they are also creatures of extremes but for far different reasons. They are passionate and driven because they are all aware of the prophecy regarding Ragnarok and what it means to their survival. Because of this ever looming facet in their lives, they are more conscious and mindful of their followers, giving them access to many domains that other gods do not have.

**Domains:** Air, Animal, Balance\*, Chaos, Charm, Community, Cosmic\*, Darkness, Dead\*, Death, Destruction, Earth, Evil, Fire, Good, Healing, Heaven\*, Knowledge, Law, Luck, Madness, Magic, Music\*, Nobility, Omen\*, Plant, Protection, Repose, Rune, Sea\*, Seidhr\*, Strength, Sun, Time\*, Travel, Trickery, Vigilance\*, War, Water, Weather, Winter\*, Writing\*

## DIVINE ASCENSION

On very rare circumstances, a character may achieve the means to ascend to the level of divinity and become an avatar of a deity or possibly even be asked to join a pantheon of gods. This is not an action that should be taken lightly and without extensive conversations with the Game Master and his approval. It should be understood between both parties that once the character has attained godhood, he becomes an NPC and is under the control of the GM.

The ability to ascend is highly dependent upon several factors outside of the GM's willingness, including such things as: the character being epic or legendary in status, whether or not there is a need for a new deity in the existing pantheon, the presence of a divine spark within the character, successfully completing a dangerous quest (akin to the Twelve Labors of Heracles) and faithfully following a Path of the Devout, or achieving the landmark of having enough worshipers and followers that the character is infused with the power to grant spells to clerics of 4th-level or greater.

The path to ascendance is very difficult to say the least and should vary greatly according to the individual campaign worlds that are established by the GM. Presented here is a minor framework that may be used should the GM be faced with the decision (or opportunity) to have a character become immortal and possibly even omnipotent.

## DIVINE POTENTIAL

Any character that seeks to become a candidate for divinity must possess an inner quality that separates him or her above all others. This "spark" serves as the foundation for the character's ability to develop salient abilities to become an avatar and even a lesser deity. (No character should ever be allowed to replace or become a greater deity without the approval of all other members of that particular pantheon.) Characters seeking divinity must fulfill the following requirements prior to embarking upon their quest for godhood.

### Divine Perception [General]

You can sense the workings of the gods in the mortal world.

**Prerequisites:** Wis 13, Skill Focus (Knowledge [religion]), Knowledge (religion) 5 ranks

**Benefit:** You are sometimes aware of the active presence of gods and other powerful Outsiders. For example, you may feel a chill when in the presence of an evil shrine, or become calm when visiting a sacred spring dedicated to a good deity. The awareness this feat grants is purely passive, meaning the GM should determine if and when the character detects the hand of the gods in the mortal world. Moreover, the awareness is highly inexact and impressionistic; it does not replace spells such as *detect chaos/evil/good/law*, *know alignment*, or anything similar.

Once a character gains this feat, the Divine Sight skill is always considered a class skill for them.

**Normal:** Without this feat, the skill Divine Sight is barred to the character.





**Divine Potential [General]**

A thread of divine essence has been infused into your soul.

**Prerequisites:** Character level 20+ with at least 10 levels in any one divine spellcasting class, Divine Perception, Path of the Devout followed faithfully without a single transgression for at least 5 years.

**Benefit:** Having been granted a spark of divine power, you gain the avatar template found in Chapter 11 of this book, but lack any domain powers.

**Mortal Ascension**

Once both feats have been chosen during the character's career, they may begin the journey to becoming an actual deity, and are commonly known as an ascendant. At any time after becoming an ascendant, they can make a divinity check (1d20 + character level + domain bonus + worshiper bonus) against a DC of 50. Each time an ascendant fails a divinity check, they may not attempt another check until they increase the number of domains they possess, and/or their worshiper bonus to divinity checks. By completing divinely assigned quests, and acquiring worshipers an ascendant gains domains.

Quests are typically assigned by the ascendant character's patron deity. The ascendant character may be allowed to have companions accompany him, but must perform key parts of the quest on his own without their assistance. Quests should involve matters of truly mythic proportions, testing the character's every ability to the extreme. An example test could be to collect samples of planar essence from each of the energy planes. The essences must be kept intact within a specially constructed container and brought to a single location. To make matters more challenging, other deities in the pantheon will be sending minions to stop the character and his companions. GM's should use this opportunity to craft truly memorable adventures for the players to reminisce about long after a character has attained his divinity. Upon completing each divine quest, the ascendant gains a domain appropriate to the quest. An ascendant may have a maximum of five domains, each of which grants a +1 bonus to divinity checks.

While not normally as worthy of poems of an ascendants prowess, the acquisition of worshipers can be just as difficult as divinely assigned quests. There is a correlation between sustained divine power and the number of worshipers. As an ascendant, the character needs to protect their worshipers, as other gods may decide to move against them. The table below presents GMs with an estimation of the required number of lay worshipers needed to gain a bonus on divinity checks. If the ascendant has gained the nobility avatar domain, followers gained by it count as one-half of a lay worshiper.

Divinity Check Bonus	Number of Lay Worshipers
+0	100 or less
+1	101 – 1,000
+2	1,001 – 10,000
+3	10,001 – 100,000
+4	100,001 – 1,000,000
+5	1,000,000+

While lay worshipers (beings who believe in an ascendant and occasionally make a prayer to her, but do not cast spells granted by the ascendant) make up the bulk of the total number of worshipers, it is the number of devout worshipers that helps define the divinity check bonus of an ascendant. Devout worshipers are those individuals who actively worship through daily prayer and devout belief in the existence of an ascendant. Divine spellcasters who draw their divine spells from the ascendant are worth two lay worshipers. Worshipers who follow the path of the devout (see above) are devout worshipers, worth five lay worshipers.

An ascendant can grant spells to divine spellcasters with a maximum level of one-half the ascendant's lowest ability modifier (minimum 1st-level spells).

Once an ascendant makes a successful divinity check, they ascend and become a full-fledged deity, typically becoming an NPC under the GM's control.

Though not common, certain powerful creatures (balors, pit fiends, solars, etc.) can work towards becoming a deity using the same rules as an ascendant, but do not gain the avatar template (see Chapter 11).

**CREATING A PANTHEON**

So you've decided to create a new set of gods to populate your campaign world. You have several factors to consider. Is this new pantheon for a specific race? How many deities will comprise this pantheon? Are the deities in this pantheon going to be major players in your cosmology? What is the alignment for each of the deities? How many worshippers do they attract? Do they meddle in the affairs of mortals on a regular basis? Are these old gods that have been forgotten over time and are now emerging again? Perhaps they are newly born gods and must learn to fit into the existing cosmology if they are to interact with existing deities and pantheons. Just imagine what could happen when a newly born God of Storms encounters Thor, God of Thunder. The ensuing brawl could have a hellacious effect on the weather of your campaign world. This brings up another point to consider. Is there going to be overlap in portfolios with existing deities? In the above example, you have a God of Storms added to your new pantheon but you also have the Norse pantheon in your world. Thor is God of Thunder and could easily fill the slot of your God of Storms making the addition of that deity unnecessary.

Once you narrowed down the wider picture regarding your new pantheon you can start filling in the lines. Are the churches and temples of the deities numerous?



Are they in heavily populated cities or found scattered throughout the countryside as run-down or forgotten places of worship? What (if any) restrictions exist on the clerics or priests? Are there specific rituals that must be followed on a regular basis? Is a favored weapon preferred? Can a worshipper wear armor or is he restricted? Follow the deity template below to fill in some of these questions.

## DEITY NAME

**Deity alias:** What is the deity known as (i.e. God of Fertility)?

**Deity Symbols:** What symbols are used to identify the deity (i.e. lightning bolt, urn, ibis)?

**Alignment:** What is the alignment that the god follows?

**Portfolio:** Areas of interest that your deity represents and has power over (i.e. water, sun, fertility).

**Domain:** Areas that allow spells to be granted from (i.e. Law, Air, Fire).

**True Form:** Physical description of the god as it appears to mortals.

**Avatar Form:** Same as above

**Other Manifestations:** Ways that the deity may appear to mortals (i.e. flamingo, snake, dog).

**Allies:** What other gods does your deity associate with?

**Foes:** Is there a god that has become an enemy?

**Racial Preferences:** Is there a specific race, other than human, that tends to worship this deity?

**Sacred Items:** Items which are associated with your deity (i.e. staff, creature, burial urn).

**Sacred Animal:** Specific animals associated with your deity.

**Sacred Plants:** Specific plants associated with your deity.

**Sacred Minerals:** Specific minerals associated with your deity (i.e. quartz, gold, emerald)

**Divine Artifact:** Is there a magical artifact that is exclusive to your deity (i.e. Mjolnir, Book of the Dead)?

**Mythology:** Historical record of your deity.

**Main Tenets of the Faith:** What do the priests see their duty as? What duties are they associated with? For example, are the priests charged with preparing a body for a funerary service? How do non-followers view the priests?

**Location of the Faith:** Where do you find the the most significant localities where your god is worshipped?

**Sects:** Is the worship of your deity relatively uniform across the land or do there exist discrepancies?

**Responsibilities of the Clergy:** What are the specific duties of the clergy? What roles do they fulfill?

**Rights of the Clergy:** Are the clergy granted specific rights and duties such as standing guard over the body while it is prepared for burial?

**Restrictions of the Clergy:** What are the priests and clerics forbidden to do?

**Rituals:** Are there specific rituals that must be formed each day? Is there a ritual involved for a priest to complete a specific task (i.e. preparing a body to pass on to the Afterlife)?

**Vestments:** What specific clothing are followers expected to wear? Do they have to wear them all the time or when performing duties associated with your deity? Does your deity demand restrictions in the armor that clerics wear (i.e. no metal armor)?







## Chapter Two: Egyptian Mythology

The Egyptian lands overflow with all manner of lore and superstition regarding their gods. This mythology has held the imaginations of innumerable cultures and peoples, and its subtle symbolism is seen as housing the very essence of life, death, and the passage between the two states. While the lore of the Egyptian gods is not the eldest known, it is the best known, being recorded in tombs, monuments, scrolls, and upon thousands of ritualistic and sundry items.

The worship of many of the Egyptian gods dates back more than five thousand years, when the infant gods were once the isolated protectors of petty communities. The gods became emblems that represented some aspect of nature – the flooding of the Nile, the illness of a child, the shedding of a snake’s skin. Each event was explained through a developing mythology that strove to reconcile the observed universe with the Egyptian’s

limited understanding of it.

Over time, as the communities became cities and then kingdoms, the stories of the gods became more refined, absorbing and integrating supporting legends of other successful gods. The mythology burgeoned and in time became more seamless, differing only in regions that, for various reasons, adhered to alternate views. This solidification of Egyptian culture resulted in a mythology that is one of the most complex and touching systems of belief known to humanity.

The gods of Egypt are multifaceted, possessing several distinct identities based on their region of worship and the specific legend or myth associated with them. Their interrelationships are also eminently convoluted; never a simple affair of black-or-white distinctions and as such, avowed enemies in one myth are coconspirators in another. Some, such as Set, were viewed much differently at the beginning of Egyptian culture, their persona changing as new gods interceded and altered the dynamics of the religion. Such variance illustrates the many-layered dynamics of Egyptian deities and does much to explain their ability to survive across the eons.



## COSMOLOGY

The religious beliefs of the Egyptians are divided into four distinct theologies, the roots of each emerging from four different cities- Memphis, Heliopolis, Thebes, and Hermopolis. Each theology has a slightly different version of creation myth and the identity of both the creator god and the supreme god is a hotly debated issue between residents of different kingdoms.

### Memphite Theology

Memphite theology is based around Ptah as the creator god, the master of words of power and shaping whose tongue spews forth the primordial fire that gives all life its substance. By his will, the universe was created and shaped. He is the supreme god in the Ennead of Memphis, accompanied by his wife Sekhet and his son, Imhotep.

### Heliopolite Theology

In Heliopolite theology, Atum is given credence as the creator god who rose from the cosmic waters in the form of the primordial mound and fashioned the other gods by spilling his semen into the void. As these gods came into existence they merged with the cosmos, shaping the universe, the sky and the lands below. Later Atum merged his form with Ra who is the supreme ruler of god.

### Theban Theology

According to the Theban cosmology Amon is the superior creator deity, preceding even the Primeval Mound. As the primeval creator, Amon is so powerful that he fashioned himself before the existence of the universe following which he created a tremendous goose that gave birth to humanity by laying a cosmic egg from which all life emerged. Theban theology revolves around the Ennead of Amon, his spouse Mut, and his son Khonsu.

### Hermopolite Theology

The Hermopolite myth of creation is complex and tangled in obscure symbolism. It professes that a race of serpent beings living at the end of another time created the earth and populated it with eight primordial beings to secede their existence. The primordials were granted the gift of immortality, and over time they mutated based on their desires. Some chose to merge their essence with the earth, changing its surface and environs. Others rose to positions of responsibility and caretaking for the earth and its mortal inhabitants. The most powerful of these immortals was Thoth, who sprang from the lotus of creation and whose knowledge encompasses all the ancient mysteries.

Regardless of their patrons, all of the Egyptian theologies have a similar concept of the construction of the cosmos. The Primal Mound is the basis of life and functions as a Material Plane centered upon Egypt. On its eastern border rises the Mountain of Bakhu, and to the west the Mountain of Manu blocks it. East of Baku are the celestial realms which include the foundry

Mesnet where the sun was formed, as well as the house of Horus the morning star.

It was believed that these realms could only be reached at dawn when the doors of Mesnet opened to release the sun. In Heliopolite and Theban theology the doors are referred to as the sky gate through which Ra sails his solar barge. In Memphite and Hermopolite theology, they are believed to represent the womb of Nut who spans the horizon, swallows the sun each evening, and gives birth to it at each dawn. Beyond the doors is the Field of Celestial Offerings or the Field of Life. To the west, is the doorway within the Mountain Manu, where the sun is consumed each evening, and the Nile spills into the underworld, or Tuat.

### The Tuat (The Underworld)

The Tuat is the Egyptian underworld, a place of alternate essence that exists parallel to the land of mortals. In structure, it is a twisted maze of epic challenges presided over by angry spirits, gods, and monsters that hunt and consume new souls. There are dozens of sacred texts professed to its navigation, documenting its pitfalls and predators with relish and portraying its stunning features with divinely inspired awe. To journey through it is epic, each step of the way bringing a new test. The underworld is divided into different levels of fantastic subworlds all sewn into the fabric of the Tuat, many of which act as gates into other even more fantastic realms. The Tuat is also a source of negative energy and shadow that spill into it through burning cosmic pillars connected to the unknown.

For the deceased, the ultimate purpose of the Tuat is to complete its challenges, be judged by the gods, and earn entrance into the Field of Celestial Offerings where the soul and body can be reunited for all eternity. Upon death, the soul or Ba separates from the body and is pulled into the Tuat. Its entrance is a thick wall of solid darkness that extends for the first hour of travel. Slowly, the ground is split by pools of fire, which light the darkness. Those who have sinned against the gods are brought here and are hung above the fires to be burned and tortured by demons. Some are cooked and eaten or boiled alive; others are scarred and mutilated, or hurled into bottomless chasms. Eventually, this twisted maze leads to the Hall of Judgment.

The long corridor is presided over by the avatars of 14 gods. The deceased must stand before them and plead the worthiness of his soul by reciting a "negative confession" in which he proclaims innocence of forty-two sins. His confession is then judged and if the majority of the avatars believe them to be sound, he is given an Anhk and allowed to enter the Chamber of Balance. The Chamber of Balance is a large room centered on a massive balance scale. Here the deceased come before Maat and Anubis who weigh his heart against one of Maat's feathers. If the heart is lighter than the feather, the deceased is considered 'free of sin' and he is brought before Osiris who ultimately determines whether the deceased is worthy enough to enter into eternal paradise. If at any time the soul is deemed truly



unworthy, it is cast into the maw of the Destroyer, a female demon with the head of a crocodile, the body of a hippopotamus, and the hind legs of a lioness. Other punishments include being cast to torturous demons or being transformed into a black pig and driven into the realm of punishments and annihilation.

Following judgment, pure souls are allowed to board the Boat of a Million Years, a large sky barge piloted by Ra or his avatar that circles the sky along the path of the sun until it reaches the Sky Gate. The ship is accompanied by twin dolphins Abdu and Inet who swim alongside it to make sure the souls don't fall off. Conclusively, the ship arrives in the Field of Celestial Offerings and the soul is permitted to live in paradise for all eternity.

The Tuat has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Shape:** Maze

**Size:** Finite

**Morphic Traits:** Divinely Morphic, Magically Morphic

**Elemental/Energy Traits:** Minor Negative-Dominant.

**Alignment Traits:** Mildly Chaotic

**Magic Traits:** Wild Magic, Enhanced magic (all spells with the Necromancy descriptor are Maximized and Enlarged)

**Coterminous:** Branches between the The Field of Celestial Offerings and the Primal Mound; the Elemental Planes of Earth and Fire

**Coexistent:** The Plane of Shadow (first hour), the Ethereal Plane, the Astral Plane

## The Field of Celestial Offerings

*(Eternal Paradise)*

The Field of Celestial Offerings is the realm of Osiris, a flourishing paradise of earthly pleasures where the Ba and Ka are reunited for all eternity. The valley of his Paradise is surrounded by hills and watered by the Celestial Nile. The Nile feeds into a massive lake in the midst of the field of life. There is a sole island in the lake upon which grows a massive celestial sycamore-fig tree called the Tree of Life; its bark is inscribed with all the names of the deceased. Beside the tree is the Well of Life from which springs forth holy water that purifies and baptizes new souls.

In many ways, the Field of Celestial Offerings mirrors the Material Plane. It functions as a similar but alternate reality, the departed live their lives as they did on the Material Plane, but instead all efforts are abundantly rewarded. Crops are lush and plentiful and trees yield rich sweet fruits. There is no sorrow and all are happy and content.

The Field of Celestial Offerings has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite

**Morphic Traits:** Alterable Morphic, Highly Morphic, Divinely Morphic, Magically Morphic

**Elemental/Energy Traits:** Minor Positive-Dominant

**Alignment Traits:** Strongly Good, Mildly Lawful Aligned

**Magic Traits:** Enhanced Magic (all spells with the Conjunction descriptor are Maximized and Enlarged)

**Separate:** The Primal Mound

**Coterminous:** The Tuat, the Elemental Planes of Air and Water

**Coexistent:** The Astral Plane, the Ethereal Plane

## Other Planes of Existence:

*Astral Plane:* The Astral Plane surrounds all other planes. It is most commonly traveled by the gods, allowing them to transverse the cosmos.

*Ethereal Plane:* The Ethereal Plane is coexistent with the all other planes allowing the spirits to travel between them.

*Plane of Shadow:* The Plane of Shadow is coterminous with the hour of darkness though which one travels into the Tuat.

*Elemental Planes:* The Elemental Planes are coterminous through gateways to all three Major planes. Gateways to the planes of Fire and Earth are more prevalent in the Tuat, while gateways to the planes of Air and Water are more prevalent in the Field of Celestial Offerings.

## LIFE IN EGYPT

Egypt is a land of turmoil and constant change, living gods, and cataclysmic acts of nature. Its people are divided in their beliefs, as are the nation's borders drawn between the northern and southern kingdoms. The source of all life in Egypt is the Nile River and the entirety of civilization is nestled on its lush green banks. Though the lands themselves are divided into two separate kingdoms, trade flourishes between the small villages and farming communities sprinkled along its shores, and the huge cities under the control of powerfully rich nobles, priests, and ultimately the god-kings themselves, the pharaohs. Perhaps most remarkable are the massive tombs, built to house the mortal bodies of the deceased. In some sections, there are so many that they form massive necropolises, densely packed stone cities for the dead.

Egypt is divided into a number of different social classes. Society is extremely polarized and there is a chasm of disparity between rich and poor. At the top of the social order is the pharaoh, a hereditary king thought to be the living embodiment of a god. Beneath him is a diminutive noble class that maintains their power through the support of a small scribal administration subsidized by a priest caste. Priests are either chosen by pharaoh, or inherit their positions. Below the priest caste is a sizable warrior caste. At the bottom of the strata are masses of common workers, artisans, herdsmen, boatmen, traders, and peasants living barely above subsistence level. Social position is based directly on the individual's relationship to the king, and while positions of authority are hereditary, it is still possible for even the lowliest peasant to become appointed or otherwise work his way to a position of



importance in one of the upper castes. More so than genealogy, education marks the dividing line between the proletariat and the upper classes, however much of working class is literate.

Priests are an invaluable part of the Egyptian social structure. They are members of their own social cast and in most instances they are considered the hands, eyes, and ears of the pharaoh. In their duty to serve him, they function as much like civil servants as clergymen and perform work that to outsiders would appear secular. Religion not only functions a way to attend to the spiritual needs of the Egyptians, but also serves as a mechanism to order society, to create a hierarchy, and to preserve the culture. Even though they have a higher social status than commoners, most clerics attempt to embrace mundane life. Still, numerous taboos prevent priests from partaking in the activities of commoners or eating peasant foods (such as fish) for fear of losing purity. Like the political structure, most clergies have a strict hierarchy, often based on age or the knowledge of the high priest. In turn, the high priest is responsible for counseling the pharaoh and running festivals and ceremonies. Below the high priest, is a sprawling array of highly specialized clergy members, each designated to the position of dealing with a single, but important duty. These range from caring for the gods and attending their needs to performing funeral rites, teaching school, supervising the artists and works, and advising people on problems.

One of the most important concepts in Egyptian religion is the triple soul. Egyptians believe the soul is made up of three parts: the Ba, Ka, and Akh. Each part of the soul depends upon the other and if one were destroyed, one's existence is snuffed out.

The Ba represents the personality, character, or individuality of the deceased. The Ba lives inside the tomb, but is allowed to leave the tomb and come back at will. It can visit the land of the living where it can take on any form. The Ba is often depicted as a human headed bird.

The Ka is the exact physical and emotional replica of the individual, which is imprisoned within the living heart and is only expelled by death. The Ka requires a receptacle in order to survive. The best receptacle is the deceased individual's properly preserved body, however the ka can also survive inside a picture or statue of the deceased. The Ka cannot survive without nourishment and requires food, drink, and clothing, so it is the responsibility of the friends and family of the deceased to leave it regular offerings. The Ka is sometimes represented as a human figure with raised arms or as a pair of raised arms, or as a series of globes of pure white light.

The Akh represented the immortality of the deceased. The Akh is the part of the soul that undertakes the journey to the Tuat, so that it may eventually gain entrance to eternal paradise.

## The Gods of the Egyptians

### AMON (GREATER DEITY)

*Amon-Ra; Amun; Amun-Re, Amun-Min; The Hidden One;*

*God of the Sky; King of the Gods; The Creator of All Things*

**Deity Symbols:** Goose, Ram

**Alignment:** Lawful Neutral

**Portfolio:** Creation, fertility, royal authority, sky, sun, supreme (Thebes)

**Domains:** Air, Balance, Law, Sun, Weather

**True Form:** Amon's true form is unknowable, being the very essence of creation which no mortal has yet to look upon with understanding

**Avatar Form:** A blue-skinned human male wearing a short kilt, a feather pattern tunic, and a tall, double plumed crown

**Other Manifestations:** As above except with a ram's head; he also appears as a monstrous serpent

**Allies:** Auran creatures, Horus, Osiris, Ra

**Foes:** Aberrations, Set, Undead

**Racial Preferences:** Any

**Sacred Items:** Egg (of any kind), the blowing of the east wind

**Sacred Animals:** Goose, ram

**Sacred Plants:** First cutting of the season's grain harvest

**Sacred Minerals:** Nile River clay

**Divine Artifacts:** *Kheperesh (The Blue Crown)*

**Mythology:** According to the lore of his most devote worshippers; Amon was the first god, self-created from Nun, the primal waters, in an act of akin to the first thought. Finding himself awash in the chaotic moisture of raw creation, Amon created the Primal Mound and raised himself above the churning sea. Beset by the loneliness of his existence, the god's thought drifted towards companionship. So, with an issue of moisture from his own flesh, gave rise to the gods Shu and Tefnut, the vault and void of the heavens. These gods, in turn, began to populate the emerging lands with offspring of their own.

This lore is contested by the adherents of other gods, most notably those of Ra, who proclaim their deity supreme over all others. While ancient wisdom holds that Ra came after the inception of Amon, none can argue with the newcomer's awesome might. Whether Ra is a new god in his own right, or a reinterpretation of Amon, none can say. Regardless, neither side would acquiesce nor submit to the authority of the other. The gods' faithful took an unusual step and actually began to merge their faiths, focusing on their similarities, instead of their differences. To this end, the celestial and mortal division between Amon and Ra melded, allowing the two gods to become blurry reflections of one another.

**Main Tenets of the Faith:** The tenets of Amon are placed into two camps, those that adhere to the most ancient of beliefs – that Amon is the creator god – and those that praise the Amon-Ra relationship. The former sees the world itself as Amon's blessing: a rich panoply of life that pervades everything. These adherents view the enrichment and maintenance of life as a sacred duty and often become its protectors against the depredations of the ignorant.

The latter group espouses the might and authority of the Amon-Ra union over the whole of creation. While acknowledged as the supreme creator by most



Egyptians, this is secondary to the role of Amon-Ra as the first of kings, ruler of heaven and earth. From him all majesty emanates, like the rays of his beloved sun.

**Location of Faith:** The largest temple of Amon rests in Thebes, Ipet-isut ("Most select of places"), which is the ancestral home of his earliest worship. A slightly smaller temple complex resides in Luxor, south of Karnak, and is dedicated to his serpent form that is seen as being the very essence of renewal. Major cult areas also exist in Deir el-Bahri, Medinet Habu, and Tanis. The largest temple to the Amon-Ra relationship is found Heliopolis and Hermopolis, but temples can be found throughout the Nile valley.

**Sects:** A number of very small sects exist that remain true to Amon's claim as ultimate creator. These cadres are usually druids that dwell in the farthest oases, tending and protecting them from harm.

**Responsibilities of the Clergy:** Amon's clergy are charged with maintaining the existence of creation itself. They are to forestall any grand destruction of nature's wonders and punish the wicked for such acts. Amon-Ra clergy largely ignore natural creation, instead focusing on the natural authority of god and

pharaoh. They see the physical world not as something worthy of veneration in and of itself, but as a sistrum to herald the power of mighty pharaoh.

**Rights of the Clergy:** Both the Amon and Amon-Ra sects are entitled to the first gleanings of the first grain harvest. This corn is sacred to the clergy, who use it to bake holy wheat and millet cakes used in their various ceremonies.

**Restrictions of the Clergy:** The clergy of the Amon sect is forbidden the consumption of beans of any type, including peas, lentils, onions, leeks, and garlic. Being seen as the embodiment of the primal mound upon which Amon rose above Nun, they are deemed too holy to be eaten, though they are still cultivated by the clergy. The clergy of the Amon-Ra sect also must eschew the eating of beans and must abstain from the consumption of swine and fish, being seen as unclean for the servants of a mighty god.

**Rituals:** The productivity of the land and the rule of pharaoh are tied to the flooding the Nile, during which the most venerated idol of the god in Ipet-isut is placed on a barge and floated down the river with sacrifices being made to it at every settlement and temple, no matter the god to which it belongs. Lesser ceremonies, when the clergy pray for their spells, are performed with the rising of the sun and entail the sacrifice of a white goose or ram, grain cakes, and other vegetable bounties.

**Vestments:** The clergy of the Amon sect dress in short kilts, wearing a pectoral of a solar disk pronouncing their adoration. The clergy of the Amon-Ra sect wear full robes of bleached white belted with gold or yellow dyed flax. They too wear a solar disk pectoral.

## Amon's Path of the Devout

**Devout Classes:** Adept, brawler, cavalier, cleric (Amon-Ra sect only), druid (Amon sect only), expert, inquisitor (Amon sect only), hunter, monk, paladin, ranger, shaman, and warpriest.

**Devout Alignments:** LE, LG, and LN

**Favored Weapon:** heavy mace

**Devout Oath:** The clergy of the Amon and Amon-Ra sects must forswear to never kill for pleasure, but only for true need, such as for sacrifice or sustenance. They also suffer a -2 penalty to Diplomacy checks when dealing with practitioners of the Memphite or Hermopolite theology.

**Devout Benefits:** 1/day a devout member of either the Amon or Amon-Ra sects can gain fire resistance 5 for 10 minutes. This ability can be activated as a free action.

### Greater Avatar of Amon

CR 40

XP 314,880,000

LN Medium outsider (air, avatar, lawful, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +79

**Aura** balance the scales (1 mile), nimbus of light (1 mile), ordered presence (1 mile), protection (1 mile)

### DEFENSE

**AC** 52, touch 29, flat-footed 45 (+12 deflection, +6 Dex, +1 dodge, +16 natural, +7 shield)





hp 720 (40d10+320); electricity healing

**Fort** +29, **Ref** +28, **Will** +54

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—;

**Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft., fly 120 ft. (perfect)

**Melee** *Hammer of Unmaking* +62/+57/+52/+47 (1d8+21 plus 1d6 fire/19-20 plus 1d10 fire)

**Ranged** *Needle of Amon* +49/+49/+44/+39/+34 (1d6+21 plus 1 bleed/19-20/x3) or 2 lightning arcs +46 touch (20d6) or 2 storm bursts +46 touch (100d6 plus bull rush)

**Special Attacks** axiomatic strike, lightning lord, sun's blessing (DC 72, 120d6)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *air walk*, *align weapon* (law only, DC 54), *antipathy* (DC 61), *banishment* (DC 59), *call lightning* (DC 55), *calm emotions* (DC 54), *chain lightning* (DC 58), *control weather*, *control winds* (DC 57), *dictum* (DC 59), *dismissal* (DC 57), *dispel chaos* (DC 57), *divine arbitration*, *elemental body IV* (air only), *elemental swarm* (air only), *endure elements* (DC 51), *equalization* (DC 60), *fire seeds* (DC 58), *fire shield*, *flame strike* (DC 57), *fog cloud*, *gaseous form*, *heat metal* (DC 54), *hold monster* (DC 57), *ice storm*, *magic circle against chaos* (DC 55), *obscuring mist*, *order's wrath* (DC 56), *prayer*, *prismatic sphere* (DC 61), *protection from chaos* (DC 53), *searing light*, *shared fate* (DC 58), *shield of law* (DC 60), *sleet storm*, *storm of vengeance* (DC 61), *summon monster IX* (law only), *sunbeam* (DC 59), *sunburst* (DC 60), *weighing the balance* (DC 53), *whirlwind* (DC 60), *wind wall* (DC 55)

#### STATISTICS

**Str** 42, **Dex** 23, **Con** 25, **Int** 74, **Wis** 75, **Cha** 49

**Base Atk** +40; **CMB** +56 (+60 disarm, trip); **CMD** 85 (87 vs. disarm; cannot be tripped)

**Feats** Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Exhausting Critical, Far Shot, Greater Disarm, Greater Spell Penetration, Greater Trip, Greater Vital Strike, Improved Counterspell, Improved Critical (heavy mace), Improved Disarm, Improved Initiative, Improved Trip, Improved Vital Strike, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Spell Penetration, Spring Attack, Tiring Critical, Toughness, Vital Strike, Weapon Focus (heavy mace), Whirlwind Attack

**Skills** Fly +57, Perception +79, Sense Motive +79; **Other Skills** Strength +59, Dexterity +49, Intelligence +75, Wisdom +75, Charisma +62

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, balance, law, sun, weather)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Keperesh* [The Blue Crown of Amon], *Hammer of Unmaking* [+5 flaming burst ghost touch disruption heavy mace], *Needle of Amon* [+5 aberration bane distance keen speed wounding composite (+16 Str) shortbow], *Redoubt of Amon* [+5 ghost touch invulnerability heavy steel shield], *boots of speed*, *ring of air elemental command*)

#### SPECIAL ABILITIES

**Electricity Healing (Ex)** When a greater avatar of Amon is

subjected to a damage dealing electricity effect, it is instead healed the amount of damage the effect would cause. The avatar is *hasted* (as the spell) for 1 minute when it is subjected to any electricity effect.

## ANUBIS (INTERMEDIATE DEITY)

*Anpu; Sekhem Em Pet; God of the Dead; Governor of the Hall of Osiris; Guardian of the Dead; Foremost of Westerners; Conductor of Souls*

**Deity Symbols:** Black dog, jackal, bloodied ox hide hanging from a pole, and the opening of the mouth staff

**Alignment:** Lawful Neutral

**Portfolio:** Migration of the soul, the afterlife, death, judgment of the dead

**Domain:** Balance, Dead, Law, Luck, Travel

**True Form:** Anubis appears as a human male with the head of a jackal or black dog. He usually wears a short kilt and a girdle of blue leather. He carries an ankh and the opening of the mouth staff

**Avatar Form:** Same as above

**Other Manifestations:** Black jackal or dog

**Allies:** Nephthys, Osiris

**Foes:** Set

**Racial Preferences:** Human, gnoll

**Sacred Items:** Mummies, opening of the mouth staff

**Sacred Animal:** Dog, Jackal

**Sacred Plants:** Gum myrrh tree

**Sacred Minerals:** Natron

**Divine Artifact:** *Death Mask*

**Mythology:** Anubis is the jackal-headed son of Nephthys, of that there is no doubt. His father, however, is a sensitive mystery for his followers. Some claim his father is Set, the dark reason for his dominion over the Underworld. Others claim that Osiris is the sire, beguiled by Nephthys in order to begat the conductor of souls. Given the history between Set and Osiris, this dual claim can place the clergy of Anubis in some difficulties.

The oldest liturgy of funerary prayers indicate that Set is indeed his father by Nephthys, with Osiris gaining credit later to bolster his own claim to rulership of the Underworld. Regardless of his ancestry, Anubis is an important god, charged with shepherding the souls of the dead to their final judgment. As the patron of magic, common folk also believe he can foresee a person's destiny, making Anubis the announcer of death, further strengthening his importance.

The jackal god's main duty is to guide the dead to their judgment in the Hall of the Dead. Once there, Anubis weighs the heart of the deceased on the Scales of Truth against the feather of Ma'at, goddess of justice and truth. If the heart is lighter than the feather, the soul goes on to the Field of Celestial Offerings and the rewards earned for a virtuous existence. If the heart is heavier than the feather, a demon known as the Devourer of Souls appears and consumes the wicked soul, consigning it to oblivion.

Anubis' greatest deed occurred after Set murdered Osiris. Anubis embalmed the body with natron and sacred herbs, afterwards wrapping him in linen





bandages woven by Isis and Nephthys. Osiris became the first mummy, preserving him so he might live again, even if only in the Underworld. This act set the precedent for the mummification of pharaohs and other dignitaries, entrenching Anubis' significance in the pantheon. It also marked him as the protector of the dead and the celestial keeper of poisons and medicines, since many are used in the embalming process.

**Main Tenets of the Faith:** The priests of this god see to the physical and spiritual protection of the dead. Without their guidance, even a pharaoh would have difficulty traveling the Underworld safely. The demons and fiends that dwell therein prey upon the wandering souls, and only with the wisdom of Anubis' priests do the dead stand a reasonable chance of reaching the Scales of Truth.

This support continues even after the final funerary ceremonies have been completed and the corpse is interred. Clergy of the god make regular sacrifices at the tombs of important individuals, ensuring bounty in the afterlife, while currying favor from the deceased. These keepers of the dead are very respected and a little feared, a fact the clergy is eager to maintain.

**Location of the Faith:** The most significant localities of Anubis worship are Thinis, Sekhem, Lycopolis,

Heliopolis, and Cynopolis. Given the preoccupation the Egyptian culture has with death, shrines to Anubis can be found throughout the entire realm.

**Sects:** The worship of Anubis is very uniform, largely due to the rigorous requirements needed to protect the flesh and soul of the dead. As such, there are no religious schisms beyond minor differences in dress or social behavior.

**Responsibilities of the Clergy:** The clergy of Anubis has three charges. First, they mummify the deceased, a task performed for anyone with enough resources to fund the expense. They also place the mummy into its tomb, performing the rites necessary to safeguard its passage through the afterlife. The most important of these is the opening of the mouth ceremony, the solemn ritual where the deceased is touched with a special staff intended to restore life to various parts of the corpse, permitting it to breathe, see, hear, and eat in the afterlife. The clergy is also tasked with providing the deceased with instructions on how to progress through the underworld while avoiding its dangers and pitfalls.

**Rights of the Clergy:** The clerics of Anubis are entitled to prepare the body of pharaoh for the afterlife. It is a task they jealously guard and are loath to relinquish for it imbues their order with much prestige and authority. The death of a pharaoh causes the other temples to bow to the influence of Anubis' priests, lest they hamper the departed ruler's existence in the afterlife.

**Restrictions of the Clergy:** The priests of Anubis are forbidden to touch a slave, infant, or sick person while engaged in the embalming of a pharaoh. Such contact is seen as unclean, threatening the fate of the pharaoh's soul in the underworld. If contact does occur, the priest and unclean individual are sacrificed to the pharaoh, to quell the new god's anger and to serve him in the afterlife for the transgression. Because of this, clergy engaged in embalming cloister themselves until the task is completed.

**Rituals:** The greatest function of Anubis' priests is the embalming and purification of the dead. First they remove its brain, which is discarded as worthless. Then they remove the internal organs, which are cleansed in herbal tinctures, wrapped in linens associated with the deceased and placed in four canopic jars designed to protect them from evil.

The corpse is then bathed in natron and salt for up to 60 days, which desiccates the body of all fluids. The body is then carefully wrapped in gum soaked linen strips, under which magical amulets of protection are secured. The wrapped corpse is inscribed with spells and instructions designed to placate the demons of the Underworld and to guide the soul to the Scales of Truth. Finally, the corpse is taken to its tomb, where the opening of the mouth ceremony is completed and the deceased is nudged into the afterlife.

**Vestments:** Clerics of Anubis wear long robes of purest white belted by wide sashes of saffron-dyed flax. They also don ceremonial jackal masks during important rituals in which the mask-wearing priest represents Anubis.



## Annubis' Path of the Devout

**Devout Classes:** Assassin, cleric, inquisitor, warpriest, and witch.

**Devout Alignments:** LE, LG, and LN

**Favored Weapon:** sickle

**Devout Oath:** The devout worshippers of Anubis, men and women, keep their heads shorn at all times.

**Devout Benefits:** Devout worshippers of Anubis can cast deathwatch a number of times each week equal to one plus the devotee's Charisma bonus. The spell functions at the devotee's character level.

### Intermediate Avatar of Anubis

CR 30

XP 9,840,000

LN Medium outsider (avatar, native)

**Init** +9; **Senses** darkvision 120 ft., low-light vision, avatar senses, grave sense; **Perception** +59

### DEFENSE

**AC** 50, touch 29, flat-footed 44 (+8 deflection, +5 Dex, +1 dodge, +5 luck, +12 natural, +9 shield)

**hp** 630 (30d10+330)

**Fort** +33, **Ref** +27, **Will** +44

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 150 ft.; dimensional hop

**Melee** *Right Claw of Anubis* +63/+58/+53/+48 (1d6+34 plus 1d6 cold/19-20 plus 1d10 cold), *Warding Doom* +64/+59/+54 (1d8+34) or *Left Claw of Anubis* +63/+58/+53/+48 (1d6+34 plus 1 bleed/19-20), *Warding Doom* +64/+59/+54 (1d8+34)

**Special Attacks** touch of life and death

**Spell-Like Abilities** (CL 30th; concentration +54)

At will – *aid*, *antilife shell*, *astral projection*, *break enchantment*, *deathwatch*, *dimension door* (DC 41), *final reward* (DC 45), *find the path* (DC 43), *fly* (DC 40), *freedom of movement* (DC 41), *gentle repose* (DC 40), *greater teleport* (DC 44), *locate object*, *longstrider*, *miracle* (DC 46), *mislead* (DC 43), *moment of prescience*, *phase door*, *protection from energy* (DC 40), *restore life*, *speak with dead* (DC 40), *spell turning*, *status* (DC 39), *teleport* (DC 42), *true strike*

### STATISTICS

**Str** 58, **Dex** 20, **Con** 33, **Int** 18, **Wis** 55, **Cha** 38

**Base Atk** +30; **CMB** +59 (+63 disarm, sunder); **CMD** 78 (80 vs. disarm, sunder)

**Feats** Alertness, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Disarm, Greater Shield Focus, Greater Sunder, Greater Two-Weapon Fighting, Improved Critical (sickle), Improved Disarm, Improved Initiative, Improved Shield Bash, Improved Sunder, Improved Two-Weapon Fighting, Leadership, Mobility, Power Attack, Shield Focus, Shield Master, Shield Slam, Spring Attack, Two-Weapon Fighting, Weapon Focus (sickle), Whirlwind Attack

**Skills** Acrobatics +38, Diplomacy +47, Heal +55, Knowledge (arcana, dungeoneering, engineering, history, nobility, religion) +37, Perception +59, Profession (embalmer) +55, Sense Motive +59, Spellcraft +37, Stealth +38, Use Magic Device +47; **Other Skills** Strength +42, Dexterity +23,

Intelligence +22, Wisdom +40, Charisma +32

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** agile feet, bit of luck (3/round), domains (dead, luck, travel), good fortune

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Death Mask [of Anubis]*, *Warding Doom* [+5 *bashing heavy fortification heavy steel shield*], *Left Claw of Anubis* [+5 *vorpall wounding sickle*], *Right Claw of Anubis* [+5 *brilliant energy icy burst sickle*], *belt of giant strength* +4, *boots of speed*, *headband of alluring charisma* +6, *ring of feather falling*)



## BAST (LESSER DEITY)

**Bastet; Cat Goddess; Goddess of the Home; Patroness of Luxury and Pleasure; Eye of Ra; Eye of the Moon; Lady of the East**

**Deity Symbols:** Cat, sistrum

**Alignment:** Lawful Good

**Portfolio:** Cats, fire, protection of home and pregnant women, physical love, music, dancing



**Domains:** Affinity, Fire, Good, Law, Protection

**True Form:** Bast appears as a cat-headed human female wearing a long, unbelted robe of pure white. She typically bears a sistrum rattle and the menat necklace or eye of Horus

**Avatar Form:** Same as True Form

**Other Manifestations:** Cat, lion, a woman with the head of a lioness.

**Allies:** Bes, feline creatures and races

**Foes:** Set, demons

**Racial Preferences:** Human, elf

**Sacred Animals:** Felines of all types

**Sacred Plants:** Catnip

**Sacred Minerals:** Coal

**Divine Artifacts:** *Sistrum of Merriment*

**Mythology:** Bast is the daughter of Ra and the mother of Khonsu, thus showing her as a goddess that walks both in the light and the darkness. She is foremost a goddess of protection and pleasure, caring for cats and pregnant women. This domesticity makes her goddess of the home and hearth, as well as the patroness of pleasure, sex, dancing, music, and joy. Because of this, Bast is considered a fertility deity and is placated during lavish festivals to ensure wellbeing during the blessed time.

Bast is dichotomous in nature, being docile and protective on one hand and aggressive and vengeful on the other. Because of this, she often acts as the instrument of Ra's vengeance, slaying his foes with lustful efficiency. During these periods of vengeance, Bast typically takes on a more feral cat form, reflecting her aggressive nature.

One such event occurs every evening, when the solar barque of Ra descends into night. During this dark passage, the barque is assailed by Apophis, the serpentine embodiment of dissolution and non-being. Apophis mesmerizes Ra and his entourage, who wraps its coils about the vessel in an attempt to forestall its passage to the dawn. With his great spear Set wards off Apophis, who retreats to a sycamore tree. There Bast, in the guise of the "Great Cat of Ra" slays the serpent, casting its dismembered pieces into the primal waters of Nun to be reformed the following evening.

**Main Tenets of the Faith:** The clergy of Bast maintain the central importance of home and family, protecting both the physical dwelling and the occupants within. To this end, the clergy concerns itself with all aspects of familial virtue, including reproduction, childbirth, obligation, and shelter from harm. As with domestic cats, the faith of Bast upholds an individual's right to obtain pleasurable things, thus making them very popular with the impoverished masses.

**Location of the Faith:** The main center of cult worship is at Bubastis, in the eastern Delta, and Saqqara, though smaller temples and shrines exist throughout the land. Her worship is prevalent in southern Egypt, where the focus of her veneration stresses her protective aspects over her pleasurable ones.

**Sects:** A number of sects exist, each dedicated to a single aspect of Bast's portfolio. Those that focus on

revelry form traveling troupes of entertainers that espouse Bast's virtues while amusing the public. Others serve as midwives in some areas, tending to the care of expectant mothers. A few even care solely for cats, allowing them to propagate in the temple until there is nary room for the clergy.

**Responsibilities of the Clergy:** The clergy of Bast has several responsibilities. The foremost is the protection of Egyptian home life, especially for the hearth and pregnant women. The temples of Bast have special braziers that are dedicated to Ra that are kept lit as a promise of his celestial protection. If the fire should be extinguished, the clergy must make profound sacrifices and relight the brazier from flames brought from the nearest temple of Ra. The clergy also assists the pharaoh and his vizier in keeping the general populace content with the status quo.

**Rights of the Clergy:** The temples of Bast are entitled to the first product of that season's winepresses, which they ferment in their sanctuaries for use during yearly ceremonies. The clergy of Bast can also demand considerations from the temples of Ra, requesting quarters, food, and simple supplies.

**Restrictions of the Clergy:** Priests of Bast may never partake of the flesh of reptiles, as it is seen as the embodiment of her enemies. They also may never harm a cat, even by accident, and must protect them from harm.

**Rituals:** Ceremonies dedicated to Bast are lively, frolicking affairs that occur in spring and during the full moons. Wine and beer are consumed without restraint, with dancing, singing, and music being readily available. Children conceived during these periods of revelry are considered especially blessed.

**Vestments:** The clergy of Bast dresses as does their goddess, in long white robes that hang loose. They frequently carry sistrum, which they rattle continuously to draw their goddess' attention. All clergy wear either a fertility oriented menat necklace or the protective eye of Horus.

## Bast's Path of the Devout

**Devout Classes:** Bard, cleric, druid, inquisitor, monk, paladin, and rogue.

**Devout Alignments:** LG, LN, and NG

**Favored Weapon:** short sword

**Devout Oath:** Like the clergy, devout worshipper of Bast may never harm a cat, even by accident.

**Devout Benefits:** Devotees who worship Bast gain a +2 circumstance bonus to their Dexterity score. If Bast is renounced as their patron, or her favor is withheld, the bonus is permanently lost.

**Lesser Avatar of Bast**

**CR 25**

**XP 1,640,000**

LG Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +33

**Aura** disarming (30 ft., DC 32)

**DEFENSE**

**AC** 43, touch 27, flat-footed 30 (+8 armor, +4 deflection, +12



Dex, +1 dodge, +8 natural)  
 hp 240 (20d10+40)  
 Fort +14, Ref +24, Will +18  
 Defensive Abilities avatar traits, rejuvenation; DR 15/epic;  
 Resist acid 20, cold 20, electricity 20, fire 20, sonic 20; SR 36

#### OFFENSE

Speed 40 ft.

**Melee** *Long Knife of Bast* +38/+38/+33/+28/+23 (1d6+11 plus 1d6 fire/17-20 plus 1d10 fire plus 1d8 sonic plus 2d6 bleed)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *animal shapes*, *awaken*, *bestial attribute* (DC 18), *calm animals* (DC 17), *creature companion*, *dominate animal* (DC 19), *hybrid form* (DC 24), *imbue with spell ability* (DC 20), *summon otherworldly creature*

#### STATISTICS

Str 23, Dex 35, Con 15, Int 13, Wis 22, Cha 34

Base Atk +20; CMB +26 (+30 trip); CMD 53 (55 vs trip)

**Feats** Acrobatic, Alertness, Bleeding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Trip, Improved Critical (short sword), Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Stealthy, Tripping Strike, Weapon Finesse, Weapon Focus (short sword), Whirlwind Attack

**Skills** Acrobatics +39, Bluff +35, Climb +29, Diplomacy +35, Escape Artist +29, Fly +29, Knowledge (arcana, nature, religion) +24, Perception +33, Sense Motive +23, Spellcraft +24, Stealth +39, Swim +19; **Other Skills** Dexterity +25, Intelligence +14, Wisdom +19, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (affinity), sacred shape, wild empathy +32

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Golden Sistrum of Merriment*, *Long Knife of Bast* [+5 flaming burst speed thundering short sword], *boots of speed*, *bracers of armor* +8, *cloak of displacement* [major], *ring of animal friendship*)

## BES (LESSER DEITY)

*Besa; The Dwarf God; God of Music, Good Food and Revelry; Mountain's Wrath; Protector and Entertainer of Children*

**Deity Symbols:** Plumed crown, rearing lion, knives, bells, drums

**Alignment:** Chaotic Good

**Portfolio:** Dance, good food, music, protector of children, slaughter of war

**Domains:** Chaos, Good, Luck, Music, Trickery

**True Form:** Bes is a spectacularly muscled dwarfed male human. He wears either a loincloth or short kilt and carries a musical instrument and knife

**Avatar Form:** Same as above

**Other Manifestations:** Lion, leopard, vengeful storm or wind

**Allies:** Bast, Horus

**Foes:** Any non-good being who actively seeks to harm children

**Racial Preferences:** Any

**Sacred Items:** Hailstone, lion pelt, dead bitten snake

**Sacred Animals:** Thrush (songbird)

**Sacred Plants:** Garlic

**Sacred Minerals:** None

**Divine Artifact:** *Was Scepter of Revelry*

**Mythology:** Bes is an ancient god of war and a destroying force of nature that has a penchant for protecting the defenseless – children. His origins likely originate outside the confines of Egypt. While extra-cultural in fact, the dwarf god is esteemed nonetheless, as he cherishes the children of Egypt, keeping them from evil and harm. Early legends relate that Bes is one of 10 different gods charged with protecting children, Aha, Amam, Hayet, Ihty, Mefdjjet, Menew, Segeb, Sopdu, and Tetetenu being the others. Whether these personalities are just regional versions of Bes is unclear, but what is certain is the god's immense popularity with the common Egyptian.

Depicted as a bearded, savage-looking, yet comical dwarf, Bes is ugly and grotesque in appearance; he has a large head, a protruding tongue, bowed legs and a bushy tail. He wears a plumed crown and the skin of a lion or panther. His appearance guards against evil spirits and misfortune. Likewise, he carries swords and knives to ward against foul influences and musical





instruments to frighten them off.

Despite his somewhat vicious appearance, Bes is a beneficent god, offering naught but protection for those that seldom have it. His short stature reflects his connection to children and he is often associated with Re, Hathor, and Horus as a protector to be invoked in times of turmoil. His bond with children also extends to expectant mothers, who commonly offer sacrifice to the dwarf god in order to gain his blessing. The deity of children is also considered a god of joviality, dancing, singing and happiness, all aspects of happy youth.

**Main Tenets of the Faith:** Bes and his clergy praise the youth of life. From inception through childhood, his clergy seek only to minister to the suffering of pregnant women and their young, and to make certain that those they cannot aid are granted passage to the afterlife. This tender care is counterbalanced by the clergy's fierce desire to enact vengeance on those who actively seek to harm children.

**Location of the Faith:** Bes is not worshipped in traditional temples, but is a god of the people, venerated in nearly every home as a personal protector. Despite this informal adoration, Bes does have priests that perform rituals during the various holy days, usually in public venues or other open air arenas. Many of these priests congregate in or near Abydos, as the site is deemed sacred to Bes.

**Sects:** The other nine aspects of Bes can be considered sects. While each is very similar to the worship of Bes, they do differ in their ceremonies and modes of sacrifice. Some, such as Aha, are more aggressive in their protection, often preemptively removing any threat to children. Others are similar to Mefdjat, whose worshippers are usually midwives and other individuals that care for the needs of expectant mothers.

**Responsibilities of the Clergy:** The clergy of Bes are skilled at tending to the physical needs of children, being expert in the illnesses and maladies inherent in youth. To this end they frequently function as healers or run hospices for children. They are also expected to offer asylum to any child fleeing abuse or imminent danger.

**Rights of the Clergy:** The priests of Bes (or any of his alternate sect personalities) are allowed the right in the legal system to function as the de facto fathers or mothers of children. This permits them to effectively protect threatened children in the courts of the pharaoh. Seldom is the right overruled.

**Restrictions of the Clergy:** To be a member of Bes' clergy, each priest must have sired or birthed at least one child that is currently living or has reached adulthood. A priest whose young child dies, leaving him or her without living issue, is considered shunned by Bes, and is stripped of all official duties until another child is born or adopted.

**Rituals:** The ceremonies of Bes are simplistic affairs. Common rites include the sacrifice of a child's favorite toy or food as a burnt offering. Rituals for pregnant women involve using blood from their thighs or buttocks, body hair, and the whispering of the new

child's secret name. Ceremonies for newborn infants entail that burning of the umbilical cord and placenta along with aromatic herbs and cow's milk.

**Vestments:** Clergy of Bes dress according to the local custom during non-ceremonial periods. During religious observances they wear a loincloth or short kilt, employing a knife or musical instrument as the rite demands.

## Bes' Path of the Devout

**Devout Classes:** Bard, inquisitor, and rogue.

**Devout Alignments:** CG and CN

**Favored Weapon:** dagger

**Devout Oath:** A devotee of Bes may never willfully harm a child or permit a child to come to harm.

**Devout Benefits:** Bard and rogue devotees gain a +2 circumstance bonus to all attack rolls and skill checks when defending a child.

### Lesser Avatar of Bes

CR 25

XP 1,640,000

CG Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +29

#### DEFENSE

**AC** 43, touch 27, flat-footed 30 (+8 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 320 (20d10+120)

**Fort** +25, **Ref** +31, **Will** +21

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** *Fang of the Protector* +38/+33/+28/+23 (1d4+17 plus 1d6 electricity/17-20 plus 1d10 electricity)

**Ranged** *Fang of the Protector* +38 (1d4+17 plus 1d6 electricity/17-20 plus 1d10 electricity)

**Special Attacks** copycat (3/round, 4 max.), master's illusion (3)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *confusion* (DC 26), *disguise self* (DC 23), *false vision*, *invisibility* (DC 24), *mass invisibility* (DC 29), *mislead* (DC 28), *nondetection* (DC 26), *screen* (DC 30), *time stop*

#### STATISTICS

**Str** 34, **Dex** 35, **Con** 23, **Int** 12, **Wis** 15, **Cha** 22

**Base Atk** +20; **CMB** +32; **CMD** 59

**Feats** Acrobatic, Acrobatic Steps, Alertness, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (dagger), Improved Initiative, Mobility, Nimble Moves, Power Attack, Skill Focus (Perform [dance]), Skill Focus (Perform [percussion instruments]), Skill Focus (Perform [sing]), Spring Attack, Stealthy, Weapon Focus (dagger), Whirlwind Attack

**Skills** Acrobatics +39, Bluff +39, Climb +29, Disguise +49, Escape Artist +29, Fly +29, Knowledge (nature, religion) +24, Perception +29, Perform (dance, sing) +50, Perform (percussion instruments) +35, Sense Motive +29, Stealth +59, Swim +29; **Other Skills** Dexterity +25, Intelligence +14, Wisdom +15, Charisma +29; **Racial Modifiers** +20 Bluff, +20 Disguise, +20 Stealth

**Languages** Abyssal, Celestial, Common, Draconic, Infernal;



truespeech

**SQ** alternate form (any; *shapechange* [free action]), domain (trickery)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Was Scepter of Revelry* [of Bes], *Fang of the Protector* [+5 returning shocking burst throwing dagger], *bracers of armor* +8, *cloak of resistance* +5, *ring of telekinesis*, *drum of building* [as *lyre of building*])



## GEB (GREATER DEITY)

**Seb; Heir of the Gods; The Great Cackler; Father of Pharaohs; God of the Earth; God of Fertility and Vegetation**

**Deity Symbols:** Goose, rabbit

**Alignment:** Lawful Neutral

**Portfolio:** Earth, earthquakes, graves, vegetation

**Domain:** Animal, Earth, Healing, Law, Plant

**True Form:** Geb's true form is of a green skinned human male, either naked or in a short kilt, bearing the royal beard and with verdant shoots emerging from his flesh

**Avatar Form:** Same as above except that the avatar wields a staff

**Other Manifestations:** Geb sometimes manifests as a rabbit-headed man, rabbit, or white-breasted goose

**Allies:** Nut, Osiris, races of the earth subtype (such as delvers and xorns)

**Foes:** Aberrations, undead, and beings that seek to upset the natural order of creation, life, and death

**Racial Preferences:** Any

**Sacred Items:** Any unbroken eggshell

**Sacred Animal:** Goose, rabbit

**Sacred Plants:** Harvested grains, fresh fruits

**Sacred Minerals:** River silt

**Divine Artifacts:** *Staff of Earthly Might*

**Mythology:** Geb is a third generation deity, the son of the gods Shu and Tefnut. He represents the flesh of the earth and is a metaphorical extension of the primal mound upon which Amon raised himself above the waters of Nun. Geb's influence stretches across everything that flies over, travels upon, or burrows through the earth, including the myriad forms of life that inhabit terrestrial waters.

A generally beneficent god, Geb nurtures all forms of life, seeking the continuation of life at all costs. This duty extends into the afterlife, where Geb guides the dead through some of the obstacles they encounter as well as providing them meat and drink while on their journey. To this end, he is sometimes at odds with his sister/wife Nut, goddess of the heavens and devourer of the sun and moon, a destructive entity of blind capacity.

Their relationship is tempestuous at best, requiring their father Shu to intercede, physically keeping them apart lest the mortal world be destroyed by their passion. When allowed interaction, either through fate or the will of Shu, the flesh of both of the gods shudders and roils. So violent is their ardor that earthquakes ripple through the land and storms tear the starry vault asunder. Thankfully limited in their unions, Geb and Nut nonetheless are the sire and dame of the enormously powerful deities Isis, Osiris, Set, and Nephthys, as well as a number of mythical creatures of unique aspect.

**Main Tenets of the Faith:** Followers of Geb see the balance in nature. They appreciate the necessity of life and death and hold most dear the passage of cyclical events and their interrelationships. To their eyes, the passage of time is meaningless, an artificial construct of mortals in a misguided attempt to control that which should not be controlled. Nature does as it wills and only the threat of its utter destruction moves the faithful to intervene.

**Location of the Faith:** No city or even a village settlement claims itself sacred to Geb. Being the ultimate natural deity, Geb eschews manufactured sites of worship, instead relying on pristine shrines, such as placid oasis pools or windswept peaks overlooking a lush valley. Other shrines are transportable, being items of intense natural wonder, for example a conch shell or magnificent prongs of an elder antelope.

**Sects:** The fractious nature of Geb's clergy negates the existence of sects in the traditional sense, since the mode of worship varies from priest to priest according to the land they value. In short, the faithful of Geb is composed of numerous sects without a traditional core faith.

**Responsibilities of the Clergy:** The clergy of Geb are an unorganized lot, seldom acting with coordination unless necessary to defend the land under their protection and ministration. The faithful do not believe



in interfering in the affairs of mortals and generally avoid all such entanglements. However, when their cherished protectorate is severely threatened they coalesce into action, using diplomacy, subterfuge, and outright aggression to secure their aims. The clergy is also expected to bless the fields and plantations at the beginning of the sowing and again during the reaping.

**Rights of the Clergy:** The rights of the clergy varies from priest to priest, but generally involves the privilege of taking choice portions of the local harvest and herds as their own. Sometimes this can include byproducts, such as wine, cheese, leather, and other natural items that have been respectfully gathered and created. This precedence even supersedes the rule of pharaoh, who usually acquiesce priority rights so as not to incur the wrath of the Father of Pharaohs.

**Restrictions of the Clergy:** Priests of Geb are not allowed to eat fresh fish or amphibians, as they are seen as being unclean. However, dried or salted fish and amphibians are permitted on certain holy days corresponding to the flooding cycles of the Nile.

**Rituals:** Since the priest class of Geb is fractious and devoid of a central authority, and thus a core method of worship, rituals performed in his name are diverse and wide-ranging. Nevertheless, all priests of Geb instill in their ceremonies the bounty of nature and their obligation to maintain natural order. They hold the beginning of the flooding of the Nile especially holy, as well as the equinoxes and solstices.

**Vestments:** During ceremonial rituals, the clergy of Geb wear green robes or white robes draped with fresh greenery native to the area. They usually employ a staff and hooked knife, as they present the bridge between natural life and man's interconnection with it.

## Geb's Path of the Devout

**Devout Classes:** Druid, hunter, ranger, and shaman.

**Devout Alignments:** LG and LN

**Favored Weapon:** quarterstaff

**Devout Oath:** The clergy of the Geb must forswear to never eating fish or amphibians while the sun shines in the sky. They must also sacrifice the first mouthful of each meal to Geb, casting it to the ground or into water.

**Devout Benefits:** Druids or rangers who worship Geb may cast spells from the Earth and Plant domains at +1 caster level.

### Greater Avatar of Geb

CR 40

XP 314,880,000

LN Medium outsider (avatar, earth, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +79

**Aura** ordered presence (1 mile)

### DEFENSE

**AC** 63, touch 39, flat-footed 46 (+8 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +38, **Will** +54

**Defensive Abilities** acid healing, avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 70 ft., burrow 120 ft.; earth glide

**Melee** *Staff of Earthly Might* +52/+47/+42/+37 (1d6+14) or *Staff of Earthly Might* +50/+45/+40/+35 (1d6+11), *Staff of Earthly Might* +60/+55/+50 (1d6+11) or *Razor of Geb* +61/+56/+51/+46 (1d4+11 plus 1d6 cold/19-20 plus 1d10 cold) or *wooden fist* +56/+51/+46/+41 (2d10+26/17-20/x3) or *wooden fist* +54/+49/+44/+39 (2d10+26/17-20/x3), *wooden fist* +54/+49/+44 (2d10+26/17-20/x3)

**Ranged** *Razor of Geb* +61 (1d4+11 plus 1d6 cold/19-20 plus 1d10 cold) or 2 acid darts +56 touch (20d6)

**Special Attacks** axiomatic strike, bramble armor, rebuke death, wild shape (at will; *beast shape III*, *elemental body IV*, *plant shape III*)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *align weapon* (law only, DC 54), *animal shapes*, *animate plants*, *antilife shell*, *barkskin*, *breath of life* (DC 57), *calm animals* (DC 53), *command plants* (DC 56), *control plants* (DC 60), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *dictum* (DC 59), *dispel chaos* (DC 57), *dominate animal* (DC 55), *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *entangle* (DC 53), *heal* (DC 59), *hold animal* (DC 54), *hold monster* (DC 57), *magic circle against chaos* (DC 55), *magic stone* (DC 53), *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *order's wrath* (DC 56), *plant growth*, *protection from chaos* (DC 53), *regenerate* (DC 61), *repel wood*, *shambler*, *shapechange*, *shield of law* (DC 60), *soften earth and stone*, *spike stones* (DC 56), *stone shape*, *stoneskin* (DC 57), *summon monster IX* (law only), *summon nature's ally IX* (animals only, free action), *wall of stone* (DC 58), *wall of thorns*

### STATISTICS

**Str** 23, **Dex** 42, **Con** 43, **Int** 25, **Wis** 75, **Cha** 74

**Base Atk** +40; **CMB** +46 (+50 trip); **CMD** 85 (87 vs. trip)

**Feats** Agile Maneuvers, Alertness, Animal Affinity, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Spell Penetration, Greater Trip, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical (quarterstaff), Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Vital Strike, Mobility, Natural Spell, Power Attack, Quick Draw, Sickening Critical, Spell Penetration, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Finesse, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Acrobatics +59, Handle Animal +79, Perception +79, Ride +63, Sense Motive +79; **Other Skills** Strength +49, Dexterity +59, Intelligence +50, Wisdom +75, Charisma +75

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; *speak with animals*, truespeech

**SQ** animal companions (5 20th-level), domains (animal, earth, healing, law, plant), healer's blessing, wild empathy +52

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Earthly Might* [of Geb], *Razor of Geb* [+5 aberration bane icy burst dagger], *bracer of armor* +8, *sandals of striding and springing* [as boots], *cloak of displacement* [major], *ring of evasion*, *ring of elemental command* [earth], *rod of metal and mineral detection*)



**SPECIAL ABILITIES**

**Acid Healing (Ex)** Whenever a greater avatar of Geb is subjected to a damage dealing acid effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.

**HORUS (GREATER DEITY)**

**God of the Heavens; God of the Sky; God of Kingship; Lord of the Two Lands; The Uniter**

**Deity Symbols:** Falcon, hawk, bull, double crown, winged disk, sphinx, iron weapons

**Alignment:** Lawful Good

**Portfolio:** Kingship, pharaonic authority, righteous justice, duty, purity

**Domain:** Good, Heaven, Law, Strength, Weather

**True Form:** Horus' true form is that of a human male with a falcon's head upon which rests the double crown of Egypt; he frequently carries a mace and bow

**Avatar Form:** Same as above

**Other Manifestations:** Falcon, falcon headed crocodile

**Allies:** Amon, auran creatures, Isis, Osiris, Ra, sphinxes

**Foes:** Set

**Racial Preferences:** Any

**Sacred Items:** Double crown of Egypt, iron weapons

**Sacred Animals:** Falcon, hawk, bull

**Sacred Plants:** Lotus blossom

**Sacred Minerals:** Iron, turquoise

**Divine Artifacts:** *The Eye of Horus* (amulet)

**Mythology:** The pedigree of Horus is obscured in legend and mortal embellishment. There are at least 15 versions of Horus' birth and parentage, each a reflection of that region's motivations and aspirations. These legends can be collectively grouped into two camps. The first is a solar group where Horus is the son of Amon, Ra, Geb, or Nut. The solar Horus is the embodiment of the sun's purity and blessing, and the antithesis of that which is hidden or obscured. The other group is Osirian, where Horus is the offspring of Isis and Osiris and the epitome of a dutiful son.

The truth lies in the middle. Horus is indeed the son of Isis and Osiris, but such was his beauty and virtue when he was born that he was blessed by Amon, Ra, Geb, and Nut, given aspects of those potent deities that has placed the falcon god at the fore of mortal adoration and set the stage for the telling events fated to him.

When Horus was a baby, his father Osiris was killed by Set in a fit of jealousy. Aware of their peril, Isis hid Horus and herself in the papyrus reeds of the Nile delta. There they remained until Horus grew to maturity, upon which he went to war with Set to reclaim his father's crown and kingdom and to enact vengeance on the Red One. Their battles raged for a long time. Once Set blinded Horus by taking out his eye and tearing it to bits, but Thoth, the god of wisdom, managed to heal the falcon god's eye. Eventually, Horus prevailed and avenged his father's death by castrating his evil uncle, and driving him into the desert.

This facet of restoring the authority to a rightful ruler is seen of a mandate for the pharaonic system of

kingship. This connection is so intense that pharaohs are considered his earthly manifestation and usually take the falcon god's name in some form.

**Main Tenets of the Faith:** Worshipers of Horus believe in the divine status of a pharaoh and strive to ensure his rule, provided the rule of that pharaoh is just and conforms to the general dictates of law and virtue. Law and virtue is usually interpreted as being dutiful in the state veneration of the myriad gods associated with maintaining the health of Egypt. Only in extreme circumstances do the clergy of the falcon god move contrary to the wishes of the seated pharaoh, and then only under the guise of cooperation.

**Location of the Faith:** The worship of Horus is universal throughout Egypt, with smaller temples and shrines found in nearly every reasonably sized settlement. Larger temple complexes are found in Heliopolis, Edfu, and the delta city of Pe.

**Sects:** While at least 15 different versions of Horus' ancestry exist, they are not sects per se, but rather slight, cosmetic variances that have no true impact on the core of Horus' worship.

**Responsibilities of the Clergy:** The priests of Horus





are charged with maintaining the sanctity of a pharaoh's rule. They do this by purifying the ruler every sunrise and sunset through a simplistic ritual that requires the sprinkling of Nile water on the pharaoh during the first or last rays of the sun. The clergy of the falcon god are also responsible for preserving the eternal flame kept in the pharaoh's residence, which is seen as a unification of Horus' aspects as a solar and Osirian god.

**Rights of the Clergy:** The priests of Horus function as the judiciary of Egypt, enacting justice and punishment on lawbreakers. They are assigned to temple complexes or village commons, often traveling a circuit that can take up to several months to complete. Being some of the wisest persons of influence in a pharaoh's bureaucracy, priests of Horus are normally free to interpret law, determine fault, and endorse penalties.

**Restrictions of the Clergy:** A priest convicted of a grave crime against someone of lesser social rank is stripped of his priestly privileges and has his right hand severed. A priest convicted of a grave offense against someone of similar or greater rank is executed by immolation. Priests of Horus must also never harm a falcon or hawk, even by accident. Doing so is considered a grave offense directed at the residing pharaoh.

**Rituals:** The celebrants of Horus perform a number of rituals, each directed towards preserving the reign of the sitting pharaoh. These rites are normally performed at sunrise and sunset and use blessed Nile water and burnt aromatics.

**Vestments:** Whenever functioning in an official capacity, priests of Horus wear white robes and an eye of Horus amulet. In their right hand is a mace and in their left an arrow, signifying their role as defender against and arbitrator for the wicked.

## Horus' Path of the Devout

**Devout Classes:** Cleric, fighter, inquisitor, paladin, and warpriest.

**Devout Alignments:** LG, NG, LN

**Favored Weapon:** heavy mace

**Devout Oath:** A worshipper of Horus must swear not to harm a falcon or hawk for any reason, nor may he allow one to come to harm by another's actions. A devout worshipper of Horus must also swear to uphold the law of the pharaoh and to inform the regional authority of any wrongdoing.

**Devout Benefits:** A devout worshipper of Horus gains a +2 circumstance bonus to all skill rolls made in the determination or implementation of justice, no matter how trivial.

**Greater Avatar of Horus**

**CR 40**

**XP 314,880,000**

LG Medium outsider (avatar, good, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +50

**Aura** fated (1 mile, +4 AC and saves), ordered presence (1 mile)

### DEFENSE

AC 55, touch 39, flat-footed 38 (+12 deflection, +32 Dex, +1

dodge, +8 luck, +16 natural, +7 shield)

**hp** 1,040 (40d10+640)

**Fort** +46, **Ref** +62, **Will** +37

**Defensive Abilities** avatar traits, fated, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, evil, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** *Perceiver of Truth* +106/+106/+101/+96/+91 (1d8+65/19-20)

**Ranged** *Piercer of the Wicked* +78/+73/+68/+63 (1d6+65/19-20/x3 plus 2d8 sonic) or *Piercer of the Wicked* +76/+76/+71/+66/+61 (1d6+65/19-20/x3 plus 2d8 sonic) or 2 heavenly fires +72 touch (20d6, DC 72) or 2 storm burst +72 touch (100d6 plus bull rush)

**Special Attacks** axiomatic strike, holy strike, lightning lord, purify the soul (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +100)

At will — *align weapon* (good or law, DC 54), *blade barrier* (DC 58), *bless*, *bull's strength* (DC 54), *call lightning* (DC 55), *clenched fist*, *commune*, *consecrate*, *control weather*, *control winds* (DC 57), *crushing hand*, *daylight*, *dictum* (DC 59), *dispel chaos/evil* (DC 57), *enlarge person* (DC 53), *fog cloud*, *grasping hand*, *heavenly blessing* (DC 58), *hold monster* (DC 57), *holy aura* (DC 60), *holy smite* (DC 56), *holy sword* (DC 56), *holy word* (DC 59), *ice storm*, *magic circle against chaos/evil* (DC 55), *magic vestment* (DC 55), *obscuring mist*, *order's wrath* (DC 56), *protection from chaos/evil* (DC 53), *purge of might* (DC 61), *righteous might*, *shield of law* (DC 60), *sleet storm*, *spell immunity* (DC 56), *stoneskin* (DC 57), *storm of vengeance* (DC 61), *summon monster IX* (good or law), *whirlwind* (DC 60)

### STATISTICS

**Str** 131, **Dex** 74, **Con** 42, **Int** 23, **Wis** 25, **Cha** 49

**Base Atk** +40; **CMB** +100 (+104 disarm, sunder); **CMD** 155 (157 vs disarm, sunder)

**Feats** Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Far Shot, Great Cleave, Greater Disarm, Greater Sunder, Improved Critical (heavy mace, shortbow), Improved Disarm, Improved Initiative, Improved Precise Shot, Improved Sunder, Mobility, Mounted Archery, Mounted Combat, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Staggering Critical, Stunning Critical, Weapon Focus (heavy mace, shortbow), Whirlwind Attack

**Skills** Strength +103, Dexterity +75, Intelligence +49, Wisdom +50, Charisma +62

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (good, heaven, law, strength, weather), might of the gods +40, strength surge (60, +70)

### ECOLOGY

**Environment** any

**Organization** retinue (Greater Avatar of Horus plus ten falcon-headed solars)

**Treasure** special (*Eye of Horus*, *Bulwark of Justice* [+5 heavy fortification heavy steel shield], *Perceiver of Truth* [+5 axiomatic evil outsider bane speed heavy mace], *Piercer of the Wicked* [+5 brilliant energy distance keen thundering composite (+ Str) shortbow], *belt of giant strength* +6,



*cloak of alluring charisma +6, helm of brilliance, ring of freedom of movement, sandals of speed [as boots])*

## IMHOTEP (LESSER DEITY)

**God of Healing, Learning and Medicine; Patron of Scribes; Overseer of Works**

**Deity Symbols:** Scribe's reed pen, ink palette, papyrus scroll

**Alignment:** Neutral Good

**Portfolio:** Medicine, science, engineering

**Domain:** Good, Healing, Knowledge, Magic, Rune

**True Form:** Imhotep appears as a human male of middle age garbed in a scribe's kilt and skullcap, carrying a staff and scribe's tool kit.

**Avatar Form:** Same as above

**Other Manifestations:** None

**Allies:** Horus, Isis, Ptah, Thoth

**Foes:** Undead

**Racial Preferences:** Any

**Sacred Items:** Scribe's reed pen, ink palette and blank scrolls

**Sacred Animal:** Dove

**Sacred Plants:** Papyrus reed

**Sacred Minerals:** Manganese, Ochre

**Divine Artifacts:** *Staff of Restoration*

**Mythology:** Imhotep is unique amongst all the gods of Egypt in that he was a mortal commoner whose superlative acts caused the populace of Egypt to venerate his name, eventually deifying him to a supreme degree. His rise to godhood began meekly, as a minor priest in the temple of Ptah. Through dint of his intelligence and natural ability to process new knowledge, Imhotep quickly rose through the rank and file, becoming one of the most influential priests of Ptah in the kingdom and a political functionary of considerable skill.

His reputation for wisdom and canny insight brought him to the attention of Djoser, the reigning pharaoh of his age. Impressed with Imhotep's abilities, the pharaoh took him into his court, according him ever increasing responsibilities and accolades. In a short period, Imhotep became the vizier of Djoser, overseer of the pharaoh's kingdom and works.

Imhotep was peerless, being diplomat, architect, astronomer, magician, philosopher, priest, poet, scribe, and physician. His very existence did more to advance the culture of Egypt than the actions of any single pharaoh. He credits are impressive, including the codifying of the art of medicine into a practical and mystical science. He also constructed the first true stone monument, the great Step Pyramid complex at Saqqara.

Prior to his death, Imhotep was accorded a unique honor. He was commonly depicted alongside Djoser in his monuments, placed upon a pedestal no low-born had ever achieved before. This elevation in status made him beloved to the populace and upon his death, the worship normally restricted to pharaohs was granted to him.

Upon his ascension, Imhotep became the celestial scribe and healer for the gods, tending their thoughts and bodies. Soon stories of his divine birth began to

form, adding emphasis to his stellar rise. Within a few centuries of his passing his mortal birth was largely forgotten, replaced with a swelling myth of his divine stature as the son of Ptah, thus explaining his stellar rise to power. So respected was Imhotep that no dark deed is associated with him, making him perhaps the purest, in spirit at least, of the Egyptian gods.

**Main Tenets of the Faith:** The worship of Imhotep centers on three regions: medicine, architecture, and the acquisition of knowledge. To this end, the priests of Imhotep often run hospices where the sick or wounded can seek treatment. They also function as construction engineers, designing and overseeing the erection of monuments, pyramids, tombs, and civil structures. Collectively, the beneficent clergy of Imhotep are much more closely tied to the peasant population than any other faith, reflecting the commonality between god and celebrant.

**Location of the Faith:** Shrines and small temples can be found throughout Egypt, though they are concentrated about Saqqara and Memphis. He followers have small, but popular, cult sites on the isle of Philae and at Thebes. His temples are usually associated with natural springs or pools of fresh water.





**Sects:** The worship of Imhotep is surprisingly uniform, through it can be roughly divided into three basic groups: the healers, the builders, and the learners. Each group specializes in its sphere of interest, though overlap generally occurs and is encouraged. Beyond a few symbolic differences in worship, the three sects are essentially the same.

**Responsibilities of the Clergy:** The priests of Imhotep are sworn to tend to the sick and wounded, regardless of social status. They are also expected to serve the reigning pharaoh by overseeing his government works projects. These can range from excavating irrigation channels to carving a temple from a cliff face. The clergy of Imhotep must also seek knowledge for its own sake, recording this information onto scrolls or stone for posterity.

**Rights of the Clergy:** Priests of Imhotep may access the scholarly libraries of the temples of Ptah and Thoth as well as their own (granting them a +4 bonus to any Knowledge skill check). Their collective status as healers also allows them to move throughout all levels of society without stigma.

**Restrictions of the Clergy:** The clergy of Imhotep, who was the greatest servant to a pharaoh, must serve the reigning pharaoh for at least one season of the year. The season of service is determined by the pharaoh and cannot be altered by the priest in question. Priests of Imhotep see this as a high honor, as it permits them to walk in the shadow of their patron god.

**Rituals:** Whenever scribing something, priests of Imhotep drip water on the scroll or monument face to represent the sweat Imhotep spent granting them the privilege. This faith also performs purification ceremonies at the start of any royal construction project and at its conclusion.

**Vestments:** The clergy of Imhotep typically wear the long shirt of a scribe. When seated cross-legged, the material tightens, creating a rigid and stable writing platform for the priest to work upon. Those priests that serve as physicians wear the long robes of the healer. A skullcap is often worn as a sign of wisdom.

## Imhotep's Path of the Devout

**Devout Classes:** Arcanist, cleric, loremaster, magus, sorcerer, and wizard.

**Devout Alignments:** N, NG, LN

**Favored Weapon:** quarterstaff

**Devout Oath:** Followers of Imhotep are expected relay any new information based on the Craft, Knowledge, Perform, and Profession skills to his priests, so they can codify and record it. They also suffer a -2 penalty to Diplomacy checks when dealing with practitioners of the Memphite or Hermopolite theology.

**Devout Benefits:** Followers of Imhotep have a knack for knowledge and gain any one of the following: two additional languages, +4 competence bonus to the Heal skill, +4 competence bonus to any single Knowledge skill, an addition three spell levels known or prepared (these can be divided up however the followers desires).

## Lesser Avatar of Imhotep

CR 25

XP 1,640,000

NG Medium outsider (avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses, remote viewing; **Perception** +25

### DEFENSE

**AC** 37, touch 21, flat-footed 30 (+8 armor, +4 deflection, +6 Dex, +1 dodge, +8 natural)

**hp** 240 (20d10+40)

**Fort** +14, **Ref** +18, **Will** +24

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** *Staff of Restoration* +27/+27/+22/+17/+12 (1d6+6/19-20) or *rod of thunder and lightning* +23/+18/+13/+8 (1d6+3)

**Special Attacks** lore keeper (DC 85 or 75)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *comprehend languages*, *detect thoughts* (DC 24), *discern location*, *divination*, *find the path* (DC 28), *foresight* (DC 31), *legend lore*, *speak with dead* (DC 25), *true seeing* (DC 29)

### STATISTICS

**Str** 12, **Dex** 22, **Con** 15, **Int** 35, **Wis** 34, **Cha** 29

**Base Atk** +20; **CMB** +21; **CMD** 42

**Feats** Brew Potion, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Forge Ring, Improved Critical (quarterstaff), Improved Initiative, Magical Aptitude, Mobility, Power Attack, Scribe Scroll, Skill Focus (Spellcraft), Spring Attack, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Appraise +45, Craft (any) +35, Diplomacy +32, Heal +45, Knowledge (dungeoneering, engineering, history, nobility, religion) 65, Knowledge (arcana, geography, local, nature, planes, ) 55, Linguistics +35, Spellcraft +55, Use Magic Device +46; **Other Skills** Strength +14, Dexterity +19, Intelligence +25, Wisdom +25, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (knowledge)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Restoration* [of Imhotep], *ankh of healing* [as staff], *boots of levitation*, *bracers of armor* +8, *headband of alluring charisma* +6, *greater strand of prayer beads* [healing only], *ring of spell turning*, *rod of thunder and lightning*, *wand of greater dispel magic* [1d20+20, 50 charges], *wand of stoneskin* [150 points, 50 charges])

## ISIS (GREATER DEITY)

**Mother Goddess; Mother of the King; Sustainer of the Dead, Mourner of the Dead; Goddess of the Day; Great of Magic; Eye of Ra; Protector of Horus; Star of the Sea**

**Deity Symbols:** Sistrum rattle, tyet (Isis knot) amulet, throne, kite, scorpion

**Alignment:** Lawful Good

**Portfolio:** Protection of the dead, resurrection, magic,





guidance, female fertility and conception, motherhood

**Domains:** Good, Law, Magic, Protection, Repose

**True Form:** Isis appears as a human female clothed in an unbelted sheath robe, often with her breasts exposed; upon her head is a solar disk braced by cow's horns

**Avatar Form:** Same as above

**Other Manifestations:** Sometimes Isis manifest in part or wholly as a hawk

**Allies:** Horus, Nephthys, Osiris, Ra

**Foes:** Set

**Racial Preferences:** Any

**Sacred Items:** Sistrum rattle, tyet necklace

**Sacred Animals:** Kite, scorpion, vulture

**Sacred Plants:** Lotus flower

**Sacred Minerals:** Natron

**Divine Artifacts:** Tyet Amulet



**Mythology:** Isis is one of the four offspring of Geb and Nut, and is arguably the greatest. Much like her mother, Isis is considered the mother of all creation, being the font of life and its continuation on Earth. This primary aspect causes her to be associated with motherhood, marital devotion, healing of the sick, and

the working of magical spells and charms for good purpose, especially when in protection of the dead.

Isis is a canny magician, besting her kin time and again through intelligence and mystical prowess. She overcame Ra by learning his true name. Desiring the power inherent in knowing the true name of the great god, Isis crafted the first cobra from Ra's saliva and Nile mud, and set it to bite him. On the verge of death, Ra exchanged his true name for treatment of the wound. Using this knowledge, Isis promoted her husband, Osiris, to control of the Earth, leaving Ra to reign in the heavens.

Isis' most notable actions entail her revival of Osiris and her protection of Horus, her son by Osiris. Angered by his brother's newfound power, Set grew jealous and slew Osiris, casting his body into the Nile. Overcome with grief, Isis fished the corpse from the waters and placed her greatest blessing upon him, returning life to his limbs. His fury unquenched, Set again slew Osiris and hacked his corpse into pieces, scattering them to the corners of the world.

As Isis roamed the lands retrieving and reassembling the body of Osiris, she took on the role of goddess of the dead and of funeral rites. Fearing that she would never restore Osiris to life, Isis impregnated herself from his corpse and subsequently gave birth to Horus in secrecy at Khemmis in the Nile delta. There the Mother Goddess hid her child from the clutching fingers of Set. Under her ministrations and tutelage, Horus grew to adulthood and took his vengeance on the slayer of his uncle. After the battle, Isis, Horus, and Nephthys gathered all the pieces of Osiris' corpse.

With care and love, Isis mended the sundered flesh and breathed life into it. Though great was her magic, the events of her husband's death were too severe for even her to fully overcome. Though alive, the aura of true death clung to Osiris, who was condemned to dwell in the Underworld. With her husband evermore removed for Earthly rule, Isis bequeathed Ra's true name to her son, allowing Horus to rule uncontested.

**Main Tenets of the Faith:** The protection of the bonds of love, life, and death are paramount to the faithful of Isis. The interrelationships between spouses, parents and children, and friendships are the very embodiment of her worship. As such, the clergy of the mother goddess strive to maintain the family unit in their flock by providing guidance, advice, and aide to parents and children who are struggling with personal issues. These issues include infertility, abuse, marriage, and childbirth. They also shepherd the deceased into the afterlife, offering protection against the perils of the Underworld.

**Location of the Faith:** Isis is universally worshipped throughout Egypt, with smaller temples and shrines being found in nearly every village and caravan stop. Major temples exist at Iseion in the west delta region, Thebes, Abydos, Dendera, and at the island of Philae.

**Sects:** Many cults of Isis exist, most being simple variations of her general worship peculiar to the site in question. For example, the temple near Thebes



promotes fertility, childbirth, and care for children. Its ceremonies and rituals are specialized towards those areas, though the temple still performs traditional rituals common to all centers of Isis worship.

**Responsibilities of the Clergy:** The clergy of Isis (traditionally female, though not exclusively) is responsible for the care of the sick and helpless, especially for those that cannot tend to themselves: children, the elderly, and the dead. They must tender aide to these individuals, giving what comfort they can. Priests of the Mother Goddess are also expected to oversee the funeral rites of the recent dead. These rites are meant to ward the deceased from evil spirits that can cause the soul to wander in the afterlife.

**Rights of the Clergy:** As a priest of the Mother Goddess, one is entitled to free access to any home inhabited by children, elderly, or the sick.

**Restrictions of the Clergy:** Priests of Isis are not permitted to touch or consume rotten food, as it is unclean and taints their ability to administer to the needy. Those that do must perform a cleansing ceremony where they bathe in herbal oils and infusions.

**Rituals:** Ceremonies for the cults of Isis revolve around the protection and continuation of family, from its inception to death. The faith has many rites designed just for the interment of the dead, aimed at protecting the soul from the dangers present in the Underworld. They also have many healing rituals, especially for animal venoms and natural hazards.

**Vestments:** Priestesses of Isis wear unbelted sheath robes of a pale gauze material, often in several layers. Priests wear a heavier robe, also unbelted. Upon their breasts hang the tyet amulet, a knotted braid very similar to the stemless ankh. During high rituals the high priest or priestess wears a solar disk and horn crown.

## Isis' Path of the Devout

**Devout Classes:** Arcanist, cavalier, cleric, inquisitor, paladin, sorcerer, and wizard.

**Devout Alignments:** LG, LN, and NG

**Favored Weapon:** quarterstaff

**Devout Oath:** Priests of Isis must never intentionally harm a child, give poor treatment to the sick, refuse to ease the passing of the dying, or leave the recently dead unwarded against the perils of the Afterlife.

**Devout Benefits:** 1/day a devout follower of Isis can either summon one Medium, two Small, or eight Tiny scorpions.

### Greater Avatar of Isis

CR 40

XP 314,880,000

LG Medium outsider (avatar, good, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +75

**Aura** ordered presence (1 mile), protection (1 mile, AC +5 deflection), ward against death (1 mile, +8)

### DEFENSE

AC 83, touch 57, flat-footed 66 (+8 armor, +28 deflection, +16 Dex, +1 dodge, +2 luck, +16 natural, +2 shield)

hp 680 (40d10+280)

Fort +47, Ref +56, Will +72

**Defensive Abilities** avatar traits, rejuvenation; DR 25/—;

**Immune** acid, chaos, cold, electricity, evil, fire, sonic; SR 51

### OFFENSE

**Speed** 60 ft.

**Melee** *rod of righteous retribution* +49/+44/+39/+34 (1d6+11/19-20)

**Special Attacks** axiomatic strike, disjuncting touch (DC 72), gentle rest (DC 72), hand of the master (10 weapons), holy strike, purify the soul (DC 72), resistant touch

**Spell-Like Abilities** (CL 40th; concentration +72)

At will—*align weapon* (good or law, DC 54), *antimagic field*, *blade barrier* (DC 58), *death ward* (DC 57), *deathwatch*, *destruction* (DC 59), *dictum* (DC 59), *dispel chaos/evil* (DC 57), *gentle repose* (DC 55), *greater dispel magic*, *hold monster* (DC 57), *holy aura* (DC 60), *holy smite* (DC 56), *holy word* (DC 59), *identify*, *imbue with spell ability* (DC 56), *mage's disjunction* (DC 61), *magic circle against chaos/evil* (DC 55), *magic mouth* (DC 54), *mind blank* (DC 60), *order's wrath* (DC 56), *prismatic sphere* (DC 61), *protection from chaos/evil* (DC 53), *protection from energy* (DC 55), *protection from spells* (DC 60), *repulsion* (DC 59), *sanctuary* (DC 53), *shield of law* (DC 60), *shield other* (DC 54), *slay living* (DC 57), *speak with dead* (DC 55), *spell immunity* (DC 56), *spell resistance* (DC 57), *spell turning*, *summon monster IX* (good or law), *undeath to death* (DC 58), *wail of the banshee* (DC 61), *waves of exhaustion*

**Sorcerer Spells Known** (CL 40th; concentration +72)

9th (12/day) — *foresight* (DC 61), *gate*, *meteor swarm* (DC 61), *summon monster IX*, *time stop*

8th (13/day) — *binding* (DC 60), *summon monster VIII*, *sunburst* (DC 60), *trap the soul* (DC 60)

7th (13/day) — *control weather*, *delayed blast fireball* (DC 59), *sequester* (DC 59), *summon monster VII*

6th (13/day) — *mage's lucubration*, *shadow walk* (DC 58), *summon monster VI*, *wall of iron* (DC 58)

5th (13/day) — *cone of cold* (DC 57), *mage's private sanctum*, *major creation*, *permanency*, *summon monster V*

4th (14/day) — *dimensional anchor*, *enervation*, *rainbow pattern* (DC 56), *solid fog*, *summon monster IV*

3rd (14/day) — *hold person* (DC 55), *lightning bolt* (DC 55), *searing light*, *suggestion* (DC 55), *summon monster III*

2nd (14/day) — *acid arrow*, *fox's cunning* (DC 54), *hideous laughter* (DC 54), *scorching ray*, *spider climb* (DC 54), *summon monster II*

1st (14/day) — *alarm*, *charm person* (DC 53), *expeditious retreat*, *magic missile*, *summon monster I*, *true strike*

0 (at will) — *acid splash*, *bleed* (DC 52), *detect magic*, *light*, *mending* (DC 52), *message* (DC 52), *prestidigitation*, *read magic*, *touch of fatigue* (DC 52)

### STATISTICS

Str 23, Dex 42, Con 25, Int 75, Wis 74, Cha 43

**Base Atk** +40; **CMB** +46 (+50 disarm, sunder); **CMD** 101 (103 vs. disarm, sunder)

**Feats** Athletic, Augment Summoning, Blind-Fight, Brew Potion, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Forge Ring, Greater Disarm, Greater Sunder, Greater Trip, Improved Critical (quarterstaff), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Magical Aptitude,



Mobility, Power Attack, Scribe Scroll, Self-Sufficient, Spell Focus (conjunction), Spring Attack, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Acrobatics +59, Climb +53, Heal +79, Spellcraft +79, Survival +79, Swim +53, Use Magic Device +63; **Other Skills** Dexterity +59, Intelligence +75, Wisdom +75, Charisma +59

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (good, law, magic, protection, repose)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Tyet Amulet, rod of righteous retribution [as staff of power], boots of levitation, bracers of armor +8, circlet of blasting [major], ring of force shield, robe of the archmagi [white], wand of bull's strength [50 charges], wand of lightning bolt [10d6, 50 charges], wand of magic missile [5 missiles, 50 charges], wand of baleful polymorph [50 charges]*)

#### SPECIAL ABILITIES

**Spells** A greater avatar of Isis possesses all summon monster spells and the gate spell as bonus spells it can use with its sorcerer spell slots.

**Touch of Life (Ex)** As a melee touch attack, a greater avatar of Isis can return an undead creature to life. The touched undead is allowed a Will save (DC 72) to resist this effect. If they fail, they are returned to life as if effected by *true resurrection*. If successful, they suffer 400 points of damage.

## Khonsu (INTERMEDIATE DEITY)

*God of the Moon; Master of Time*

**Symbol:** A crescent moon and a knife crossed in front of an hourglass

**Alignment:** Lawful Neutral

**Portfolio:** games, geography, lifespan, journeys, moon, time

**Domains:** Healing, Law, Moon, Time, Travel

**True Form:** The moon

**Perceived Form:** A young boyish man with a punt beard and the traditional side-lock of youth wrapped in mummy's shrouds and wearing the moon disk on his shoulders. He usually carries the traditional crook and flail. He wears a loosely hanging necklace with a crescent-shaped medallion.

**Avatar Form:** Same as perceived form or with a falcon's head and with the moon crescent becoming a sun-disc.

**Other Manifestations:** 40 HD crocodile.

**Allies:** Thoth, Nut

**Foes:** Lycanthropes

**Racial Preferences:** Any

**Sacred Items:** Crescent moon, hourglass, knife

**Sacred Animal:** Desert tortoise, falcon

**Sacred Plants:** First fruits

**Sacred Minerals:** Gold, sapphire

**Divine Artifact:** *Scepter of Lunar Passage*

**Mythology:** Khonsu is the third member (along with his parents Amon and Mut) of the great triad at Thebes. He is the personification of the royal placenta and in his capacity as lunar god, he assists Thoth in recording

the passing of time and also serves as a healer of the sick and protector against evil spirits.

The best-known story about him tells of him playing the ancient game Senet ("passage") against Thoth and wagering a portion of his light. Thoth won, and because of losing some of his light, Khonsu cannot show his whole glory for the entire month, but must wax and wane. The main temple at Karnak is dedicated to him.

**Main Tenets of Faith:** Khonsu is a diverse god, revered for numerous qualities. In Thebes, he is primarily worshipped as a moon god, however his other aspects include the essence of childhood and the predetermination of the length of a mortal's lifespan. His teachings preach finding purpose to the limits of mortal life and promoting the welfare of the living. While death is inevitable, it gives life value and the advice and power of the dead are often called upon to support and empower the living. He is also widely revered as a god of healing and is believed to intervene on behalf of royalty in regard to curing the ill and wounded. As a protector, the essence can be summoned when rebuking evil spirits.

**Location of Faith:** Khonsu has sanctuaries throughout





Egypt, including massive temples at Memphis, Edfu and Hibis. His largest cult is at Thebes, most notably the great Amun temple at Karnak. Khonsu's temple structures are easily identified by their gargantuan pylons, which the clergy use to track the phases and path of the moon.

**Sects:** Alternately Khonsu is worshiped as a bloodthirsty and cannibalistic deity who helps pharaohs slay their ascended ancestors, the forgotten god-kings, and teaches them the proper way to devour their hearts to gain mystic strength.

**Responsibilities of the Clergy:** Khonsu's clergy is responsible for marking the moon's phases, predicting the amount of time important royalty have left to live, and performing healing rituals.

**Rights of the Clergy:** For their healing services, Khonsu's clergy receive a stipend from the royal family. For individual members, the stipend is equal to 1+ character level gp per month.

**Restrictions of the Clergy:** Though clerics of Khonsu practice healing, they are forbidden from raising the dead.

**Rituals:** Khonsu's most popular ceremony is the New Year's festival at the Temple of Luxor, during which his statue is carried from Karnak on a sacred barge with a falcon's head at its prow and stern. Devout followers often include his name within their own names. Clerics pray for their spells during moonrise.

**Vestments:** Khonsu's clerics typically wear forearm wrappings and prominently displayed large necklaces with a crescent-shaped moon and keep neatly shaved punt beards.

## Khonsu's Path of the Devout

**Devout Classes:** Adept, arcanist, cleric, druid, investigator, magus, shadowdancer, shaman, sorcerer, summoner, witch, and wizard.

**Devout Alignments:** LG, LN, LE

**Favored Weapons:** dagger

**Devout Oath:** Followers of Khonsu believe that their death is predetermined, therefore when they die, they never allow themselves to be raised. They also suffer a -2 penalty to Diplomacy checks when dealing with practitioners of the Memphite or Theban theology.

**Devout Benefits:** Favored classes of Khonsu gain a +3 circumstance bonus to all class-related skill checks.

**Intermediate Avatar of Khonsu**

**CR 30**

**XP 9,840,000**

LN Medium outsider (avatar, native)

**Init** +15; **Senses** darkvision, low-light vision, avatar senses, nightsight; **Perception** +59

**Aura** celerity (1 mile), guidance (1 mile), nightsight (1 mile)

### DEFENSE

**AC** 48, touch 30, flat-footed 36 (+6 armor, +8 deflection, +11 Dex, +1 dodge, +12 natural)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +28, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 150 ft.; dimensional hop

**Melee** *Scepter of Lunar Passage* +47/+42/+37/+32 (1d6+10/19-20) or +5 *ghost touch keen speed mithral dagger* +47/+47/+42/+37/+32 (1d4+10/17-20) or *Scepter of Lunar Passage* +45/+40/+35/+30 (1d6+10/19-20), +5 *ghost touch keen speed mithral dagger* +45/+45/+40/+35 (1d4+10/17-20)

**Ranged** +5 *ghost touch keen speed mithral dagger* +47 (1d4+10/17-20)

**Special Attacks** werepower (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *astral projection*, *circle of moonlight* (DC 42), *confusion* (DC 41), *curse of lycanthropy* (DC 44), *dimension door* (DC 41), *discern age* (DC 38), *find the path* (DC 43), *fly* (DC 40), *glimpse of the reaper* (DC 42), *glitterdust* (DC 39), *greater teleport* (DC 44), *insanity* (DC 44), *locate object*, *longstrider*, *lunar veil*, *past pain* (DC 40), *phase door*, *ripening* (DC 45), *silence* (DC 39), *silverkiss*, *silverskin*, *static fog*, *teleport* (DC 42), *temporal bolts*, *temporal displacement*, *temporal strike*, *wall of time*

### STATISTICS

**Str** 20, **Dex** 33, **Con** 32, **Int** 18, **Wis** 54, **Cha** 55

**Base Atk** +30; **CMB** +52; **CMD** 82

**Feats** Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Craft Staff, Dodge, Double Slice, Greater Disarm, Greater Trip, Greater Two-Weapon Fighting, Improved Critical (dagger, light mace), Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Improved Trip, Mobility, Power Attack, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger, light mace), Whirlwind Attack

**Skills** Acrobatics +44, Climb +38, Diplomacy +55, Fly +44, Heal +55, Knowledge (arcana, history, religion) +37, Perception +59, Sense Motive +59, Spellcraft +37, Stealth +44, Survival +55, Swim +38, Use Magic Device +55;

**Other Skills** Dexterity +29, Intelligence +22, Wisdom +40, Charisma +40

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** agile feet, domains (moon, time, travel)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Scepter of Lunar Passage*, +5 *ghost touch keen speed mithral dagger*, *bracers of armor* +6, *cloak of displacement* [major], *ring of feather falling*, *staff of life*, *wand of darkness*, *wand of daylight*, *wand of greater invisibility*)

## MAAT (LESSER DEITY)

**Goddess of Truth and Justice; The Judge of the Dead**

**Symbol:** Ostrich feather

**Alignment:** Lawful Neutral

**Portfolio:** Balance, harmony, judgment justices, order, truth

**Domain:** Balance, Dead, Healing, Knowledge, Law

**True Form:** Maat's true form is pure Ka, a swirling orb of life force and positive energy. However she can reunite her Ka and Ba at any time to create her perceived form and indulge in the pleasures of mortality.

**Perceived Form:** A light-brown skinned woman in fine



white robes with golden thread and an ornate gold and jade necklace. Her long hair is pulled back in tight rows of beaded braids and about her brow she wears a gold headband bearing a tall ostrich feather.

**Avatar Form:** Same as perceived form

**Other Manifestations:** a 40 HD energon.

**Allies:** Ra (father), Thoth (spouse).

**Foes:** Aberrations, outsiders (Chaos), undead

**Racial Preferences:** Any

**Sacred Items:** Scale

**Sacred Animal:** Ostrich, scarab

**Sacred Plants:** White Lotus

**Sacred Minerals:** Ivory

**Divine Artifact:** *Plume of Inquisition*



**Mythology:** The goddess Maat represents the ideals of truth, law and order. The very meaning of her name translates to “that which is straight” and implies the necessity of order and balance in everything. She is an ancient goddess, the counterpart of Thoth, and could be seen on the boat of Ra as it rose above the waters of the abyss on the first day of creation. Together with Thoth, they charted the daily course of the sun god. Because of this, she is sometimes referred to as the ‘Daughter of Ra’.

Maat also plays a significant role in the Book of the Dead, specifically in the Hall of Maat where judgment of the dead occurs by weighing the heart of the deceased against the *Plume of Inquisition*. If a balance was found, then the deceased was deemed worthy of joining Osiris

in the afterlife. However, if the heart was heavier than the feather, it would be devoured by Ammut and the deceased would be barred from the afterlife.

**Main Tenets of Faith:** Maat is responsible for the judgment of the soul. By her examination and upon her word, the dead are judged. Maat sees all aspects of the soul and therefore, purification is of the utmost importance before death. Sins must be purged and preached against. Those who attempt to make charms to keep the heart from revealing its true nature are blasphemous deceivers. The law was written to protect the people from sin and must be observed in its proper function in order to be free from guilt.

**Location of Faith:** Though she has widespread worship throughout Egypt, Maat’s most prominent temple resides at Karnak, in the southern sector of the precinct of Montu.

**Sects:** Some of Maat’s sects believe that through the sacrifice of their own lives, comes absolution. Members of these sects perform drastic acts in the name of her clergy, putting on great displays of martyrdom and ritual suicidal purifications so that they may be buried along with the pharaoh to keep him company and protect him in the afterworld.

**Responsibilities of the Clergy:** Maat’s clergy is responsible for the proper execution of legal services and serve as advisors for the judicial system. They are not arbitrators of the law, but are rather its interpreters. They preach repentance, penance, and acceptance of one’s actions as well as provide counsel for all parties, in accordance to the greater judgment of what a soul needs, rather than advice that could grant a legal victory at the cost of soul.

**Rights of the Clergy:** Maat’s clergy is assumed to be guiltless and therefore cannot be publicly accused of any crime. Accusations must be petitioned to higher-ranking members of the clergy, who process them. Those who bear accusations against a clergy member that prove unfounded are heavily fined or indentured to the service of the church for a minimum of one year.

**Restrictions of the Clergy:** Clergy members that are found guilty of sinful acts suffer severe penalties ranging from excommunication to death.

**Rituals:** Maat’s rituals revolve on ceremonial purification. During ceremonies petitioners are often bathed and perfumed as a sign of cleansing. Incense and oils are also common elements in these ceremonies. A common prayer to Maat is as follows: “Upon my heart that I have had when on Earth, don’t stand against me as witness, don’t make a case against me beside the great god”.

Maat’s festivals include: 4th month – The Day of Soul Judgment, The Day of the Counting; 5th month – The Day of Presentations; 6th month – The Day of Secret Journeys, The Day of Reunion; 10th month – The Day of Feasts; 11th month – The Day of Long Life, The Day of Balance.

Maat’s clerics pray for their spells at sunset, a time they believe is symbolic with the separation of the soul before judgment.



**Vestments:** Maat's clerics typically wear jewelry or head dresses made of ostrich feathers. They wear red robes and beaded collars patterned in the shape of a lotus blossom.

## Maat's Path of the Devout

**Devout Classes:** Aristocrat, cavalier, cleric, expert (judge), paladin, fighter, and inquisitor.

**Devout Alignments:** LG

**Favored Weapons:** light mace

**Devout Oath:** Maat's devotees are forbidden to deliberately lie or misrepresent themselves. In addition, they must ritually cleanse themselves once per day. The cleansing ceremony requires a minimum of 20 minutes to complete properly.

**Devout Benefits:** Devout followers can cast zone of truth once per day for every three levels he has in his devoted class.

**Lesser Avatar of Maat**

**CR 25**

**XP 1,640,000**

**LN** Medium outsider (avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +45

**Aura** balance the scales (1 mile), protection (1 mile)

### DEFENSE

**AC** 35, touch 21, flat-footed 28 (+6 armor, +4 deflection, +6 Dex, +1 dodge, +8 natural)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +18, **Will** +26

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** +5 *axiomatic disruption speed light mace* +32/+32/+27/+22/+17 (1d6+8/19-20) or +5 *flaming burst thundering quarterstaff* +27/+22/+17/+12 (1d6+8 plus 1d6 fire/1d10 fire plus 1d8 sonic)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *antipathy* (DC 31), *banishment* (DC 29), *calm emotions* (DC 24), *dismissal* (DC 27), *divine arbitration*, *equalization* (DC 30), *prayer*, *shared fate* (DC 28), *weighing the balance* (DC 23)

### STATISTICS

**Str** 15, **Dex** 23, **Con** 22, **Int** 12, **Wis** 35, **Cha** 34

**Base Atk** +20; **CMB** +22; **CMD** 43 (cannot be tripped)

**Feats** Alertness, Blind-Fight, Brew Potion, Combat Expertise, Combat Reflexes, Craft Rod, Dodge, Improved Critical (light mace), Improved Initiative, Iron Will, Mobility, Persuasive, Power Attack, Quick Draw, Skill Focus (Perception, Sense Motive), Spring Attack, Weapon Finesse, Weapon Focus (light mace), Whirlwind Attack

**Skills** Diplomacy +39, Heal +35, Intimidate +29, Knowledge (arcana, history, nobility, planes, religion) +24, Perception +45, Sense Motive +45, Spellcraft +24; **Other Skills** Strength +15, Dexterity +19, Intelligence +14, Wisdom +25, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (balance)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Plume of Inquisition*, +5 *axiomatic disruption speed light mace*, +5 *flaming burst thundering quarterstaff*, *bracers of armor* +6, *cloak of displacement* [major], *crystal ball* [true seeing], *cube of force*, *ring of freedom of movement*)

## NEPHTHYS (LESSER DEITY)

**Goddess of the Dead; "Mistress of the House"; Goddess of the Night**

**Symbol:** Bird, House

**Alignment:** Neutral

**Portfolio:** comfort, death, decay, diminution, guardianship, immobility

**Domains:** Balance, Darkness, Death, Protection, Vigilance

**True Form:** Nephthys' true form is that of a woman crowned with the hieroglyphs of a basket and a house on top of each other.

**Perceived Form:** Same as true form or as a winged woman.

**Avatar Form:** Nephthys' avatars are usually in winged form.

**Other Manifestations:** Her avatar sometimes takes the form of a giant kite bird

**Allies:** Isis, Osiris (lover)

**Foes:** Set (husband)

**Racial Preferences:** Any

**Sacred Items:** Tambourine, ram's wool garlands

**Sacred Animal:** Kite bird

**Sacred Plants:** Tamarisk

**Sacred Minerals:** Agate

**Divine Artifact:** *Cloak of the Night*

**Mythology:** Nephthys is the youngest daughter of Nut and Geb and the sister of Set, Isis and Osiris. Even though she is the wife of Set, she used subterfuge to seduce Osiris and bore him a son, Anubis. Nephthys abandoned Set when he killed Osiris and assisted Isis in the care of Horus and the resurrection of Osiris.

She is depicted in human form wearing a crown in the form of the hieroglyph for house. She's sometimes depicted as a bird guarding the funeral bier of Osiris. She is, along with her sister, considered the special protector of the dead, and she is the guardian of Hapi, who is the protector of the lungs of the deceased. As goddess of the dead, she meets and teaches the newly dead, as well as comforting the members of their family left alive. She is also known as the goddess of the night and the "Mistress of the House."

**Main Tenets of Faith:** Petitioners pray to Nephthys in order to cope with death and for assurance that she will protect and watch the souls of those who have died. She is also revered by women in labor to whom she brings comfort, and as the protector of their newborn children. As the sister of Isis, she is believed to possess an incredible amount of knowledge on the subject of protective wards, and is therefore referred to as the Mighty One of Words of Power. Many pursue her favor in the revelation of these secrets.

**Location of Faith:** Nephthys' largest temple is at Iunu





(Heliopolis) and her cult maintains smaller temples at Nebt-Het, Hiw, Sepermeru, Kom Mir, and Djew-qa.

**Sects:** Some sects, though few, still worship Nephthys as the wife of Set. In this function, she served as the antithesis of her sister Isis. To such followers, she is the embodiment of night, darkness, death, decay, and immobility. They worship her as the deific embodiment of the inevitability of death.

**Responsibilities of the Clergy:** Nephthys' clergy is responsible for the protection of the dead and gravesites. They craft protective wards for tombs, guardian statues, golems and the like. Those in close proximity to large necropolises often fund or provide watch guards to fight off tomb robbers.

**Rights of the Clergy:** Clergy members are often chosen to accompany a pharaoh into the realm of the dead and serve as the eternal champion of a specific tomb.

**Restrictions of the Clergy:** See Rights of the Clergy above (it's a mixed blessing).

**Rituals:** Nephthys loves music and song, particularly the tambourine. Singing and dancing are present at all her rituals. Other ceremonies consist of all night vigils at the tombs of great pharaohs, typically held on the anniversary of their death or a date made auspicious by a significant accomplishment. Ritual virginity is also a common practice among her followers. Her

clerics pray for spells only at night.

The festivals of Nephthys are held as follows: 5th month— Nephthys' Birthday; 8th month— Day of Satisfying the Hearts of the Ennead; 10th month— Day of Lamentations, Day of Going Forth; 11th month— The Ennead Feast.

**Vestments:** Clerics of Nephthys typically identify themselves by wearing ram's wool garlands.

## Nephthys' Path of the Devout

**Devout Classes:** Bard, cleric, inquisitor, investigator, ranger, rogue, shadowdancer, and sorcerer.

**Devout Alignments:** Any Neutral

**Favored Weapons:** dagger

**Devout Oath:** In order to remain pure, Nephthys's devout followers must shave all their body hair daily, with the exception of their eyebrows and hair.

**Devout Benefits:** Devout followers of Nephthys gain Perform and Craft as class skills.

### Lesser Avatar of Nephthys

CR 25

XP 1,640,000

N Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 180 ft., low-light vision, avatar senses, eyes of darkness; **Perception** +33

#### DEFENSE

**AC** 41, touch 27, flat-footed 28 (+6 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 440 (20d10+240)

**Fort** +24, **Ref** +24, **Will** +18

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *icy burst thundering dagger* +38/+33/+28/+23 (1d4+11 plus 1d6 cold/17-20 plus 1d10 cold plus 1d8 sonic)

**Ranged** +5 *distance flaming burst keen composite shortbow* +36/+36/+31/+26/+21 (1d6+11 plus 1d6 fire/19-20/x3 plus 2d10 fire)

**Special Attacks** shadow summons (4d4 shadows or 1d3+1 dread shadows), touch of darkness (DC 32)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will — *blur* (DC 24), *crushing despair* (DC 26), *deeper darkness*, *greater shadow conjuration* (DC 29), *greater shadow evocation* (DC 30), *obscuring mist*, *shades* (DC 31), *shadow walk* (DC 28), *telekinesis* (DC 27)

#### STATISTICS

**Str** 23, **Dex** 35, **Con** 34, **Int** 15, **Wis** 22, **Cha** 12

**Base Atk** +20; **CMB** +32; **CMD** 53

**Feats** Acrobatic, Agile Maneuvers, Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Far Shot, Improved Blind-Fight, Improved Critical (dagger), Improved Initiative, Mobility, Point-Blank Shot, Power Attack, Quick Draw, Rapid Shot, Spring Attack, Weapon Finesse, Weapon Focus (dagger, shortbow), Whirlwind Attack

**Skills** Acrobatics +39, Diplomacy +24, Disable Device +35, Escape Artist +35, Fly +29, Linguistics +25, Perception +33, Sense Motive +33, Sleight of Hand +35, Stealth +39, Use Magic Device +24; **Other Skills** Strength +19, Dexterity +25,



Intelligence +15, Wisdom +19, Charisma +14

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (darkness)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Cloak of the Night*, +5 icy burst thundering dagger, +5 distance flaming burst keen composite [+6 Str] shortbow, boots of speed, bracers of armor +6, cloak of displacement [major], ring of spell turning)

## NUT (GREATER DEITY)

*Goddess of the Sky and Heavens*

**Symbol:** Celestial Vault, Crescent Moon

**Alignment:** Neutral

**Portfolio:** geometry, heavens, freedom, sky, rebirth, resurrection

**Domain:** Air, Darkness, Healing, Moon, Sun, Weather

**True Form:** The ever-shifting sky.

**Perceived Form:** Nut is typically depicted as a blue-skinned woman whose body is covered with stars.

**Avatar Form:** Same as perceived form or as a woman bearing ten solar disks suspended over her body including one over her mouth and one at her birth canal, or as a large cow-headed goddess crowned with a solar disk.

**Other Manifestations:** A great cow or a mother sow with many suckling pigs.

**Allies:** Geb (spouse), Ra

**Foes:** Aberrations, undead, or anything that attempts to upset the natural order

**Racial Preferences:** Any

**Sacred Items:** Celestial bodies, geometry, south,

**Sacred Animal:** Cows, pigs

**Sacred Plants:** Sycamore

**Sacred Minerals:** Turquoise

**Divine Artifact:** *Scepter of the Stars*

**Mythology:** Nut is the daughter of the air god Shu and the goddess of moisture Tefnut, sister and wife to Geb, and mother of Osiris, Set, Isis, and Nephthys. Goddess of the sky, she is the mother of the sun, moon, and heavenly bodies. Images depict her on all fours, leaning over her husband and thus representing the sky arched over the earth.

In this position, Nut is the barrier that separates the forces of chaos from the ordered cosmos and her fingers and toes touch the four cardinal directions. During the day, Nut and Geb are separated, but each evening Nut comes down to meet Geb and this causes darkness. Each night she swallows Ra, and each dawn she gives birth to him again.

**Main Tenets of Faith:** Nut has few (if any) formal tenets; instead she represents those aspects that reinforce eternity and the cycle of life. She is worshipped more for her importance to other gods than for her importance to humanity, to which she is largely indifferent. She is praised as the protector from the chaos of the universe, the liberator of death, and the mother protectorate of the gods.

**Location of Faith:** Nut is a cosmic deity, a keeper of the mysteries; therefore her clergy is scattered, cryptic and has no formal center of worship. Her teachings can be found almost everywhere.

**Sects:** Some sects worship Nut as a cow goddess, and personify her with some of the attributes of Hathor. They base their beliefs on the Pyramid Texts, where her husband/brother Geb is described as the “Bull of Nut” and she is described as the great, solar cow who carried Ra up into the heavens on her back after he retired from his rule on the Earth.

**Responsibilities of the Clergy:** Nut has no formal clergy, however her clerics are responsible for organizing and leading ceremonies and feasts in her honor. This task is especially difficult without a formal organization, resources, and a temple.

**Rights of the Clergy:** In most major cities, Nut’s clerics are permitted to host ceremonies in public places on their holy days.

**Restrictions of the Clergy:** Nut’s clergy have no formal restrictions.

**Rituals:** Nut is predominantly worshipped with parades and feasts, typically these are all-day events hosted in public places. Participants are not strictly





Nut worshippers, as Nut plays an important part in the role of general cosmology of the rest of the pantheon.

Nut's most popular festivals occur in the following months: 1st month— Day of Proceeding Southward, 2nd month— Feast of Nut, Birthday of Nut, Day of Nut, 5th month - Day of the Living children of Nut, 8th month - Festival of Nut and Ra, Birthday of Nut, Day of Satisfying the Hearts of the Ennead.

Nuts clerics pray for spells at dawn, symbolizing rebirth and resurrection.

**Vestments:** Clerics of Nut sometimes paint their skin blue, though this is expression of faith is far more common during ceremonies.

## Nut's Path of the Devout

**Devout Classes:** Cleric, druid, fighter, shadowdancer, shaman, warpriest, warrior, and witch.

**Devout Alignments:** LN, NG, N, NE

**Favored Weapons:** morningstar

**Devout Oath:** Nut's devout followers vow to never own more goods than they can carry, and own no permanent residences, though they may reside in a single location for many years.

**Devout Benefits:** Favored classes of Nut gain a +4 circumstance bonus to Survival skill checks.

### Greater Avatar of Nut

CR 40

XP 314,880,000

N Medium outsider (air, avatar, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, eyes of darkness; **Perception** +54

**Aura** nimbus of light (1 mile)

#### DEFENSE

**AC** 72, touch 39, flat-footed 55 (+8 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural, +9 shield)

**hp** 1,680 (40d10+1,280)

**Fort** +54, **Ref** +38, **Will** +29

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft., fly 120 ft. (perfect)

**Melee** *Scepter of the Stars* +82/+77/+72/+67 (1d8+44 plus 1d6 electricity/19-20 plus 1d10 electricity) or +5 *aberration bane disruption speed thundering morningstar* +82/+82/+77/+72/+67 (1d8+44)

**Ranged** +5 *aberration bane distance flaming burst keen speed wounding composite longbow* +60/+60/+60/+55/+50/+45 (1d8+40 plus 1d6 fire plus 1 bleed/19-20/x3 plus 2d10 fire) or 2 lightning arcs +56 touch (20d6) or 2 storm bursts +56 touch (100d6 plus bull rush)

**Special Attacks** lightning lord, rebuke death, shadow summons (4d4 shadows, 1d3+1 dread shadows), sun's blessing (DC 72, 120d6), touch of darkness (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *air walk*, *blur* (DC 54), *breath of life* (DC 57), *call lightning* (DC 55), *control weather*, *control winds* (DC 57), *crushing despair* (DC 56), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *deeper darkness*, *elemental body IV* (air only), *elemental swarm* (air only), *endure elements*

(DC 53), *fire seeds* (DC 58), *fire shield*, *flame strike* (DC 57), *fog cloud*, *gaseous form*, *greater shadow conjuration* (DC 59), *greater shadow evocation* (DC 60), *heal* (DC 59), *heat metal* (DC 54), *ice storm*, *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *obscuring mist*, *prismatic sphere* (DC 61), *regenerate* (DC 61), *searing light*, *shades* (DC 61), *shadow walk* (DC 58), *sleet storm*, *storm of vengeance* (DC 61), *sunbeam* (DC 59), *sunburst* (DC 60), *telekinesis* (DC 57), *whirlwind* (DC 60), *wind wall* (DC 55)

#### STATISTICS

**Str** 81, **Dex** 42, **Con** 74, **Int** 43, **Wis** 25, **Cha** 23

**Base Atk** +40; **CMB** +75; **CMD** 114

**Feats** Alertness, Blind-Fight, Blinding Critical, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Deflect Arrows, Dodge, Greater Shield Focus, Greater Sunder, Greater Weapon Focus (morningstar), Greater Weapon Specialization (morningstar), Improved Blind-Fight, Improved Critical (morningstar), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Mobility, Point-Blank Shot, Power Attack, Quick Draw, Rapid Shot, Self-Sufficient, Shield Focus, Spring Attack, Weapon Focus (longbow, morningstar), Weapon Specialization (morningstar), Whirlwind Attack

**Skills** Acrobatics +64, Disguise +59, Heal +54, Perception +54, Sense Motive +54, Survival +64; **Other Skills** Strength +78, Dexterity +59, Intelligence +59, Wisdom +50, Charisma +49

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, darkness, healing, sun, weather), healer's blessing

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Scepter of the Stars*, +5 *aberration bane disruption speed thundering morningstar*, +5 *aberration bane distance flaming burst keen speed wounding composite* [+35 Str] *longbow*, +5 *heavy fortification heavy steel shield*, *belt of giant strength* +6, *boots of elvenkind*, *bracers of armor* +8, *cloak of displacement* [major], *gloves of arrow snaring*, *hat of disguise*, *ring of elemental command* [air])

#### SPECIAL ABILITIES

**Electricity Healing (Ex)** When a greater avatar of Nut is subjected to a damage dealing electricity effect, it is instead healed the amount of damage the effect would cause, and the avatar is hasted (as the spell) for 1 minute.

## OSIRIS (GREATER DEITY)

*Lord of the Duat; Judge of the Blessed Dead, Mighty One*

**Symbol:** Djed Pillar (the Pillar of Stability)

**Alignment:** Lawful Neutral

**Portfolio:** agriculture, destiny, funerary, judgment, technology, vegetation

**Domains:** Balance, Dead, Knowledge, Plant, Strength

**True Form:** Osiris has lived in so many forms; he no longer has static a true form.

**Perceived Form:** The most popular depiction of Osiris is that of a human wrapped up as a mummy, holding the crook and flail and wearing a crown known as the "Atef", a tall, white, conical helm with red plumes on each side. His skin



color varies from black to white (representing death), to green (alluding to his role as a god of vegetation).

**Avatar Form:** Same as perceived form or as Nepri, Khnemu-Ra, or Wesir.

**Other Manifestations:** As Khnemu-Ra, Osiris appears with the head of a ram, the horns of which are surmounted by the solar disk and by four knives. In this form he carries a box containing his original head and hair. As Wesir, his skin is pitch black and graven with hieroglyphs. As Nepri he manifests as an earth-toned man garbed in cornhusks.

**Allies:** Horus, Isis, Nephthys

**Foes:** Set, aberrations

**Racial Preferences:** Any

**Sacred Items:** Crook and flail, "The Book of Going Forth by Day"

**Sacred Animals:** Bulls, cows

**Sacred Plants:** Cedar wood, barley, corn, tamarisk

**Sacred Minerals:** Gold, lapis lazuli, silver, and bronze.

**Divine Artifact:** Atef (*The White Crown*)



**Mythology:** Osiris is considered one of the most important of all Egyptian deities, chiefly because his faith was non-exclusive to royalty and reached out towards the common man. As a deity he plays a dual

role, both as a god of fertility and vegetation and as the god of the Duat, eternity and afterlife. Osiris is also noted as a god of technology and taught the Egyptians how to make wheels and tools for farming. Farmers who pray for a good harvest also worship him.

Osiris ruled the world of men in the beginning, once Ra had abandoned the world to rule the skies. His brother Set murdered him, but through the magic of Isis, he returned to life again. His son Horus avenged his death and defeated Set. As the first being to die, Osiris subsequently became lord of the dead. Ra, the father god, would not allow him to stay in the land of the living, but rather sent him to the Underworld to be the god and judge of the dead as they pass into the afterlife. This made him the most popular of gods, as people worshipped him for a favorable judgment in the afterlife.

Osiris is the first child of Nut and Geb and therefore the brother of Set, Nephthys, and Isis, who is also his wife. By Isis he fathered Horus, and according to some legends, Nephthys assumed the form of Isis and seduced him, thus giving rise to Anubis.

**Main Tenets of Faith:** Following death, the soul is granted the opportunity to be transformed into a living spirit and enter the paradise of eternity. Osiris is the lord of the life beyond, of eternity and all its pleasures. His followers pray to him for pleasures in the next life, for making fruitful the lands of eternity and connecting all earthly pleasures with the soul after death. He is the great rejuvenator of both life and spirit. His suffering is the triumph over the greatest of all fears, of death and upon his judgment one is lead beyond into the beauty of eternity.

**Location of Faith:** Osiris' largest following is in Abydos, a city on the edge of the Nile whereby the sun sinks into the Duat. The city itself is surrounded by necropolises. The island Abaton is another holy site where the sixteen mystical tombs of Osiris are located.

In Thebes, he has five temples in Karnak and a small temple to Osiris-Heka-djet. Other temples are located throughout the kingdom in Busiris, Djan'net, Hut-Heryib, Saqqara, Taposiris Magna

**Sects:** The worship of Osiris is so widespread that in many areas it is divided into dozens of sects, especially in locations where he is worshiped as one of his alternate forms. Sects that call him Nepri focus strongly on his agricultural aspects. In Karnak, the focus varies from the erection of the Pillar of Knowledge to his dismemberment, with several temples claiming to have some of his dismembered parts. Other temples revere him as a sun god, the lord of light and living through resurrection and the twin soul of Ra.

**Responsibilities of the Clergy:** The primary concerns of the mainstream clergy are to preach the basic principle of their faith the public. Secondary concerns are based on educating followers on the interpretation of various sacred texts concerning the purification of the soul and the codes of moral behavior on which it will be judged. Exceptional members sometimes get appointed to guard and protect his mysteries, a highly secretive dangerous task. At least sixteen temples claim



to have parts of his dismembered body.

**Rights of the Clergy:** Clerics of Osiris are among the most revered in all Egypt, especially by the common folk who generally regard them with a friendly attitude.

**Restrictions of the Clergy:** Discrepancies between different sects and competition within the mainstream church has been known to lead to physical altercations, acts of sabotage, and even murder. The constant level of intrigue and secrecy makes advancement to higher positions within the church both difficult and dangerous.

**Rituals:** Ritual is extremely intimate to Osiris and priests perform the most important ceremonies in secrecy. These are often purification rights but can include sacrifices or acts of scarification and martyrdom.

The public ceremonies of Osiris are far less mystical. These consist of feasts, plays, parades, and festivals geared towards drawing in casual participants as well as the faithful. Most famous of Osiris' festivals is the Abydos Passion Play, a yearly event, lasting four days, whereby the Myth of Osiris is acted out. It is an occasion of great rejoicing, not only for the priests, but also for the thousands of pilgrims who travel from all over Egypt to participate. Most of the rites are reenactments of wars between the minions of Set and Osiris publicly performed outside of the temple precinct. These can involve hundreds of people many of who are slaughtered during the performance. Still, the most sacred are enacted in secrecy in the most secluded parts of the temple.

Other festivals include the following: 1st month—Day of Keeping the Things of Osiris in the Hands of Anubis; Festival of Jubilation; 2nd month—The Feast of Osiris, The Opening of the Doorways of the Horizon; 3rd month—The Day of Offerings; 5th month—Birthday of Osiris, Osiris Goes Forth From His Mountain Abydos; 8th month—Osirian Mysteries, Rituals in the Temple, Day of Satisfying the Hearts of the Ennead; 9th month—Feast of Osiris, Ceremony of Raising the Djed Pillar, Kemet in Festival, Osiris goes forth to Abydos; 10th month—Feast of Wasir in Abydos, Day of Transformation into the Bennu Bird, The Day of Going Forth, The Coming Forth of the Bennu Transformed; 11th month—Raising the Djed Pillar, The Ennead feast in the House of Wasir; 12th month—Going Forth of the Netjeru of Abydos.

**Vestments:** Priests of Osiris dress in pale cotton robes bound with three wraps of a rope sash from whose ends hang small golden effigies of the Djed Pillar. They also wear necklaces bearing a pendant with the crossed crook and flail. Male priests typically wear white skullcaps and during public appearances the high priest wears a ceremonial facsimile of the white crown, Atef. Female priests wear their hair bound with a golden filigree. In addition, priest may also wear arm wrappings, paint their faces, or wear specific jewelry to further identify their specific sect.

## Osiris' Path of the Devout

**Devout Classes:** Any

**Devout Alignments:** Any non-chaotic

**Favored Weapons:** sickle

**Devout Oath:** A devout follower vows to make the pilgrimage to Abydos every year to participate in the passion play. Due to the violent reenactments of war during these rituals there is always a 10% chance the follower will be killed during a performance.

**Devout Benefits:** Devout followers of Osiris gain Heal and Knowledge (planes) as a class skill, if they already have those skills as a class skill they gain a +2 bonus to each of them. They also cast spells from the Plant and Underworld domains at +1 caster level.

### Greater Avatar of Osiris

CR 40

XP 314,880,000

LN Medium outsider (avatar, native)

**Init** +11; **Senses** darkvision 120 ft., low-light vision, avatar senses, grave sense 1 mile, remote viewing; **Perception** +79

**Aura** balance the scales (1 mile), protection (1 mile)

#### DEFENSE

**AC** 55, touch 30, flat-footed 47 (+8 armor, +12 deflection, +7 Dex, +1 dodge, +16 natural, +1 shield)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +29, **Will** +54

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *keen speed vorpal sickle* +77/+77/+72/+67/+62 (1d6+36/19-20) or wooden fist +71/+66/+61/+56 (2d10+51/17-20/x3) or 2 wooden fists +71/+71/+66/+66/+61/+61/+56 (2d10+51/17-20/x3)

**Special Attacks** bramble armor, channel energy (22/day, 6d6, DC 35), lore keeper (115), touch of life and death

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *animate plants*, *antilife shell*, *antipathy* (DC 61), *banishment* (DC 59), *barkskin*, *bull's strength* (DC 54), *calm emotions* (DC 54), *clenched fist*, *command plants* (DC 56), *comprehend languages*, *control plants* (DC 60), *crushing hand*, *deathwatch*, *detect thoughts* (DC 54), *discern location*, *dismissal* (DC 57), *divination*, *divine arbitration*, *enlarge person* (DC 53), *entangle* (DC 53), *equalization* (DC 60), *final reward* (DC 60), *find the path* (DC 58), *foresight* (DC 61), *gentle repose* (DC 55), *grasping hand*, *legend lore*, *magic vestment* (DC 55), *plant growth*, *prayer*, *repel wood*, *restore life*, *righteous might*, *shambler*, *shared fate* (DC 58), *speak with dead* (DC 55), *spell immunity* (DC 56), *status* (DC 54), *stoneskin* (DC 57), *true seeing* (DC 59), *wall of thorns*, *weighing the balance* (DC 53)

#### STATISTICS

**Str** 73, **Dex** 25, **Con** 42, **Int** 74, **Wis** 75, **Cha** 49

**Base Atk** +40; **CMB** +71; **CMD** 101 (cannot be tripped)

**Feats** Alertness, Bleeding Critical, Brew Potion, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Deflect Arrows, Dodge, Double Slice, Exhausting Critical, Gorgon's Fist, Greater Two-Weapon Fighting, Improved Critical (sickle), Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Medusa's Wrath, Mobility, Power Attack, Quick Draw, Scorpion Style, Selective Channeling, Snatch Arrows, Spring Attack, Tiring Critical, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sickle), Whirlwind Attack





**Skills** Knowledge (any) 95, Perception +79, Sense Motive +79, Stealth +55; Other Skills Strength +74, Dexterity +50, Intelligence +75, Wisdom +75, Charisma +62

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (balance, dead, knowledge, plant, strength), might of the gods +40, strength surge (6, +16)

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#### ECOLOGY

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**Environment** any

**Organization** solitary

**Treasure** special (*Atef, the White Crown, +5 keen speed vorpal sickle, bracers of armor +8, cloak of elvenkind, ring of evasion, staff of the woodlands*)

### PTAH (GREATER DEITY)

*The Ancient One, The Creator; The Greatest of the Controllers of Craftsmen, King of Dwarves, Master Architect of the Universe*

**Symbol:** Crocodile with measurement scales suspended from his mouth

**Alignment:** Neutral

**Portfolio:** architects, artisans, artists, blacksmiths, craftsmen, creation, masons, omens, rebirth, sculptors, supreme (Memphis).

**Domains:** Artifice, Cosmic, Craft, Nobility, Omen

**True Form:** The Universe or celestial lightning

**Perceived Form:** Ptah is depicted as mummified man with a straight, square-cut beard and outstretched hands. He wears a skullcap crown and collar with a hanging tassel. He is sometimes depicted as having flesh of solid gold. He carries a great staff that is a combination of three mystic symbols; the ankh, the djed, and the scepter of rulership.

**Avatar Form:** Same as perceived form or as a big-bellied dwarf with dark skin.

**Other Manifestations:** Apis, the sacred fertility bull (30 HD celestial bison). The Apis bull is a massive black bison with huge horns. Its forehead is crested with a small white diamond and on its back is painted the image of a flying vulture. The bull's tail is braided into two separate hairs and it has a scarab mark under its tongue. The Apis bull was conceived from a bolt of lightning.

**Allies:** Bast (lover), Sekhmet (spouse), Imhotep (son)

**Foes:** Set

**Racial Preferences:** Any

**Sacred Items:** Sculptor's tools

**Sacred Animal:** Bulls

**Sacred Plants:** Moringa trees, moringa oil

**Sacred Minerals:** Gold, limestone

**Divine Artifact:** *The Staff of Creation*

**Mythology:** In Memphis, the priesthood of Ptah asserted him as preceding Ra and as a result, Ptah came to be known as 'The Ancient One'. His spirit embodies both masculine and feminine aspects, a combination that heightens his creative power and makes it manifest in all facets of the universe. Memphites attest that Ptah created the universe using his heart and his tongue. By uttering the names of all things, he brought them into being, including the other deities. He also created the great metal plate that is the floor of heaven, the roof of

the sky, and the supports that hold it up.

Ptah's association with a protector of souls in the afterlife is also strong. Some accredit him as the creator of the opening of the mouth ceremony and in the Book of the Dead he is noted for building the boats for the souls to travel in the afterlife.

Ptah is a miracle worker who listens to the prayers of his faithful. In one legend he saved the town of Pelusium from Assyrian invaders by summoning a plague of rats to sneak into the enemy camp and gnaw through their bowstrings and shield handles. Without weaponry or defense, the Assyrians became easy targets and were forced to flee.

Ptah is also known as a divine arbitrator. When Horus and Set fought for control of Egypt, Ptah settled the argument by dividing the kingdoms. Set was made the king of Upper Egypt and Horus was appointed king of Lower Egypt. They made peace over the Two Lands at Ayan, a summit that is now known as the Division of the Two Lands.

**Main Tenets of Faith:** Ptah is the creative impulse behind the universe. He creates with his word. Thought originates in his heart and when it is formed and spoken by his tongue, the authority of his utterance causes all things come into being. The Ennead of Ptah is his teeth and lips, when he speaks, his essence transmits and causes gods and mankind to exist. He bears the secrets of the synthesis of the mind and the material world. Ptah listens for the prayers of the people and inspires them to create wondrous things. In turn, his followers become prolific in their work, dedicating the majority of it to his honor. He is the revelation of insights into the workings of the world of the living and the dead.

**Location of Faith:** Though Ptah has followers throughout Egypt, his largest and most fervent sect is in Memphis, over which he is patron deity. Within its walls are dozens of holy sites, temples, altars and fountains in his honor. The people of other regions and cities pay him homage, though these followers do not hold him within the same status as the Memphites.

**Sects:** One of Ptah's most unique sects interprets him as a dark-skinned, potbellied dwarf. In this aspect he is worshiped as a god of craftsmanship and architecture. A small sect near Hermopolis considers Ptah to be the eight primitive forms of God. As such, the sect combines his attributes with the deities whose beings form the universe such as Geb, Nut, and Shu.

**Responsibilities of the Clergy:** Ptah's clergy is responsible for the legal structuring of Memphis, its armed forces and the overall well-being of its citizens, in life and death.

**Rights of the Clergy:** Within the city of Memphis, Ptah's clergy is extremely powerful. They are permitted access to every facility within its walls and high-ranking priests have direct counsel with the pharaoh.

**Restrictions of the Clergy:** Outside of Memphis, Ptah's priests are often perceived as usurpers and are regularly given the runaround by members of other clergies.

**Rituals:** Ptah's rituals are based on the art of creation. He is praised with works of art and song and his



temples are filled with handcrafted offerings made by his followers. Clergy also have elaborate rituals concerning the reading of stars and other omens, which they believe helps them to stay in close contact with Ptah.

Ptah's better known festivals include: 1st month— Feast of Ptah; 3rd month— The Day of Offerings to Ptah; 7th month— Holiday in the Temple of Ptah, Festival in the Estate of Ptah; 8th month— Festival of Appearance; 12th month— Day of Lifting Up His Hands. His clerics pray for spells at dawn.

**Vestments:** Ptah's clerics wear light blue robes and skullcaps, and wear broad collars woven with semiprecious stones and gold, denoting their status within the church. Male members keep their heads shaven and wear straight beards.

## Ptah's Path of the Devout

**Devout Classes:** Bard, cleric, druid, expert (any craftsman), inquisitor, sorcerer, warpriest, and wizard

**Devout Alignments:** Any

**Favored Weapons:** quarterstaff

**Devout Oath:** Devotees of Ptah hold him to be the supreme god, therefore they suffer a –2 penalty to Diplomacy checks when dealing with practitioners of the Heliopolite, Hermopolite, or Theban theology.

**Devout Benefits:** As free action, a devotee's of Ptah can cast *mend* (caster level 3rd). The devotee may use this ability a number of times per day equal to his devotee class level plus his Wisdom modifier.

### Greater Avatar of Ptah

CR 40

XP 314,880,000

N Medium outsider (avatar, native)

**Init** +36; **Senses** darkvision 120 ft., low-light vision, avatar senses, blindsight 1 mile; **Perception** +91

**Aura** fortune (1 mile), read (1 mile, +1)

### DEFENSE

**AC** 80, touch 55, flat-footed 47 (+8 armor, +12 deflection, +16 Dex, +1 dodge, +16 insight, +16 natural, +1 shield)

**hp** 1,680 (40d10+1,280)

**Fort** +54, **Ref** +54, **Will** +72

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** *Staff of Creation* +66/+61/+56/+51 (1d6+14/19-20), *Staff of Creation* +66/+61/+56 (1d6+14/19-20)

**Ranged** *Staff of Creation* +78 (1d6+11/19-20)

**Special Attacks** animate objects (20), inspiring word +7, understanding of the void +16

**Spell-Like Abilities** (CL 40th; concentration +72)

Constant — *analyze dweomer* (DC 58), *foresight* (self only), *greater arcane sight*

At will — *animate objects*, *animate rope*, *astral self*, *augury*, *cheat destiny*, *commune*, *contact other plane*, *cosmic awareness*, *cosmic ray*, *demand* (DC 60), *discern lies* (DC 56), *divination*, *divine favor*, *enthrall* (DC 54), *fabricate*, *fate*, *geas/quest*, *greater command* (DC 57), *greater divination*, *instant summons*, *magic vestment* (DC 55),

*major creation*, *make whole* (DC 54), *mend fortifications*, *meteor swarm* (DC 61), *minor creation*, *nondetection* (DC 56), *polymorph any object* (DC 60), *prismatic sphere* (DC 61), *prophecy*, *raise structure*, *repulsion* (DC 59), *reverse gravity* (DC 60), *rings of withstanding* (DC 55), *solar wind* (DC 56), *starlight*, *stone shape*, *storm of vengeance* (DC 61), *true seeing* (DC 59), *unseen servant*, *wall of iron* (DC 58), *wood shape* (DC 54)

### STATISTICS

**Str** 23, **Dex** 42, **Con** 43, **Int** 75, **Wis** 74, **Cha** 81

**Base Atk** +40; **CMB** +72 (+76 disarm, trip); **CMD** 101 (103 vs. disarm, trip)

**Feats** Agile Maneuvers, Alertness, Brew Potion, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Double Slice, Far Shot, Forge Ring, Greater Disarm, Greater Trip, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical (quarterstaff), Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Vital Strike, Iron Will, Leadership x3, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Scribe Scroll, Skill Focus (Knowledge [engineering]), Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Knowledge (engineering) +97; **Other Skills** Strength +65, Dexterity +75, Intelligence +91, Wisdom +91, Charisma +94

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** crafter's ease, domains (artifice, cosmic, craft, nobility, omen), leadership, quick crafting, reconstruct, repairing touch

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Creation*, *bracers of armor* +8, *chime of opening*, *golembane scarab*, *ring of counterspells* [fireball], *ring of shooting stars*, *robe of eyes*, *rod of rulership*, *skullcap of alluring charisma* +6, *unguent of timelessness*)

### SPECIAL ABILITIES

**Repairing Touch (Ex)** With a touch, a greater avatar of Ptah can repair all damage an object has suffered. For objects larger than a 10 ft. cube, this ability requires a full-round action; otherwise it is a free action.

## RA (GREATER DEITY)

*The Sun God; The Creator God*

**Symbol:** Solar disk

**Alignment:** Lawful Good

**Portfolio:** Creation, nobility, law, sun, supreme (Heliopolis)

**Domains:** Fire, Good, Law, Protection, Strength, Sun

**True Form:** The Sun

**Perceived Form:** Ra appears as a muscular, bronze-skinned man with the head of a falcon. He is crowned with the sun disc encircled by the uraeus, a stylized representation of the sacred cobra. The sun itself is taken to be either his body or his eye.

**Avatar Form:** Same as true form

**Other Manifestations:** At dawn he emerges as Khepri the



scarab beetle, at night he becomes Atum. The pharaoh is also considered an embodiment of Ra.

**Allies:** Amon, Geb (son), Horus (great-grandson), Isis (granddaughter), Nut (daughter), Osiris (grandson), Sekhmet, Shu (son), Tefnut (daughter)

**Foes:** Set (grandson), Undead

**Racial Preferences:** Any

**Sacred Items:** The Sun, the Benben Stone, the double lion.

**Sacred Animal:** Falcon.

**Sacred Plants:** Crocus, jasmine

**Sacred Minerals:** Alabaster, gold

**Divine Artifact:** *Deshret (The Red Crown)*

**Mythology:** Ra is the most important of the Egyptian gods as the Egyptian sun god and creator god. He personifies the sun and was believed to carry it across the sky, as his symbolic crown suggests. He is said to traverse the sky each day in a solar barque and pass through the underworld each night on another solar barque only to reappear in the east each morning making a complete circuit of the cosmos.

He is also considered to be an underworld god, closely associated in this respect with Osiris, and therefore depicted as a ram-headed figure in this capacity. Ra is closely associated with both Horus and Amon, which can be seen by the falcon head. Upon the unification of Egypt's upper and lower kingdoms, Amon and Ra merged to become Amon-Ra, the Creator.

With his principal cult center being in Heliopolis, Ra is thought to be the sacred god of the pharaohs. The pharaohs believe that upon death, they ascend to join the sun god's entourage and should rightly be considered "Sons of Ra." According to Egyptian oracles, Ra created himself from the primordial lotus blossom and then created the gods Shu (air) and Tefnut (moisture). Humankind was created from Ra's own tears while the gods Hu (authority) and Sia (mind) formed from his blood.

**Main Tenets of Faith:** Ra is the creator of all life and all gods; he is the supreme ruler of the universe. By his desire, the world was organized so that his intervention in mortal affairs was restricted to the pharaoh. The pharaoh is his mortal embodiment and becomes one with him upon death. His remaining responsibilities are transferred to Horus, who is responsible for the protection of pharaonic rule, and Osiris who is the caretaker of eternity. In this regard, Ra is worshipped as the god of pharaohs, and the pharaoh is in turn worshipped by his subjects as the embodiment of Ra.

**Location of Faith:** Ra's temples are built with open courtyards that expose his altar to the sun. During ceremonies the priest of pharaoh recites one of twelve poetic hymns predicting the victorious course of the sun, each hour of the day.

**Sects:** The most powerful and threatening of Ra's sects worships him as a monotheistic entity and believes that the other deities are merely aspects of the great creator. This movement is primarily designed to increase political control over different regions.

**Responsibilities of the Clergy:** The clergy of Ra works directly with the pharaoh and are primarily



responsible for issuing and recording his edicts as sacred law. They service his current needs and prepare for his future ascension into divinity.

**Rights of the Clergy:** As the mediators between mortal and divine law, Ra's clergy is afforded great respect within the community and high-ranking priests are afforded a public status just shy of the pharaoh. In many cases, an altercation with one of Ra's priests is equivalent to heresy.

**Restrictions of the Clergy:** Ra's clergy can never publicly confront or denounce the pharaoh and must follow his will exclusively.

**Rituals:** Rituals are performed at private temples, specifically to allow the pharaoh to attend. They consist of chanting hymns

**Vestments:** Ra's clerics wear large necklaces made from hawk feathers and adorned with a scarab beetle amulet. They wear the traditional skirts and sandals and often shave their heads.

## Ra's Path of the Devout

**Devout Classes:** Cavalier, cleric, inquisitor, monk, paladin, and warpriest.



**Devout Alignments:** LG, LN

**Favored Weapons:** longsword

**Devout Oath:** Those who choose the devout path of Ra disassociate themselves from all friends and family. They follow only the direct edicts of their superiors or the pharaoh and must leave all other intentions behind and serve no other causes. They also suffer a –2 penalty to Diplomacy checks when dealing with practitioners of the Memphite or Hermopolite theology.

**Devout Benefits:** Clerics and paladins of Ra may cast *searing light* (as the spell) 3/day.

**Greater Avatar of Ra**

**CR 40**

**XP 314,880,000**

LG Medium outsider (avatar, fire, good, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +49

**Aura** nimbus of light (1 mile), ordered presence (1 mile)

#### DEFENSE

**AC** 78, touch 45, flat-footed 55 (+8 armor, +12 deflection, +16 Dex, +1 dodge, +6 insight, +16 natural, +9 shield)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +38, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, evil, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *defending speed vorpal longsword* +106/+106/+101/+96/ +91 (1d8+65/17-20) or +5 *disruption holy keen speed thundering morningstar* +105/+105/+100/+95/+90 (1d8+65/19-20 plus 1d8 sonic)

**Ranged** 2 fire bolts +56 touch (20d6)

**Special Attacks** axiomatic strike, holy strike, purify the soul (DC 72), sun's blessing (DC 72, 120d6)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *align weapon* (good and law, DC 54), *blade barrier* (DC 58), *bull's strength* (DC 54), *burning hands* (DC 53), *clenched fist*, *crushing hand*, *dictum* (DC 59), *dispel chaos/evil* (DC 57), *elemental body IV* (fire only), *elemental swarm* (fire only), *endure elements* (DC 53), *enlarge person* (DC 53), *fire seeds* (DC 58), *fire shield*, *fireball* (DC 55), *flame strike* (DC 57), *grasping hand*, *heat metal* (DC 54), *hold monster* (DC 57), *holy aura* (DC 60), *holy smite* (DC 56), *hold word* (DC 59), *incendiary cloud* (DC 60), *magic circle against chaos/evil* (DC 55), *magic vestment* (DC 55), *order's wrath* (DC 56), *prismatic sphere* (DC 61), *produce flame*, *protection from chaos/evil* (DC 53), *righteous might*, *searing light*, *shield of law* (DC 60), *spell immunity* (DC 56), *stoneskin* (DC 57), *summon monster IX* (good and law), *sunbeam* (DC 59), *sunburst* (DC 60), *wall of fire*

#### STATISTICS

**Str** 130, **Dex** 43, **Con** 42, **Int** 25, **Wis** 23, **Cha** 81

**Base Atk** +40; **CMB** +72; **CMD** 111

**Feats** Blinding Critical, Cleave, Combat Expertise, Combat Refelxes, Critical Focus, Dazzling Display, Dodge, Great Cleave, Greater Disarm, Greater Penetrating Strike, Greater Shield Focus, Greater Trip, Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Intimidating Prowess, Mobility, Penetrating Strike, Persuasive, Power

Attack, Quick Draw, Shatter Defenses, Shield Focus, Skill Focus (Diplomacy), Spring Attack, Stunning Fist, Weapon Focus (longsword), Whirlwind Attack

**Skills** Diplomacy +88, Intimidate +142; **Other Skills** Strength +143, Dexterity +59, Intelligence +50, Wisdom +49, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (fire, good, law, strength, sun), might of the gods +40, strength surge (32, +42)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Deshret, the Red Crown*, +5 *defending speed vorpal longsword*, +5 *disruption holy keen speed thundering morningstar*, *sunblade*, +5 *heavy fortification heavy steel shield*, *belt of giant strength* +6, *bracers of armor* +8, *cloak of alluring charisma* +6, *glove of storing* [2], *ring of feather falling*, *winged boots*)

#### SPECIAL ABILITIES

**Fire Healing (Ex)** When a greater avatar of Ra is subjected to a damage dealing fire effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.

## SELKET (LESSER DEITY)

*The Scorpion Goddess; Goddess of Magic; Protector of Children*

**Symbol:** Scorpion

**Alignment:** Lawful Good

**Portfolio:** Children, curing poison, defense, magicians

**Domains:** Good, Healing, Law, Magic, Protection

**True Form:** A tan woman in her early twenties. She wears heavy eyeliner and exotically colored make-up. She is dressed in a bejeweled gown and wears a tremendous crown formed in the shape of an attacking scorpion.

**Perceived Form:** Same as true form.

**Avatar Form:** Same as true form

**Other Manifestations:** A 40 HD giant scorpion.

**Allies:** Horus, Isis, Nephthys, Ra

**Foes:** Apep, Set, Undead

**Racial Preferences:** Human

**Sacred Items:** Menat (a sacred rattle)

**Sacred Animal:** Scorpion

**Sacred Plants:** Frankincense

**Sacred Minerals:** Diamonds

**Divine Artifact:** *Lash of Selket*

**Mythology:** Selket is the scorpion goddess of magic and the protector of children and pregnant women. Depicted as a beautiful woman with a scorpion poised on her head binding up the demons that would threaten Ra, she is often petitioned to save the lives of innocents who are stung by scorpions or bitten by vipers. Selket is also credited with sending seven of her scorpions to protect Isis from Set. She is the protector of Qebehsenuf, the son of Horus, who guards the intestines of the deceased.

As with the other goddesses, she is both a protective goddess and a punitive one. Those who earn her wrath





are often punished with the poison of a scorpion or snake, causing breathlessness followed by death. Yet she may also choose to protect a person from the same venom, granting them temporary or even permanent immunity. Selket has taken an active interest in protecting both children and pregnant women from harm. Those bitten or stung by poisonous creatures often find themselves in her loving care, safe from the poison and its effects until it has been purged from their bodies.

Selket has power over all snakes, reptiles and poisonous animals, whom she often calls upon to serve as protectors for those people who have gained her favor. Her followers tend to be healers and magicians, but she has a fondness for paladins who champion the protection of children.

**Main Tenets of Faith:** Selket is a benefactor of those in need of protection who cannot protect themselves, specifically small children and pregnant women; and in such duties, her vengeance can be almost merciless. She is a master of treating poisons and those seeking antidotes or treating those that suffer from the bites of venomous creatures seek her favor.

**Location of Faith:** Selket's faith is spread universally throughout Egypt, though she is not known to have any large public temples. Her clergy either reside in tandem with the temple of another deity or have covert locations of worship, out of the eyes of the public.

**Sects:** Some sects worship her as an aspect of Isis. Another worships her as an embodiment of the scorching heat of the desert sun.

**Responsibilities of the Clergy:** Clerics of Selket do her work by protecting those in need, particularly children and pregnant women, and treating poison victims. They are also responsible for education in the fields of poison, childbirth, and defensive combat.

**Rights of the Clergy:** The clergy is granted the first right to adopt orphaned children into their sect.

**Restrictions of the Clergy:** Members of Selket's clergy are forbidden to eat peasant food (pig or fish) and cannot enter a temple after partaking in combat without first fasting for 3 days.

**Rituals:** Inductees into Selket's church perform tests of faith by allowing scorpions to crawl upon them. Those who are stung are considered impure and cannot join the church. Typical offerings include burnt oils and fruits. A priest who has kept his





hair clean during combat may also cut and burn it as an offering. Her most popular festival is the Festival of Selket that takes place in the 10th month. Selket's clerics typically pray for their spells at sunset.

**Vestments:** Selket's priests often wear heavy, gold-plated breastplates, helmets, and long metal plated skirts all embossed with scorpion motifs.

## Selket's Path of the Devout

**Devout Classes:** Cleric, inquisitor, monk, and paladin.

**Devout Alignments:** LG

**Favored Weapons:** whip

**Devout Oath:** In order to treat poisons, a devotee must allot at least 2 skill points per level towards his Heal skill if the skill is not maxed out.

**Devout Benefits:** Devotees of Selket can choose from the benefits of a +4 resistance bonus to all Fortitude saves against poison or a bonus Exotic Weapon proficiency in either whip or spiked chain.

### Lesser Avatar of Selket

CR 25

XP 1,640,000

LG Medium outsider (avatar, native)

**Init** +6; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +29

#### DEFENSE

**AC** 36, touch 17, flat-footed 33 (+11 armor, +4 deflection, +2 Dex, +1 dodge, +8 natural)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +14, **Will** +18

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** *Lash of Selket* +38/+38/+33/+28/+23 (2d4+23 plus poison/19-20) or +5 *ghost touch shocking burst speed scorpion whip* +38/+38/+33/+28/+23 (1d4+17 plus 1d6 electricity/19-20 plus 1d10 electricity) or +5 *undead bane holy speed spiked chain* +38/+38/+33/+28/+23 (2d4+23/19-20)

**Special Attacks** disjuncting touch (DC 32), hand of the master (1)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *antimagic field*, *greater dispel magic*, *identify*, *imbue with spell ability* (DC 26), *mage's disjunction* (DC 31), *magic mouth* (DC 24), *protection from spells* (DC 30), *spell resistance* (DC 27), *spell turning*

**Sorcerer Spells Known** (CL 20th; concentration +32)

9th (21/day) – *mass heal* (DC 31), *miracle* (DC 31), *prismatic sphere* (DC 31), *shapechange*, *summon monster IX*, *true resurrection*

8th (24/day) – *greater spell immunity* (DC 30), *holy aura* (DC 30), *mass cure critical wounds* (DC 30), *mind blank* (DC 30), *moment of prescience*, *prismatic wall* (DC 30)

7th (24/day) – *control weather*, *mage's magnificent mansion*, *mass invisibility* (DC 29), *regenerate* (DC 29), *sequester* (DC 29), *transmute metal to wood*

6th (24/day) – *blade barrier* (DC 28), *globe of invulnerability*, *guards and wards* (DC 28), *heal* (DC 28), *liveoak*, *wall of iron* (DC 28)

5th (24/day) – *break enchantment*, *hallow*, *mage's private*

*sanctum*, *plane shift* (DC 27), *secret chest*, *true seeing* (DC 27), *wall of force*, *wall of stone* (DC 27)

4th (27/day) – *dismissal* (DC 26), *divine power*, *flame strike* (DC 26), *giant vermin*, *mass enlarge person* (DC 26), *secure shelter*, *spell immunity* (DC 26), *stoneskin* (DC 26)

3rd (27/day) – *fly* (DC 25), *haste* (DC 25), *neutralize poison* (DC 25), *nondetection* (DC 25), *prayer*, *slow* (DC 25), *tiny hut*, *water breathing* (DC 25)

2nd (27/day) – *barkskin*, *continual flame*, *consecrate*, *cure moderate wounds* (DC 24), *lesser restoration* (DC 24), *resist energy* (DC 24), *rope trick*, *shield other* (DC 24), *spider climb* (DC 24), *tree shape*

1st (27/day) – *alarm*, *bless*, *disguise self* (DC 23), *endure elements* (DC 23), *expeditious retreat*, *feather fall* (DC 23), *mage armor* (DC 23), *sanctuary* (DC 23), *shield*, *shield of faith* (DC 23)

0 (at will) – all (DC 22)

#### STATISTICS

**Str** 35, **Dex** 15, **Con** 22, **Int** 12, **Wis** 23, **Cha** 34

**Base Atk** +20; **CMB** +32 (+36 disarm, sunder, trip); **CMD** 49 (51 vs. disarm, sunder, trip)

**Feats** Combat Expertise, Combat Reflexes, Dodge, Eschew Materials, Greater Disarm, Greater Sunder, Greater Trip, Improved Critical (spiked chain, whip), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (spiked chain, whip), Whirlwind Attack

**Skills** Acrobatics +25, Diplomacy +37, Handle Animal +37, Heal +29, Intimidate +37, Knowledge (nature, religion) +24, Perception +29, Ride +25, Stealth +25; **Other Skills** Strength +25, Dexterity +15, Intelligence +14, Wisdom +19, Charisma +27

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (magic)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Lash of Selket*, +5 *ghost touch shocking burst speed scorpion whip*, +5 *undead bane holy speed spiked chain*, +5 *breastplate of command*, *cube of force*)

#### SPECIAL ABILITIES

**Spells** As Selket is the goddess of magic, lesser avatars of Selket can know spells from any spell list, and know twice the number of spells a normal 20th-level sorcerer would know for 1st-level spells and above, and know all 0-level spells. A lesser avatar of Selket has three times as many total spell slots as normal for a 20th-level sorcerer with a Charisma score of 35.

#### SPECIAL WEAPON

**Scorpion Whip** This whip has a series of razor-sharp blades and fangs inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you are proficient with scorpion whips.

**Scorpion Whip (Exotic Light Melee):** 5 gp; **Damage** 1d3 (S), 1d4 (M); **Critical** x2; **Weight** 3 lbs. (M); **Type** slashing; **Special** disarm, reach, trip.

## SET (GREATER DEITY)

*God of Chaos; God of the Desert; God of Winds and Storms*



**Symbol:** Serpent creeping before a desert whirlwind

**Alignment:** Chaotic Evil

**Portfolio:** Chaos, drought, evil, desert, storms

**Domains:** Affinity, Chaos, Desert, Evil, Trickery

**True Form:** Set's true form is believed to be an amorphous swirl of pure negative energy.

**Perceived Form:** Set is usually depicted in human form with an animal head of unknown origin. He has a long gaunt body; tapering snout, erect square-tipped ears, protruding eyes and a stiff forked tail. No one seems to know exactly what the animal is; aardvark, antelope, ass, camel, fennec, giraffe, greyhound, jackal, jerboa, long-snouted mouse, okapi, oryx, and pig have all been suggested as possible animals. He has also been depicted with red eyes and hair, which are said to characterize evil or with sickly pale, whitish skin.

**Avatar Form:** Same as perceived form.

**Other Manifestations:** Set has been represented in entirely animal form with a body similar to that of a greyhound or crocodile and is shown as a hippopotamus or a black pig in his battles with Horus.

**Allies:** Am-Ren, Magical Beasts (evil), Reptilians, Serpents, Undead

**Foes:** Osiris, Horus, any good-aligned being

**Racial Preferences:** Any

**Sacred Items:** Blood

**Sacred Animals:** Asp, boar, crocodile, desert oryx, hippopotamus

**Sacred Plants:** None

**Sacred Minerals:** Salt

**Divine Artifact:** *Scarab of Chaos*

**Mythology:** Set is the Egyptian god of chaos who embodies the necessary and creative element of violence and chaos within the ordered world. Originally a sky god, Set also became lord of the desert, master of storms, disorder, and warfare. Set represents the principle of hostility and, as most would claim, evil incarnate.

Son of Geb and Nut and brother of Isis, Nephthys, and Osiris, Set is also the husband of Nephthys. Myths claim that Set has been evil since birth, having ripped himself from his mother's womb by tearing a hole through her side. His greatest infamy was the murder his brother Osiris and the attempted murder of his nephew Horus. Horus, however, survived and grew up to avenge his father's death by establishing his rule over all Egypt, defeating Set, and banishing him to the desert for all of time.

According to some legends and ancient texts, Set then went to live with the sun god Ra, where he became the voice of the thunder. In the Book of the Ani, Set is referred to as the "lord of the northern sky," and is held responsible for storms and cloudy weather. Set allegedly protects Ra during his night voyage through the underworld against the Apep snake. However, Set is considered a peril for ordinary Egyptians in the underworld, where he seizes the souls of the unwary.

During the struggle to unite Lower and Upper

Egypt, followers of Set say that he was portrayed as questioning the authority of his brother, Osiris. The Osiris cults took this opportunity to discredit the followers of Set and successfully labeled the god as Osiris' evil twin brother and ultimately, his murderer. Set tricked Osiris at a feast in Osiris' honor, and killed him, and then took his place on the throne as ruler of all the gods. Osiris' cults also established that Horus and Set waged an eighty-year war during which Set tore out the left eye of his adversary and Horus tore off Set's foreleg and testicles. Horus emerged victorious and became the rightful ruler of the kingdoms of both Upper and Lower Egypt, thereby uniting them. Other stories say that war was unseizable therefore the division of the lands was ultimately arbitrated by Ptah, to prevent Set and Horus from destroying all Egypt with their squabbling.

Lately, there has been a resurgence of respect for Set, and he is being seen as a great god once more—the god who benevolently restrains the forces of the desert and protects Egypt from foreigners. He is the controller of the winds and storms that rage across Egypt's vast





deserts and many worship him so that he will prevent the storms causing harm. The current ruling regime in Egypt is said to favor Set due to the presence of red hair in the family and does not consider Set to be the evil god that he is portrayed to be.

**Main Tenets of Faith:** Set's followers are outcasts, loners, and heretics against the rule of the pharaohs. They pray for the downfall of established society, hierarchy to the throne and the priest castes of other religions. They believe that afterlife is elitist and seek to help Set destroy the current establishment so it may be reworked. They believe in personal power and that it must be seized forcefully and protected greedily from the priests and temples of opposing gods in order to disrupt the status quo. They do not believe in the restrictions of moral conduct, which they hold to be abusive, subjective, and too easily manipulated, and instead preach that chaotic and destructive behavior is both natural and necessary in order to maintain the proper structure of the universe.

**Location of Faith:** Set is largely despised, therefore, the majority of his followers worship him privately, in covert locals. Despite his reputation, there are some areas of Egypt where he remains patron. His worshippers maintain an important sanctuary at Ombos in Upper Egypt, his reputed birthplace. He also maintains a prominent cult presence in the northeastern region of the Nile delta region that upholds his temple at Nebyet.

**Sects:** Many of the nomadic desert tribes revere Set as the spiritual embodiment of the desert and do not acknowledge his evil aspects. They pray and sacrifice to him for water and protection against the harsh climates as well as to help them remain free from the sovereignty of pharaonic rule.

**Responsibilities of the Clergy:** Variances from sect to sect make clear responsibilities difficult to establish, however there is a clear trend within the tenets that encourages the destruction of mainstream society and religion.

**Rights of the Clergy:** None

**Restrictions of the Clergy:** Because of his reputation and the general tenets of his faith, followers of Set are often persecuted by pharaoh and the clergy of other deities. Public worship is seldom tolerated and often outlawed. Set's followers are considered impure and their mere presence threatens a soul's judgment. At best, they are distrusted by mainstream society.

**Rituals:** Set's clergy is well reviled for practicing ritual sacrifices. Burnt offerings of impure animals are common, as is ritual scarification and dismemberment of these sacrifices. Favored sacrifices are priests, particularly those of Horus and Osiris on whom they have been known to reenact Set's murder of his brother.

Some of Set's better known festivals include the following: 5th month—Epagomenal Day (Set's birthday); 8th month—Day of Satisfying the Hearts; 10th month—Day of Going Forth; 11th month—The Ennead Feast; 12th month—The Day of Set's Arrival.

Set's clerics pray for their spells at night or under

cover of the darkness.

**Vestments:** In public, Set's priests tend to dress in commoners robes in order to avoid attention. During ceremonies, they often wear blackened hide armor and elaborate jewelry carved from the bones of their enemies.

## Set's Path of the Devout

**Devout Classes:** Assassin, cleric, inquisitor, rogue, and witch.

**Devout Alignments:** CE, CN

**Favored Weapons:** dagger

**Devout Oath:** Must kill at least one member of the church of Horus or Osiris in the name of Set.

**Devout Benefits:** Set's devout followers gain favored enemy (human) with the maximum bonus as a ranger of their level.

### Greater Avatar of Set

CR 40

XP 314,880,000

CE Medium outsider (avatar, chaotic, evil, native)

**Init** +39; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +75

**Aura** desert defense (1 mile)

#### DEFENSE

**AC** 82, touch 58, flat-footed 46 (+8 armor, +12 deflection, +35 Dex, +1 dodge, +16 natural)

**hp** 680 (40d10+280)

**Fort** +29, **Ref** +57, **Will** +54

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, good, law, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *brilliant energy ghost touch icy burst speed unholy short sword* +81/+81/+76/+71/+66 (1d6+24 plus 1d6 cold/17-20 plus 1d10 cold) or +5 *speed wounding dagger* +81/+81/+76/+71/+66 (1d4+24 plus 1 bleed, 17-20)

**Ranged** +5 *distance ghost touch speed unholy heavy crossbow* +68/+68/+68/+63/+58/+53 (1d10+27/19-20)

**Special Attacks** anarchic strike, chaos effect (DC 92), copycat (3/round, 10 maximum), corrupt the soul (DC 72), master's illusion (3), unholy strike

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *align weapon* (chaos and evil, DC 54), *animal shapes*, *animate objects*, *awaken*, *bestial attribute* (DC 54), *blasphemy* (DC 59), *calm animals* (DC 53), *chaos hammer* (DC 56), *cloak of chaos* (DC 60), *commune with nature*, *confusion* (DC 56), *create undead*, *creature companion*, *creeping doom* (DC 59), *disguise self* (DC 53), *dispel good/law* (DC 57), *dominate animal* (DC 55), *false vision*, *find the path* (DC 58), *greater sirocco* (DC 61), *horrid wilting* (DC 60), *imbue with spell ability* (DC 56), *invisibility* (DC 54), *magic circle against good/law* (DC 55), *mass invisibility* (DC 59), *mislead* (DC 58), *nondetection* (DC 56), *pass without trace* (DC 53), *protection from good/law* (DC 53), *repel vermin* (DC 56), *screen* (DC 60), *soften earth and stone*, *summon monster IX* (chaos and evil), *summon otherworldly creature*, *time stop*, *unholy aura* (DC 60), *unholy blight* (DC 56), *wall of sand* (DC 56), *word of chaos* (DC 59)

#### STATISTICS

**Str** 48, **Dex** 81, **Con** 25, **Int** 43, **Wis** 74, **Cha** 23

**Base Atk** +40; **CMB** +75 (+79 trip); **CMD** 117 (119 vs. trip)





**Feats** Agile Maneuvers, Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Deflect Arrows, Dodge, Gorgon's Fist, Greater Trip, Improved Critical (dagger, heavy crossbow, short sword), Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Point-Blank Shot, Power Attack, Quick Draw, Rapid Reload (heavy crossbow), Rapid Shot, Scorpion Style, Spring Attack, Weapon Finesse, Weapon Focus (dagger, heavy crossbow, short sword), Whirlwind Attack

**Skills** Disguise +49; **Other Skills** Strength +62, Dexterity +78, Intelligence +59, Wisdom +75, Charisma +49

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** alternate form (any; *shapechange* [free action]), domains (affinity, chaos, desert, evil, trickery), wild empathy +46

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Scarab of Chaos*, +5 distance ghost touch speed unholy heavy crossbow, +5 brilliant energy ghost touch icy burst speed unholy short sword, +5 speed wounding dagger, bracers of armor +8, belt of physical might +6 [Str, Dex], boots of speed, cloak of displacement [major], hat of disguise, ring of evasion)

## SHU (INTERMEDIATE DEITY)

**God of the Atmosphere and Dry Winds; He Who Rises Up; Supporter of the Sky**

**Symbol:** Ostrich feather

**Alignment:** Lawful Neutral

**Portfolio:** air, atmosphere, dryness, punishment, sunlight

**Domains:** Air, Balance, Glory, Law, Sun

**True Form:** Shu is the atmosphere. His breath is the north wind and his bones are clouds.

**Perceived Form:** Shu is represented in hieroglyphs by an ostrich feather. In pictures, he is shown as a young man with pale skin and a punt beard who wears an ostrich feather on his head. He is generally depicted to be standing on Geb, holding aloft his daughter Nut, and separating the two.

**Avatar Form:** Same as perceived form.

**Other Manifestations:** 30 HD celestial dire lion

**Allies:** Auran creatures, Ra (father), Tefnut (spouse)

**Foes:** Aberrations, undead

**Racial Preferences:** Any

**Sacred Items:** Air, ostrich feathers, sunlight

**Sacred Animals:** Lions, ostriches

**Sacred Plants:** Garlic, millet

**Sacred Minerals:** Blue quartz

**Divine Artifact:** *Helm of Eternal Sun*

**Mythology:** Shu is the primordial god of the atmosphere and of dry winds. He is the son of Ra, brother and husband of Tefnut, and father of Geb and Nut. He is also the personification of light. Shu was the second divine pharaoh, ruling after Ra. The followers of Apep plotted against him and assailed his palace in At-Nub. While driving them off, Shu became so diseased with foulness and corruption that his own followers were forced to revolt against him. Shortly thereafter

he abdicated the throne to his son Geb and returned to the skies. Legends claim that should he ever fail to interpose himself between the earth and sky, life will cease to exist on our world.

**Main Tenets of Faith:** Shu's followers still revere him as being the second king of all Egypt. By his presence all life exists for he is the air, the giver of breath and all life. He is the space between the sky and the earth, the division between day and night, the underworld and the living world. As the bridge between life and death, he is worshipped as both a protector and a punisher in the afterlife, and without him there would be no life at all.

**Location of Faith:** After his corruption, Shu's clergy became scattered and dispersed. His followers lack the formality and structure of other churches, and he has no formal temples. Instead, certain places are dedicated in his honor such as in Iunet, where a small district is known as "The House of Shu", or at Djeba where there is a rock formation called "The Seat of Shu". Shu is also worshiped in connection with the Ennead at Iunu, and in his lion form at Leontopolis.

**Sects:** One of Shu's most prominent sects revere him as a god of punishment who wanders the land of the dead, leading a band of executioners and torturers that help him kill off corrupt souls not worthy of the afterlife.

**Responsibilities of the Clergy:** Shu's clergy is so dispersed that, as a group, they have no formal responsibilities. In practice, the simply seek to praise his name and keep it alive in the hearts and minds of





the people of Egypt.

**Rights of the Clergy:** Clerics of Shu have the right to request food from the temples of any other deity who represents the domain of Balance.

**Restrictions of the Clergy:** Clerics of Shu are considered corrupted, as are commoners, and they are not entitled to the same rights as those of priest or noble castes.

**Rituals:** Cleric of Shu typically perform offerings of burnt ostrich feathers. They engage in stringent purification rituals including daily baths, hair shaving, and fasting which is performed the last 5 days of every month. Shu's most holy days are as follows: 4th month— The Day of Joy; 8th month— The Day of Sleeping Hearts; 10th month— The Appearance of the Netjers; 11th month— The Ennead Feast

**Vestments:** Clerics of Shu wear plain cotton robes and sandals. They keep themselves noticeably immaculate and shave all the hair from their bodies, including their eyebrows.

## Shu's Path of the Devout

**Devout Classes:** Blackguard, brawler, cavalier, cleric, druid, expert (sage), monk, paladin, and wizard.

**Devout Alignments:** LG, LN, LE

**Favored Weapons:** scimitar

**Devout Oath:** To keep oneself pure by bathing daily, not eating animals, shaving all body hair, and fasting for the last five days of every month.

**Devout Benefits:** Favored classes gain the ability of flight (as the spell *fly*) a number of times per day equal to his Charisma modifier (minimum once).

### Intermediate Avatar of Shu

CR 30

XP 9,840,000

LN Medium outsider (air, avatar, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +55

**Aura** nimbus of light (1 mile)

#### DEFENSE

**AC** 60, touch 41, flat-footed 37 (+8 deflection, +22 Dex, +1 dodge, +12 natural, +7 shield)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +39, **Will** +39

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/epic; **Immune** electricity; **Resist** acid 30, cold 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 60 ft., fly 100 ft. (perfect)

**Melee** +5 *aberration bane dancing vorpal mithral scimitar* +48/+43/+38/+33 (1d6+25/15-20), +5 *heavy fortification heavy wooden shield* +42/+37/+32 (1d4+12) or +5 *aberration bane icy burst speed dagger* +48/+48/+43/+38/+33 (1d4+17 plus 1d6 cold/17-20 plus 1d10 cold), +5 *heavy fortification heavy wooden shield* +42/+37/+32 (1d4+12)

**Ranged** +5 *aberration bane icy burst speed dagger* +50 (1d4+25 plus 1d6 cold/17-20 plus 1d10 cold) or lightning arc +44 touch (15d6+16; once every 1d4-1 rounds)

**Special Attacks** channel positive energy (20/day, 10d6, DC

42), sun's blessing (DC 52, 90d6), touch of glory (5, 1 day)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *air walk*, *bless weapon*, *chain lightning* (DC 43), *control winds* (DC 42), *elemental body IV* (air only), *elemental swarm* (air only), *endure elements* (DC 38), *fire seeds* (DC 43), *fire shield*, *flame strike* (DC 42), *gaseous form*, *gate*, *heat metal* (DC 39), *holy aura* (DC 45), *holy smite* (DC 41), *holy sword*, *obscuring mist*, *prismatic sphere* (DC 46), *righteous might*, *searing light*, *shield of faith* (DC 38), *sunbeam* (DC 44), *sunburst* (DC 45), *undeath to death* (DC 43), *whirlwind* (DC 45), *wind wall* (DC 40)

#### STATISTICS

**Str** 18, **Dex** 54, **Con** 33, **Int** 32, **Wis** 55, **Cha** 20

**Base Atk** +30; **CMB** +52 (+56 trip); **CMD** 75 (77 vs. trip)

**Feats** Agile Maneuvers, Brew Potion, Combat Expertise, Combat Reflexes, Craft Staff, Dodge, Double Slice, Greater Disarm, Greater Two-Weapon Fighting, Improved Critical (dagger, scimitar), Improved Initiative, Improved Shield Bash, Improved Trip, Improved Two-Weapon Fighting, Mobility, Power Attack, Quick Draw, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger, scimitar), Whirlwind Attack

**Skills** Acrobatics +55 (+72 jumping), Climb +37, Fly +63, Handle Animal +38, Heal +55, Knowledge (arcana, nature, religion) +44, Perception +55, Ride +55, Sense Motive +55, Spellcraft +44, Stealth +60, Survival +55, Swim +37; **Other Skills** Dexterity +40, Intelligence +29, Wisdom +40, Charisma +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** divine presence, domains (air, glory, sun)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Helm of Eternal Sun*, +5 *aberration bane dancing vorpal mithral scimitar*, +5 *aberration bane icy burst speed dagger*, *staff of the woodlands*, +5 *heavy fortification heavy wooden shield*, *boots of striding and springing*, *cloak of elvenkind*, *ring of elemental command [air]*, *ring of evasion*)

#### SPECIAL ABILITIES

**Electricity Healing (Ex)** When an intermediate avatar of Shu is subjected to a damage dealing electricity effect, it is instead healed 1 point for every 3 points of damage the effect would normally deal.

## SOBEK (INTERMEDIATE DEITY)

*Crocodile God; Judge of the Living, Lord of Faiyum, The Rager*

**Symbol:** Crocodile with measurement scales suspended from his mouth

**Alignment:** Lawful Neutral

**Portfolio:** Crocodiles, elements, fertility, the Nile River, rebirth, rulership

**Domains:** Affinity, Air, Earth, Fire, Water

**True Form:** The Nile River

**Perceived Form:** Sobek is depicted a muscular dark-skinned human male with the head of a crocodile, crowned either by a pair of plumes or sometimes by a combination of the solar disk and the uraeus cobra. He has also been depicted



wearing horns like those of Amon-Ra.

**Avatar Form:** As perceived form or as a mummified crocodile.

**Other Manifestations:** 40 HD crocodile.

**Allies:** Horus, Isis, Nephthys, elemental and reptilian creatures

**Foes:** Set, Chaotic aligned beings

**Racial Preferences:** Any

**Sacred Items:** Nile river mud, crocodile eggs

**Sacred Animal:** Crocodile

**Sacred Plants:** Sorghum

**Sacred Minerals:** Sulfur

**Divine Artifact:** *Rod of the Elements*

**Mythology:** Sobek symbolizes the might of the Egyptian pharaohs and often serves as “judge of the living” over those who stand accused of crimes. In certain criminal cases where the guilt of the person accused is questionable, pharaohs ask that Sobek judge the person’s innocence or guilt. The accused is then forced to swim across the treacherous Nile. If he makes it across unmolested by crocodiles, then Sobek judges him to be innocent and he is free to go about his life. An injury from a crocodile, however, means the person is guilty and should be put to death (assuming the crocodiles don’t finish the job first).

Sobek is considered a fourfold deity who represents the four elemental gods (Ra/fire, Shu/air, Geb/earth, and Osiris/water). In the Book of the Ani, Sobek assists in the birth of Horus; he fetches Isis and Nephthys to protect the deceased; and he aids in the destruction of Set. Sobek is admired and feared for his ferocity. At the command of Ra, he performed tasks such as catching the four sons of Horus with a net as they emerged from the waters in a lotus bloom.

**Main Tenets of Faith:** Sobek is called upon to lend strength to the faithful so that they may overcome the burdens, distress, and challenges of daily life. He protects them from danger, physical harm and evil magic. Sacrifices are made to both him and the sacred crocodiles to insure the fertility of the crops and keep the Nile waters moderate. He is the life giving water that feeds the crops, brings forth fish for fertilizing the fields and feeding the commoners, and is the center of travel and trade. In the afterlife, he protects souls from Set or other creatures who prey on souls in the land of the dead. It is he who restores sight to the dead and revives their senses.

**Location of Faith:** Crocodile god worship is most predominant in the Kom-Ombo and Faiyum regions. The latter is also the location of the city Arsinoë, in which Sobek is so dominant that foreigners refer to it as Crocodilopolis. Sobek also has large cult centers scattered along the banks of the Nile in such locations as Gebel-el-Silsila and Gebelein.

**Sects:** A small but influential sect in the south incorporates Sobek into the cult of Amen, and venerates him as the physical embodiment of Amon-Ra.

**Responsibilities of the Clergy:** The clergy is responsible for the judgment of the living and the care of the sacred crocodiles. They are also responsible for interpreting Sobek’s moods and predicting floods

and other erratic river conditions. Finally, they are responsible for blessing the riverbanks for fruitful harvests.

**Rights of the Clergy:** Clergy members and those in their direct service are permitted to request free passage from any boat traveling on the Nile under the rulership of the pharaoh.

**Restrictions of the Clergy:** The clergy of Sobek is forbidden to harm crocodiles, even in the face of danger. Should one turn hostile or aggressive, they must accept their fate as Sobek’s will.

**Rituals:** Crocodiles are integrated into all aspects of the ceremony. Sobek’s priests keep them in special pools in their temples or build long piers that lead into their spawning grounds. Sacrifices of live goats, chickens, or cows are common offerings. Other ceremonies include tests of faith such as swimming or walking with the great beasts. Sacred crocodiles are ornamented with jewels in honor of their beloved god and receive elaborate, costly burials in which they are mummified using natron or salt and wrapped in strips of linen.

Sobek’s most popular festivals are as follows: 3rd month— The Day of Cutting Out of the Tongue of Sobek 8th month— The Division of the Black and Red





Lands; 10th month — Festivals for Sobek; 12th month — Birth of Sobek.

Clerics of Sobek always carry a small jar of Nile river mud, which they use to bless themselves by drawing a line down the center of their faces when they pray for spells.

**Vestments:** Priests wear green or brown toned robes over heavy leather armor or thick leather forearm bracers to protect them from bites. They wear long, ornamental necklaces strung with bright stones in varying patterns and clay tablets with sacred hieroglyphs. During ceremonies and rituals priests paint designs on their faces with Nile river mud and wear plumes or horns.

## Sobek's Path of the Devout

**Devout Classes:** Cleric, druid, hunter, inquisitor, paladin, ranger, and shaman.

**Devout Alignments:** LG, LN, NG, N

**Favored Weapons:** kukri

**Devout Oath:** Devotees vow to follow the same restrictions as the clergy. They must also submerge themselves in the waters of the Nile (or another sacred river) at least once per week.

**Devout Benefits:** Devotees can cast *endure elements* 3/day.

### Intermediate Avatar of Sobek

CR 30

XP 9,840,000

LN Medium outsider (avatar, earth, native, water)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +48

#### DEFENSE

**AC** 55, touch 30, flat-footed 43 (+6 armor, +8 deflection, +11 Dex, +1 dodge, +12 natural, +7 shield)

**hp** 960 (30d10+660)

**Fort** +39, **Ref** +28, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** acid, cold; **Resist** electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft., burrow 100 ft. (natural), burrow 50 ft. (worked), swim 100 ft.; earth glide

**Melee** +5 *brilliant energy ghost touch icy burst keen unholy kukri* +50/+45/+40/+35 (1d4+43 plus 1d6 cold/15-20 plus 1d10 cold) or +5 *vorpals scimitar* +48/+43/+38/+33 (1d6+43/15-20), +5 *bashing heavy fortification heavy wooden shield* +49/+44/+39 (1d8+30) or +5 *vorpals scimitar* +48/+43/+38/+33 (1d6+43/15-20), +5 *brilliant energy ghost touch icy burst keen unholy kukri* +48/+43/+38 (1d4+30 plus 1d6 cold/15-20 plus 1d10 cold)

**Ranged** acid dart +41 touch (15d6, once every 1d4-1 rounds) or icicle +41 touch (15d6, once every 1d4-1 rounds)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will — *animal shapes*, *awaken*, *bestial attribute* (DC 39), *calm animals* (DC 38), *cone of cold* (DC 42), *control water* (DC 43), *creature companion*, *dominate animal* (DC 40), *earthquake*, *elemental body IV* (earth and water), *elemental swarm* (earth and water), *fog cloud*, *horrid wilting* (DC 45), *hybrid form* (DC 45), *ice storm*, *imbue with spell ability* (DC 41), *magic stone* (DC 38), *obscuring mist*, *soften earth and stone*, *spike stones* (DC 41), *stone shape*,

*stoneskin* (DC 42), *summon otherworldly creature*, *wall of stone* (DC 43), *water breathing* (DC 40)

#### STATISTICS

**Str** 55, **Dex** 32, **Con** 54, **Int** 18, **Wis** 33, **Cha** 20

**Base Atk** +30; **CMB** +52; **CMD** 82

**Feats** Alertness, Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (kukri, scimitar), Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Mobility, Power Attack, Quick Draw, Shield Master, Shield Slam, Spring Attack, Two-Weapon Fighting, Weapon Focus (kukri, scimitar), Whirlwind Attack

**Skills** Acrobatics +44, Climb +55, Craft (alchemy) +37, Handle Animal +38, Heal +44, Intimidate +38, Knowledge (arcana, geography, nature, religion) +37, Perception +48, Sense Motive +48, Stealth +49, Survival +44, Swim +63; **Other Skills** Dexterity +29, Intelligence +22, Wisdom +29, Charisma +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (affinity, earth, water), sacred shape, wild empathy +35

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Rod of the Elements*, +5 *brilliant energy ghost touch icy burst keen unholy kukri*, +5 *vorpals scimitar*, +5 *bashing heavy fortification heavy wooden shield*, *boots of speed*, *bracers of armor* +6, *cloak of elvenkind*, *ring of spell turning*)

#### SPECIAL ABILITIES

**Acid Healing (Ex)** When an intermediate avatar of Sobek is subjected to a damage dealing acid effect, it is instead healed 1 point for every 3 points of damage the effect would normally deal.

**Cold Healing (Ex)** When an intermediate avatar of Sobek is subjected to a damage dealing cold effect, it is instead healed 1 point for every 3 points of damage the effect would normally deal.

## TEFNUT (INTERMEDIATE DEITY)

*Goddess of the moon, dry winds and moisture*

**Symbol:** Lioness

**Alignment:** Lawful Neutral

**Portfolio:** clouds, dew, humidity, mist, moisture, rain, spit.

**Domains:** Air, Balance, Law, Moon, Water

**True Form:** The clouds

**Perceived Form:** Tefnut is generally depicted as a woman with a lion's head wearing the solar disk and uraeus, linking her to the sun. She was often shown with crossed arms holding a scepter and the ankh.

**Avatar Form:** As perceived form or as a full lioness.

**Other Manifestations:** 40HD celestial lion.

**Allies:** Geb, Maat, Nut, Ra, Shu

**Foes:** Aberrations, Outsiders (Chaotic), Set

**Racial Preferences:** Any

**Sacred Items:** Ankh, dew

**Sacred Animals:** Baboons, lions

**Sacred Plants:** Dates, flax

**Sacred Minerals:** Agate, turquoise

**Divine Artifact:** *Cloak of the Dry Winds*





**Mythology:** Tefnut is the lunar goddess of moisture, humidity and water. She, along with her brother Shu, was the first deities created by Ra in the beginning. Because of this relationship, she is also considered to be a solar goddess and the mother of the twins Geb and Nut. Her name itself translates as 'She of Moisture'.

Legends speak of Tefnut and Ra having a parting of ways and how she fled into Nubia, taking all of the water and moisture with her. Egypt soon dried out and drought laid waste to the lands. Meanwhile, in Nubia, Tefnut had turned herself into a lioness and went on a killing spree in anger at her father. Ra, deciding that he wanted her to return, sent Thoth and Shu to Nubia to persuade Tefnut to return to Egypt. Thoth successfully negotiated with her and convinced her to return. Amidst a triumphant entry back into Egypt, complete with hosts of Nubian musicians, dancers and baboons, she went from city to city, bringing back moisture and water until her father restored her to her rightful position as the 'Eye of Ra', a title she shares with Sekhmet.

**Main Tenets of Faith:** Tefnut is the blood of Egypt, without her the lands would warp, wither and shrivel into dust and all Egypt would descend into chaos.

Her followers pray for her healing rains, dew, clouds and the moisture that brings catfish to the mudflats, transfers seeds into grain, and draws water to the parched lands beyond the sight of the Nile. She reveals hidden sources of water to her faithful. Her cool wet winds ease the sun's brutal heat. She is the fullness of the mortal body that must be forced out with natron upon the exit of the soul.

**Location of Faith:** Like Shu, Tefnut has no formal temples, but instead is worshipped at holy sites such as rock formations, oases, or places marked by stone pillars. At Iunet, a large district is named "The House of Tefnut" in her honor. She is also worshiped in connection with the Ennead at Iunu, and in her lion form at Leontopolis.

**Sects:** Some sects still worship Tefnut as a goddess of dryness and withering correlating with the time she left Egypt.

**Responsibilities of the Clergy:** Clergy responsibilities include calling the rains to parched fields, purifying drinking water, and divining the location of water in the inlands.

**Rights of the Clergy:** When traveling, clerics of Tefnut are always permitted to request water from locals.

**Restrictions of the Clergy:** Tefnut's clerics are not permitted to eat fish or beans. Furthermore, clergy members in good standing are required to attend monthly rain ceremonies at specific sites.

**Rituals:** Rituals to the goddess of moisture involve anointments with waters scented with flower petals. Sacrifices are made by spilling water on sacred shrines or fasting for one or two days. Other popular rituals involve pilgrimages to sacred sites or divining ceremonies where priests under her guidance search for new springs or wells.

Tefnut's most popular celebrations are held in the following months: 8th month— The Day of Satisfying the Hearts; 10th month— The Day of Going Forth; 11th month— The Ennead Feast.

Tefnut's clerics wet their faces before praying for spells.

**Vestments:** Clerics of Tefnut wear green and blue cotton tunics, bound at the waist with cotton cords. They wear ankhs and sometimes carry staffs. During services, they are clean-shaven and walk barefoot.

## Tefnut's Path of the Devout

**Devout Classes:** Druid, hunter, ranger, and summoner.

**Devout Alignments:** LG, LN, N, NG

**Favored Weapons:** longbow

**Devout Oath:** Every three years, the devotee must make a pilgrimage to a sacred site in Nubia, which takes at least 6 months.

**Devout Benefits:** Favored classes gain a +4 circumstance bonus to all Survival checks when in desert or arid conditions. They can also cast *create water* once per day as a free action (caster level 1st).

**Intermediate Avatar of Tefnut**

XP 9,840,000

LN Medium outsider (air, avatar, native, water)

CR 30



**Init** +26; **Senses** avatar senses, nightsight; **Perception** +55

**Aura** nightsight (1 mile)

#### DEFENSE

**AC** 60, touch 41, flat-footed 37 (+8 deflection, +22 Dex, +1 dodge, +12 natural, +7 shield)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +39, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic;

**Immune** cold, electricity; **Resist** acid 30, fire 30, sonic 30;

**SR** 41

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (perfect), swim 100 ft.

**Melee** +5 *aberration bane icy burst keen speed longsword* +49/+49/+44/+39/+34 (1d8+18 plus 1d6/17-20 plus 1d10 cold)

**Ranged** +5 *aberration bane distance shocking burst speed thundering composite longbow* +48/+48/+48/+43/+38/+33 (1d8+34 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic) or *icicle* +52 touch (15d6; once every 1d4-1 rounds) or *lightning arc* +52 touch (15d6; once every 1d4-1 rounds)

**Special Attacks** werepower (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *air walk*, *chain lightning* (DC 43), *circle of moonlight* (DC 42), *cone of cold* (DC 42), *confusion* (DC 41), *control water* (DC 43), *control winds* (DC 42), *curse of lycanthropy* (DC 44), *elemental body IV* (air and water), *elemental swarm* (air and water), *fog cloud*, *gaseous form*, *glitterdust* (DC 39), *horrid wilting* (DC 45), *ice storm*, *insanity* (DC 44), *lunar veil*, *obscuring mist*, *silence* (DC 39), *silverkiss*, *silverskin*, *water breathing* (DC 40), *whirlwind* (DC 45), *wind wall* (DC 40)

#### STATISTICS

**Str** 37, **Dex** 55, **Con** 32, **Int** 20, **Wis** 54, **Cha** 18

**Base Atk** +30; **CMB** +52; **CMD** 84

**Feats** Agile Maneuvers, Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Deadly Aim, Dodge, Far Shot, Improved Critical (longbow), Improved Initiative, Improved Precise Shot, Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Sickening Critical, Spring Attack, Weapon Focus (longbow), Whirlwind Attack

**Skills** Acrobatics +55, Climb +46, Fly +63, Handle Animal +37, Heal +55, Knowledge (arcana, geography, nature, planes, religion) +38, Perception +55, Sense Motive +55, Stealth +55, Survival +55, Swim +54; **Other Skills** Dexterity +40, Intelligence +23, Wisdom +40, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (air, moon, water)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Cloak of the Dry Winds*, +5 *aberration bane distance shocking burst thundering composite* [+13 Str] *longbow*, +5 *aberration bane icy burst keen speed longsword*, +5 *heavy fortification heavy wooden shield*, *belt of giant strength* +4, *boots of speed*, *cloak of displacement* [major], *efficient quiver*, *ring of freedom of*

*movement*, *ring of shielding* [as brooch])

#### SPECIAL ABILITIES

**Cold Healing (Ex)** When an intermediate avatar of Tefnut is subjected to a damage dealing cold effect, it is instead healed 1 point for every 3 points of damage the effect would normally deal.

**Electricity Healing (Ex)** When an intermediate avatar of Tefnut is subjected to a damage dealing electricity effect, it is instead healed 1 point for every 3 points of damage the effect would normally deal.

### THOTH (GREATER DEITY)

*The Reckoner of Times and of Seasons; Master of the Balance; The Lord of the Divine Body; Scribe of the Gods*

**Symbol:** Hourglass

**Alignment:** Neutral Good

**Portfolio:** Arbitrations, art, astrology, history, incantations, medicine, music, supreme (Hermopolis) rituals, tarot, time, wisdom, writing.

**Domains:** Balance, Knowledge, Magic, Moon, Time, Writing

**True Form:** Thoth has a human male body and the head of an ibis.

**Perceived Form:** As true form. He is almost always depicted carrying an ankh and wearing a crown consisting of a crescent moon topped by a moon disk. In some depictions he holds a scepter in the other hand, in others he is carrying a pen, and the scrolls upon which he records all things.

**Avatar Form:** As perceived form or as an anthropomorphic canine baboon.

**Other Manifestations:** Thoth may also appear as a normal ibis or baboon.

**Allies:** Horus, Isis, Osiris

**Foes:** Set

**Racial Preferences:** Any

**Sacred Items:** Pen, hourglass, tarot cards

**Sacred Animals:** Baboon, ibis

**Sacred Plants:** Blossoming lotus flowers, ished, papyrus, reeds

**Sacred Minerals:** Turquoise

**Divine Artifact:** *Golden Ankh of Everlasting Life*

**Mythology:** Thoth is the supreme ruler of the gods in the Hermopolite theology, the god of wisdom who is said to be self-created at the beginning of time, along with his consort Maat, goddess of justice and truth. In Heliopolite Theology, Thoth came from the waters of Nu simultaneously with Ra. He was not born to Ra as other gods and goddesses were. He serves as the voice of Ra and as he speaks the words of Ra, the sun god's wishes are fulfilled. Although Ra conceived of the world, Thoth actually spoke the words that created it. In this view, Thoth is the personification of divine speech.

Thoth has eight children, the most important being Amon, who is worshiped in Thebes as the Lord of the Universe. He serves as the messenger and arbiter of the gods as well as the vizier (chief advisor and minister) of Osiris. Thoth, like Khonsu, is a god of the moon but is also associated with magic, music, medicine, astronomy, geometry, surveying, drawing and writing. He invented hieroglyphs, which the Egyptians call medju-netjer, ("words of the gods") and he is the founder of all civic structures, including Egyptian religion and government.





Also, he is the measurer of the earth, the counter of the stars, and the keeper and recorder of all knowledge. It is believed that Thoth wrote the important religious artifact known as the Book of the Ani.

In the Osirian legends, Thoth protected Isis during her pregnancy and healed her son Horus when Set tore out his left eye. He gave Isis the words of the spells that would revive her dead husband and protect her son Horus. Thoth is also a god of the Underworld, where he serves as a clerk who records the judgments on the souls of the dead and allows them to enter the Underworld protected. He also weighs the hearts of the dead against the feather of Truth in the Hall of the Two Truths.

Thoth invented the magical and hermetic arts, and thus the Tarot deck, which is known as the "*Book of Thoth*". The *Book of Thoth* has two spells in it. If one reads the first spell aloud, he is able to understand and communicate with every beast and bird, and summon the fishes in the sea. If one reads the second spell, he can bring the dead to life.

Bards still tell the tale of Prince Setna, a pharaoh's son, who knew the *Book* was hidden in a royal tomb in the City of the Dead. With his brother Anhurerau, he broke into the tomb of Neferkaptah. When they found the burial chamber, they saw the mummy of Neferkaptah with his wife and young son. The wife spoke to them, and warned against taking the *Book of Thoth*. She said her husband had stolen the artifact from Thoth, and then read the spells. Thoth became angry and drowned her and her son in the Nile. Neferkaptah then killed himself in grief over their loss.

However, Setna ignored her and moved towards the tome. The mummy of Neferkaptah sat up and said, "Play me at four games of draughts. If you win, you can take the *Book*." Setna was terrified, but agreed. He played the first game, lost, and began to sink into the ground up to his ankles. When he lost the next game, he sunk up to his hips. As Setna lost the third game, he pleaded to his brother, "Run and fetch my magic amulets. Only they can save me!" He then sank into the ground up to his chin. Setna played the fourth game as slowly as he could, trying desperately not to lose, but the mummy could not be beaten. Just before he lost for the final time, Anhurerau returned with the scarab-shaped amulets, and put them on Setna's head. This broke the spell, and Setna was able to grab the *Book of Thoth* and flee the tomb.

As Setna began to read the *Book*, he saw a beautiful woman walking past. He fell in love with her instantly, and tried to persuade her to marry him. She demanded that he kill his existing wife and children. Completely besotted with her, he readily agreed. When he had done what she requested, she vanished before his eyes. He wept in horror at what he had done, but he soon discovered that it was all a dream. He realized the punishing warning came from stealing the *Book of Thoth*, and it might not be a dream after that. Setna returned the *Book* to the tomb of Neferkaptah and resealed the burial chamber. Since then, no one has seen the *Book of Thoth*.



**Main Tenets of Faith:** Thoth is the giver of knowledge, and his followers petition him for mental strength and clarity of vision, especially in the face of difficult decisions. Scribes and other writers pray to him for inspiration and better command of the art. Others pray to him to settle disputes. Finally he is given sacrifices to be kind when recording the events of one's life in the book of eternity and to petition on behalf of the faithful should their final judgment be in question.

**Location of Faith:** Thoth's principal centers of worship lie in the cities of Eshmunen and Hermopolis. Although in Hermopolis, he is primarily worshipped in the form of a baboon. He is also worshipped in this form at Abydos. He has several temples in the region surrounding Hermopolis as well including Bakh, Nekheb, Naukratis.

**Sects:** A powerful sect in the northlands links Thoth with Khnemu, Maat, Ptah, and with the Ogdoad, four pairs of obscure creation deities who represented the emergence of life forms on earth from the mud. These gods have the heads of frogs and snakes, and are named Heh, Amen, Kek, and Nau (Night, Secrecy, Obscurity, and Eternity). Thoth is considered to be their master and they believe that, as god of the moon,



he watches over the night sky while Ra travels through the underworld

**Responsibilities of the Clergy:** Thoth's clergy is responsible for the accurate documentation of ceremonies and events and measuring and recording the passage of time. They also control and protect the sacred libraries and are responsible for the architectural designs of tombs and other highly important structures.

**Rights of the Clergy:** Members of Thoth's clergy are permitted access to even the most forbidden works, libraries, and crypts for purposes of study.

**Restrictions of the Clergy:** The clergy itself owns many forbidden texts that they are unable to discuss outside of the ranks of the clergy and must defend at all cost.

**Rituals:** Thoth's cult is one of profound and intense ritual interjected into almost every aspect of their daily lives from dressing, to eating, to entering certain rooms. The most elaborate rituals involve major events such as birth, death, marriage and indoctrinations. Their initiation ritual requires years of intensive training to complete, following which the initiate is laid in a sarcophagus and pierced through the head with a spiraling beam of white-light that links to his will to Thoth and projects it into higher consciousness.

Equinoxes are Thoth's most holy days. Other important festivals are celebrated in the following months: 1st month— The Day of Coming; 4th month— The Day of the Counting; 5th month— The Appearance, The Feast of Thoth; 8th month— Chief Festival of Thoth, The Healing Of The Eye, Ceremony of Thoth, Day of Tehuti's the Oath; 12th month— The Celebration of Guidance.

In accordance to his role as a lunar god, Thoth's clerics pray for their spells at sunset

**Vestments:** Clerics of Thoth dress in gray robes threaded with hundreds of hieroglyphs bearing the story of the priest's life. Each robe is different, as the glyphs are specific to its owner. Robes are replaced yearly or following a major life event. Old robes are stored in the base of the priest's sarcophagus so he may present them to Thoth following his death. Priests also wear necklaces of Ibis feathers bound to a sacred ankh that hangs upon their chest.

## Thoth's Path of the Devout

**Devout Classes:** Bard, cleric, expert (artist), expert (scribe), loremaster, and wizard.

**Devout Alignments:** Any non-chaotic

**Favored Weapons:** quarterstaff

**Devout Oath:** Devotees are bound not speak to those with poor judgment and refuse to talk to any character with a Wisdom score of 10 or less.

**Devout Benefits:** Devout followers of Thoth gain a +1 circumstance bonus to Wisdom.

**Greater Avatar of Thoth**

**CR 40**

**XP 314,880,000**

NG Medium outsider (avatar, native)

**Init** +37; **Senses** avatar senses, nightsight; Perception +69

**Aura** balance the scales (1 mile), celerity (1 mile), guidance

(1 mile), nightsight (1 mile), protection (1 mile)

### DEFENSE

**AC** 81, touch 60, flat-footed 48 (+5 armor, +12 deflection, +32 Dex, +1 dodge, +5 luck, +16 natural)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +54, **Will** +38

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—;

**Immune** acid, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** +5 *staff of power* +52/+47/+42/+38 (1d6+14/19-20) or *rod of alertness* +73/+68/+63/+58 (1d6+10)

**Special Attacks** disjuncting touch (DC 72), hand of the master (10 weapons), werepower (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *antimagic field*, *antipathy* (DC 61), *banishment* (DC 59), *calm emotions* (DC 54), *circle of moonlight* (DC 57), *confusion* (DC 56), *copy magical text*, *copy mundane text*, *curse of lycanthropy* (DC 59), *discern age* (DC 53), *dismissal* (DC 57), *divine arbitration*, *equalization* (DC 60), *erase*, *explosive runes* (DC 55), *glimpse of the reaper* (DC 57), *glitterdust* (DC 54), *greater dispel magic*, *greatest glyph of warding* (DC 61), *identify*, *imbue with spell ability* (DC 56), *insanity* (DC 59), *lunar veil*, *mage's disjunction* (DC 61), *magic mouth* (DC 54), *past pain* (DC 55), *prayer*, *protection from spells* (DC 60), *reduce to words* (DC 59), *restore book*, *restore page*, *ripening* (DC 60), *shared fate* (DC 58), *silence* (DC 54), *silverkiss*, *silverskin*, *spell resistance* (DC 57), *spell turning*, *static fog*, *symbol of insanity* (DC 60), *temporal bolts*, *temporal displacement*, *temporal strike*, *wall of time*, *weighing the balance* (DC 53)

**Sorcerer Spells Known** (CL 40th; concentration +72)

9th (12/day) — *meteor swarm* (DC 61), *shapechange*, *wish* (DC 61)

8th (13/day) — *discern location*, *sunburst* (DC 60), *trap the soul* (DC 60)

7th (13/day) — *delayed blast fireball* (DC 59), *prismatic spray* (DC 59), *reverse gravity* (DC 59)

6th (13/day) — *chain lightning* (DC 58), *disintegrate* (DC 58), *globe of invulnerability*

5th (13/day) — *cloudkill* (DC 57), *cone of cold* (DC 57), *prying eyes*, *teleport* (DC 57)

4th (14/day) — *dimension door* (DC 56), *greater invisibility* (DC 56), *stoneskin* (DC 56), *wall of fire*

3rd (14/day) — *fireball* (DC 55), *haste* (DC 55), *nondetection* (DC 55), *slow* (DC 55)

2nd (14/day) — *darkness*, *fog cloud*, *locate object*, *protection from arrows* (DC 54), *web* (DC 54)

1st (14/day) — *burning hands* (DC 53), *charm person* (DC 53), *expeditious retreat*, *magic missile*, *shield*

0 (at will) — *bleed* (DC 52), *detect magic*, *disrupt undead*, *mage hand*, *mending* (DC 52), *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 52)

### STATISTICS

**Str** 23, **Dex** 74, **Con** 42, **Int** 75, **Wis** 43, **Cha** 25

**Base Atk** +40; **CMB** +72 (+76 disarm, trip); **CMD** 111 (113 vs. disarm; cannot be tripped)

**Feats** Agile Maneuvers, Alertness, Combat Expertise, Combat Reflexes, Craft Staff, Craft Wand, Craft Wondrous Item, Critical Focus, Dodge, Exhausting Critical, Forge Ring, Greater



Disarm, Greater Trip, Improved Critical (quarterstaff), Improved Disarm, Improved Initiative, Improved Trip, Magical Aptitude, Mobility, Power Attack, Quick Draw, Scribe Scroll, Self-Sufficient, Skill Focus (Perception), Spring Attack, Stand Still, Step Up, Tiring Critical, Weapon Finesse, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Heal +73, Perception +69, Sense Motive +63, Spellcraft +79, Survival +63, Use Magic Device +54; **Other Skills** Strength +49, Dexterity +75, Intelligence +75, Wisdom +59, Charisma +50

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (balance, magic, moon, time, writing), the gift of gab, linguistic ease

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Golden Ankh of Everlasting Life*, +5 staff of power, *white robe of the archmagi*, *ring of freedom of movement*, *rod of alertness*, *wand of chaos hammer* [CL 10th, 50 charges], *wand of fireball* [CL 10th, 50 charges], *wand of lightning bolt* [CL 10th, 50 charges])

## WEPWAWET (LESSER DEITY)

*God of War; The Jackal God; "Opener of the Ways"*

**Symbol:** The Mace of Narmer crossing the gates to eternity at Abydos

**Alignment:** Lawful Neutral

**Portfolio:** Honor, purging, valor, victory, war

**Domains:** Destruction, Law, Nobility, Strength, War

**True Form:** Wepwawet is a tall and muscular humanoid with the head of a jackal. His thick fur is grayish white and he is always heavily armed and armored. He bears the shedshed, a standard by which a pharaoh leads troops to victory during times of war and on which they ascend into the sky after death.

**Perceived Form:** Same as true form with occasional variances in fur color.

**Avatar Form:** For the most part, Wepwawet appears similar to his true form with occasional variances in fur color. He has also been known to appear with the head of a white hare.

**Other Manifestations:** Sometimes Wepwawet appears as a 40 HD jackal

**Allies:** Anubis, Horus, Osiris

**Foes:** Undead

**Racial Preferences:** Human, gnoll

**Sacred Items:** Funerary oils

**Sacred Animals:** Jackal, hare

**Sacred Plants:** Cedar

**Sacred Minerals:** Iron

**Divine Artifact:** *Narmer, the Mace of Wepwawet*

**Mythology:** Wepwawet has a dual role as a god of war and protector of the funerary cult. He "opens the way" both for the armies of the pharaoh and for the spirits of the dead. He conducts the souls of the dead to their judgment, and monitors the Scales of Truth to protect the dead from the second death in the Underworld. Wepwawet originated as a god of Upper Egypt, but his cult has spread throughout Egypt since

unification. He has been linked with both Horus and Osiris, and some claim he is only an aspect of either and not truly a god in his own right, even though the goddess Wadjet is attributed as his mother.

**Main Tenets of Faith:** As the champion of the gods Wepwawet is revered for his strength and determination. Worshippers pray for his protection as well as for his insight into combat techniques, strategy, and other martial affairs. He acts as a guide and leads deceased warriors and kings through the gates of eternity, protecting them from hungry demons until they reach the scales of judgment

**Location of Faith:** Wepwawet's largest following is at the city of Lycropolis. He is also the appointed guardian of the Gates to Eternity at Abydos. Smaller centers of worship appear in Quban, el-Hargasa, Memphis and Saisof.

**Sects:** Splinter sects alternately focus on Wepwawet's aspect as a funerary deity or as a god of war.

**Responsibilities of the Clergy:** Clergy are responsible for counsel concerning wars and diplomatic relations. They are also responsible for protecting the temples of various





funerary cults, specifically those of Osiris and Anubis.

**Rights of the Clergy:** Clergy members are permitted to bear both arms and armor in any section of the city and during funerary ceremonies.

**Restrictions of the Clergy:** The clergy is not permitted to have a direct relationship with the pharaoh, but instead must use liaisons from the clerics of Ra, Osiris, or Horus.

**Rituals:** Wepwawet's rituals involve meditation and burning of incense or sacred oils. They are often personal, or kept within a small circle of worshippers.

Wepwawet's popular festivals fall on during the following months: 3rd month— The Day of Standing Guard, The Day of Opening; 5th month— Wepwawet's Birthday; 6th month— The Feast of Wepwawet; 11th month— The Dawn of Tears, The Eve of Remorse.

Wepwawet's clerics pray for their spells at dawn.

**Vestments:** Wepwawet's clerics wear full ceremonial armor, usually banded mail lacquered in red, gold, and black, and trimmed with jackal fur. During ceremonies they often wear large masks shaped as a jackal's head and carry the shedshed standard.

## Wepwawet's Path of the Devout

**Devout Classes:** Brawler, cavalier, cleric, fighter, monk, paladin, warpriest, and warrior.

**Devout Alignments:** LG, LN, LE

**Favored Weapons:** heavy mace

**Devout Oath:** Devotees of Wepwawet cannot leave a corpse unburied and will protect it at all costs until a proper ceremony is performed.

**Devout Benefits:** Wepwawet's devout followers gain the ranger's favored enemy ability against undead.

**Lesser Avatar of Wepwawet**

**CR 25**

**XP 1,640,000**

LN Medium outsider (avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +29

**Aura** battle rage (1 mile), weapon master (1 mile)

### DEFENSE

**AC** 50, touch 21, flat-footed 43 (+12 armor, +4 deflection, +6 Dex, +1 dodge, +8 natural, +9 shield)

**hp** 440 (20d10+240)

**Fort** +24, **Ref** +18, **Will** +18

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic, 30/magic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** *Narmer* +63/+63/+58/+53/+48 (1d8+63 plus 1d6 fire plus 1 bleed/19-20 plus 1d10 fire) or +5 *ghost touch shocking burst thundering falchion* +62/+57/+52/+47 (2d4+76 plus 1d6 electricity/15-20 plus 1d10 electricity plus 1d8 sonic) or +5 *brilliant energy flaming burst ghost touch keen shortsword* +61/+56/+51/+46 (1d6+59 plus 1d6 fire/17-20 plus 1d10 fire)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *blade barrier* (DC 28), *bull's strength* (DC 24), *clenched fist*, *crushing hand*, *divine power*, *enlarge person*

(DC 23), *flame strike* (DC 27), *grasping hand*, *greater magic weapon* (DC 26), *magic vestment* (DC 25), *power word blind*, *power word kill*, *power word stun*, *righteous might*, *spell immunity* (DC 26), *spiritual weapon*, *stoneskin* (DC 27)

### STATISTICS

**Str** 55, **Dex** 23, **Con** 34, **Int** 13, **Wis** 22, **Cha** 15

**Base Atk** +20; **CMB** +42 (+46 sunder); **CMD** 63 (immune)

**Feats** Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Shield Focus, Greater Sunder, Greater Weapon Focus (heavy mace), Greater Weapon Specialization (heavy mace), Improved Critical (falchion, heavy mace), Improved Initiative, Improved Sunder, Mobility, Power Attack, Shield Focus, Spring Attack, Weapon Focus (falchion, heavy mace), Weapon Specialization (heavy mace), Whirlwind Attack

**Skills** Acrobatics +29, Climb +45, Handle Animal +25, Intimidate +25, Perception +29, Ride +29, Sense Motive +29, Stealth +29, Survival +29, Swim +45; **Other Skills** Dexterity +29, Intelligence +24, Wisdom +29, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (strength, war), might of the gods +20, strength surge (12, +6)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Narmer*, +5 *ghost touch shocking burst thundering falchion*, +5 *brilliant energy flaming burst ghost touch keen shortsword*, +5 *banded mail of luck*, +5 *heavy fortification heavy steel shield*, *belt of giant strength* +6, *boots of speed*, *helm of teleportation*, *ring of freedom of movement*)

### SPECIAL ABILITIES

**God of War (Ex)** As Wepwawet is a god of war, all his avatars have the powers of the War plus another domain.

## Lesser Known Deities

### HATHOR (LESSER DEITY)

*The Cow Goddess*

**Alignment:** Neutral

**Portfolio:** Children, cows, fertility, healing, home, sanctuary, sky

**Domain:** Affinity, Air, Dead, Healing, Protection

Hathor is an ancient goddess; reputedly she is the daughter of Nut and Ra. Some sects believe she is the mother of Horus, however most refer to her as his protectress. She was depicted either as a cow or in human form wearing a crown consisting of a sun disk held between the horns of a cow, and is symbolized by the papyrus reed, the snake, and the sistrum. Over the years she has been responsible for many roles within the pantheon, and as a result her portfolio is uncharacteristically diverse. Her primary sanctuary is at Dandarah, where she is worshipped as a goddess of fertility, of women, and of childbirth. In Thebes, she is regarded as a goddess of the dead under the title of the "Lady of the West", associated with the sun god Ra on his descent below the western horizon. In Heliopolis,





her dominant association remains with Horus and she is regarded as a goddess of protection and the sky.

## SEKHMET (LESSER DEITY)

*The Mighty One*

**Alignment:** Lawful Neutral

**Portfolio:** divine retribution, conquest, physicians, medicine, righteousness, surgery, vengeance, war

**Domain:** Destruction, Healing, Knowledge, Law, War

Sekhmet is daughter of the sun-god Ra, twin sister of Bast, and the consort of Ptah. She is usually portrayed as a physically agile woman with the head of a lioness. She wears a linen dress with a rosetta pattern over each nipple, an ancient leonine motif that can be traced to observation of the shoulder-knot hairs on lions.

In her most destructive manifestation she acted as Eye of Ra and was sent forth to punish humanity for its mockery of her Father. She meted out divine punishment to the enemies of the gods and of the pharaoh, launching fiery arrows into battle. She is also known for unleashing plagues and disease upon her enemies, but was sometimes invoked to avoid plague and cure disease. Conversely, she is also the oldest known form of the Netjer and gave mankind the arts of healing and surgery. She is worshiped throughout Egypt, particularly along the desert edges where lions are most common. Still, her main cultural centers are at Memphis, the city over which her consort Ptah is patron. During festivals, her devotees are known to drink concoctions of beer and pomegranate juice, spilling large quantities of it into the street.

## MIN (DEMIGOD)

*The White Bull*

**Alignment:** Chaotic Good



**Portfolio:** libido, male sexuality, journeys, travel, virility

**Domain:** Chaos, Good, Luck, Strength, Travel

Min is the Egyptian god of libido and male sexuality. He is honored during the coronation rites of the pharaohs to ensure their sexual vigor and the production of a male heir. Min is depicted in one of two forms. Most commonly, he appears as a well-endowed naked human male holding a flail in his raised right hand and wearing a crown surmounted by two tall plumes. In this form he is said to be the consort of Isis or Qetesh. The second form he takes is that of the "White Bull", an animal also sacred to him. Both forms symbolize male fertility. Min's principal sanctuaries are at Koptos and Akhmim. Min is also worshipped as a god of desert roads and of travelers and as such he is honored at harvest festivals with offerings of lettuce and sheaves of wheat.

## MUT (LESSER DEITY)

*Queen of Thebes*

**Alignment:** Lawful Neutral

**Portfolio:** motherhood

**Domain:** Community, Healing, Knowledge, Law, Protection  
Mut is a vulture-headed goddess of Thebes, the consort of Amon, and the mother of Khonsu. She is the goddess of motherhood and children usurping these duties from the intermediate gods of other regions.

## QETESH (DEMIGOD)

*The Beauteous One*

**Alignment:** Chaotic Good

**Portfolio:** Animals, beauty, female sexuality, love, nature.

**Domain:** Animal, Chaos, Charm, Good, Magic

Qetesh is the goddess of love and beauty and the consort of Min. She is depicted as a beautiful nude woman, standing or riding upon a lion, holding flowers, a mirror, or serpents. She is also the goddess of nature and keeps rapport with all of its creatures. Some sects consider her to be one of the forms of Hathor.

## TAWERET (DEMIGOD)

*The Great One*

**Alignment:** Lawful Good

**Portfolio:** Childbirth, hippopotamus, pregnancy

**Domain:** Affinity, Good, Law, Protection, Vigilance

Taweret is the goddess of hippopotami and protective deity of childbirth. She is depicted with the head of a hippopotamus, the legs and arms of a lion, the tail of a crocodile, human breasts, and a swollen belly. She was often depicted holding the Sa amulet symbolizing protection. In this form, her appearance is said to frighten off spirits that might be harmful to the child. She is often found in the company of Bes, the dwarf god. Taweret was most popular among commoners and pregnant women who typically wear amulets bearing her image.





## Chapter Three: Greek Mythology

The mere mention of Greek mythology immediately conjures images of Zeus hurling thunderbolts, Hermes speeding through the lands on winged boots, Aphrodite entrancing men with her beauty, and even Hades ruling the souls in the Underworld. They are the essence of immortality. The conquests, epic struggles, loves, losses, and lore that surround them fill volume after volume of tome and are passed down among each generation of the mortal races that worship the gods. Greek mythology is rich in history and tales of gods, heroes, women, and monsters. Sages have recorded their exploits while bards have sung of their deeds and tragedies, the two greatest being Homer and Hesiod. These tales have captured audiences for ages.

The gods of the Greeks have a long and elaborate lineage consisting of several generations of immortal beings. These can be divided into six general groups:

The first group consists of the Primordials, ancient elemental gods that are the embodiment of earth and the fabric of universe. In addition to being outsiders, each of the Primordials has an elemental subtype. With the exception of Nyx, who has a small clergy, Primordials are largely worshipped by druids.

The second group is the Titans, the offspring of the Primordials who established divine law and ruled the world before the coming of the Olympians and mankind. With the exception of those Titans that sided with Zeus and the Olympians during their revolt, they have few if any mortal followers. Titans include Chronos, Rhea, Prometheus, Epimetheus, Oceanos, Atlas, Metis, Dione, Thea, Phoebe, Coeus, Crius, Mnemosyne, and Hyperion.

The third group is the Agrios or nature spirits. This group also includes nymphs and saytroi. Pan is the most powerful and prominent of these creatures. Instead of being an Outsider, Agrios are created from the Fey creature type and given the extraplanar subtype. Agrios are generally worshipped by druids or fey creatures, with the primary focus concerning the protection and betterment of the natural world.



The fourth group of immortals is the Synaisthima, human affecting spirits that are tied to human psychological and physiological composition of mortals. Synaisthima include Dionysus (Drunkenness), Hypnos (Sleep), Elpis (Hope), Ploutos (Wealth), Eros (Love), Peitho (Persuasion), and Tykhe (Luck). They are extremely chaotic, each threatening the success or downfall of an individual based on whim. For this reason their clergies and oracles are often attended by those seeking to appease or suppress a Synaisthima, rather than by those who would come to worship them. All Synaisthima cast spells from the enchantment school as a spellcaster two levels greater than their own.

The fifth group is made up of those deities devoted to realms of darkness, shadow, and the underworld. They are known as the Chthonics. Though these immortals portray the grim aspects of divinity, they fulfill the fundamental needs of existence concerning death, magic, and mysteries. The Chthonic deities include Hades (Underworld), Persephone (Seasons), Hecate (Sorcery), Eris (Strife), Keres (Violent Death), Nemesis (Vengeance), and Thanatos (Death). Chthonic deities gain the following spell-like abilities 3/day as a 16th level spell caster: *cause fear*, *darkness*, and *slay living*.

The sixth group of immortals is the Olympians, the twelve children of Chronos who rebelled against the Titans and rule Mount Olympus. Under the supreme rule of Zeus they include Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Hephaestus, Hera, Hermes, Hestia, and Poseidon. The Olympians represent the aspects of humanity and experiences and values important to mortal life and are the most common and widely worshipped deities.

## COSMOLOGY

The Ancient Greeks based their cosmology around Mount Olympus, a magnificent precipice on top of which the gods dwelt and beneath its roots rested the gray dismal realms of the underworld. The bulk of Mount Olympus represents the world of mortals, the Prime Material Plane, but it also transgresses many distinct realms of existence, including Olympus, Elysium, Hades, and Tartarus. Surrounding Mount Olympus are the swirling waters of Oceanus, the essence of the defeated titan that manifests as a nine-ringed river with many branches that connect to various locations in the cosmos.

### Olympus (The Realm of the Gods)

Olympus is the realm of the gods, a series of layered demiplanes each representing and dominated by a single god. Where all of them meet is a great hall where they hold counsel to discuss personal issues and the fates of mortals. Individual demiplanes strongly reflect the aesthetics of their masters, for example Artemis' demiplane is a great forest while Poseidon's is a great sea coexistent with the elemental plane of water. All of Olympus is coterminous with the Prime Material Plane and the gods are infamous for traveling there and meddling in the affairs of mortals. Each demiplane

is mildly aligned to its ruler.

Mount Olympus has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite

**Shape:** A large mountain

**Morphic Traits:** Divinely Morphic

**Alignment Traits:** Mildly-Neutral Aligned

**Magic Traits:** Normal Magic

**Separate:** Elysium, Tartarus

**Coterminous:** Hades, the Prime Material Plane, the Elemental Planes

**Coexistent:** the Ethereal Plane

### Hades (The Underworld)

Hades is a dark and gloomy realm beneath the earth. It is the domain of the god Hades, whose job is to judge the souls of the departed. Those coming to Hades travel along a road that leads to the Plain of Judgment. Those whose minds wander during the journey become lost, drifting into the dullness and misery of the realm. Those whose minds are strong can follow the road until it forks into two paths. Here they receive judgment. Those found to be good and worthy may walk the right path that leads to Elysium. Those deemed evil and deserving of punishment must walk the left road to Tartarus. Those who deserve neither fate remain in Hades. Hades is connected to Oceanus by the river Styx, a tributary that runs the breadth of the realm. Demonic ferrymen travel the river providing rides to specific destinations for those that can pay them. Greeks often bury valuables with their dead to help them pay for these rides. Hades has the following planar traits:

**Gravity:** Normal

**Time:** Timeless, Layered

**Size:** Finite

**Morphic Traits:** Divinely Morphic

**Elemental/Energy Traits:** Mildly Earth-Dominant, Mildly Negative-Dominant.

**Alignment Traits:** Mildly Evil Aligned

**Magic Traits:** Wild Magic

**Coterminous:** Olympus, Elysium, Tartarus, the Prime Material Plane, the Plane of Shadow

**Coexistent:** The Ethereal Plane, the Elemental Plane of Earth

### Elysium (The Realm of Immortals)

The right road of Hades leads to Elysium, a peaceful, perfect, and timeless realm of its own entity. Elysium is not a single realm, but instead is comprised of dozens of demiplanes. Souls that reach Elysium become immortal and are given a choice of which demiplane they wish to reside in. Some are vast seas, others are thick woods or long golden beaches. The most favored of these demiplanes are the Islands of the Blest and the White Isle, though these are specifically reserved for the greatest of heroes. Elysium has the following planar traits:





**Gravity:** Normal Gravity, Heavy Gravity, No Gravity  
**Time:** Timeless  
**Size:** Finite, Layered  
**Morphic Traits:** Magically Morphic  
**Elemental/Energy Traits:** Mildly Positive-Dominant.  
**Alignment Traits:** Strongly Good Aligned  
**Magic Traits:** Enhanced Magic (Spells with the Transmutation descriptor are Maximized and Enlarged)  
**Separate:** Olympus, Tartarus, the Prime Material Plane  
**Coterminous:** Hades  
**Coexistent:** The Astral, the Ethereal Plane

### Tartarus (The Plane of Punishment)

The left road of Hades leads to Tartarus, the lowest pit of the cosmos. Tartarus is a harsh realm of both an imprisonment and punishment. It is the mystical source of all elements. It is filled with great churning pits of flame and crashing shards rock, and the torrid waters of Oceanus spring from its bowels. Tartarus is surrounded by bronze fences and swirling clouds of shadow and negative energy. The road from Hades leads to a single gate of solid adamantite that is watched over by the erynies. Tartarus has the following planar traits:

**Gravity:** Heavy Gravity  
**Time:** Timeless  
**Size:** Infinite  
**Morphic Traits:** Alterable Morphic,  
**Elemental/Energy Traits:** Mildly Negative-Dominant.  
**Alignment Traits:** Strongly Evil Aligned  
**Magic Traits:** Wild Magic, Impeded magic, Enhanced Magic  
**Separate:** Olympus, Elysium, The Prime Material Plane  
**Coterminous:** Hades, The Elemental Planes  
**Coexistent:** The Ethereal Plane, The Plane of Shadow

### Other Planes of Existence:

*Astral Plane:* The Astral Plane is coterminous with Elysium and connects it to its various demiplanes such as the Islands of the Blest and the White Isle. It doesn't exist anywhere else.

*Ethereal Plane:* The ethereal plane is best portrayed as a realm of ghosts and figments, a transitive state between the world of mortals and other realms. It is coexistent with most of Olympus and can be used to travel to anywhere except Hades and Tartarus. It is also coterminous with the Plane of Shadow.

*Plane of Shadow:* The Plane of Shadow is best portrayed as the all-encompassing gloom that leaks from the underworld. It should be coterminous with all realms and be used as the predominant passage between Hades and the mortal realms. It is coexistent with Hades.

*Elemental Planes:* The best representation for the Elemental Planes within the structure of ancient Greek cosmology is to merge their properties with the realms of specific deities. The Elemental Plane of Earth is coexistent with Hades, the Elemental Plane of Fire is coexistent with the realm of Hephaestus, The Elemental Plane of Water is coexistent with the realm of Poseidon,

and The Elemental Plane of Air is coexistent with Olympus and Zeus. All these realms are coterminous with Mount Olympus.

## LIFE IN ANCIENT GREECE

The kingdoms of ancient Greece were initially founded by various tribes under the rule of a tribal leader. As time passed, individual tribes developed large settlements that, in turn, became a powerful city-state or polis. The tribes shared a common ancestry as well as a common faith, however tribal customs varied from region to region and the city-states often found themselves in conflict with each other. Greek gods well reflected similar values and their myths are fraught with subtle internal squabbles and petty arguments. It is no wonder that different cities often sought the patronage of different deities within the pantheon. Still, polytheism remained dominant and the shrines, statues, oracles and temples of different gods remained prevalent in all cities, and it was common to find the temple of the patron deity of an enemy city-state in one's own city. The tip of the Greek peninsula was the most populated region and several city-states fought for its control, most notably Athens, Sparta, Olympia, Argos, and Corinth. Isolated island city-states such as Rhodes, Samos, and Delos remained less involved in the struggles of the mainland tribes.

Greek architecture was also consistent between city-states, largely dominated by massive marble structures supported by their stylistically renowned, fluted columns. Religious structures ranged from large temples that hosted several patrons to smaller churches dedicated to a single or pair of deities. They also made great use of catacombs and other stunning natural locations, most of which served as shrines or oracles.

The deities held an omnipresent role in Greek life. They were incorporated into every aspect of daily living, including work, agriculture, war, art, and politics. The Greeks believed that the gods played an intricate role in the lives of mortals and endowed them with all sorts of human emotional qualities. They held that the gods desired large amounts of praise and sacrifice to remain pleased, and were careful not to slight one deity over the expense of another. Priests were excluded from such beliefs. Priests dedicated to a specific patron were considered safe from the wraith of other gods, provided they remained faithful and devout. Temple services were offered daily and most homes made frequent offerings and sacrifices. Burnt offerings were the most common, but sacrifices of milk, honey, fruits, and livestock were also common. Large festivals and holidays were held monthly and each month had its own a patron deity. The Greeks had firm belief in an afterlife that was different from the mortal realm, and that the soul had different incarnations in different realms. Bodies were embalmed to preserve them for the next world and graves were often filled with items of personal value and wealth. The unification of the tribe was also extremely important; therefore, religious services also served as social gatherings to help bring



the community together.

The societal role of the priest was one of counselor and consultant. Priests sought to help keep the gods happy and bring good fortune, while oracles were consulted to help people make wise decisions. The priesthood had no formal hierarchy and few strict doctrines. Most clergies allowed their worshippers great liberty with personal freedoms, especially those that concerned ethics. The strictest rules were generally applied to ward off misfortune rather than to punish or condemn; extracting such harshness was reserved as a right of the gods or the aggrieved. They believed wrongdoers would inevitably be punished out of vengeance or by their judgment in Hades.

## The Gods of the Greeks

### APHRODITE (INTERMEDIATE DEITY)

**Olympian**

**Goddess of Love, Desire and Beauty; Goddess of Fertility**

**Symbol:** Dove carrying a rose

**Alignment:** Chaotic Good

**Portfolio:** Beauty, desire, fertility, love

**Domains:** Chaos, Charm, Community, Good, Luck

**True Form:** In her true form, Aphrodite is huge and stunningly beautiful, a pale skinned pure maiden. Gold is spun throughout her tresses and she wears a golden crown, dangling necklaces, twisted brooches and shining earrings in the form of blooming crocus and hyacinth flowers. She radiates with the brightest light that out-shines the brightness of fire and wears splendid golden garments, stitched with intricate needlework, that shimmer like the moon and stars. In her true form, mortals are unable to look at her. She is surrounded by the gentle scent of cinnamon and balsam.

**Perceived Form:** Same as true form

**Avatar Form:** Aphrodite's avatar is similar to her true form, except she appears of mortal size and is bearable to behold. Her avatar's appearance may vary slightly in hair, skin, and eye color and her garments are often woven of fresh flowers, narcissus, and lilies.

**Other Manifestations:** Dove, swan

**Allies:** Ares (lover), Adonis (lover), Eros (son), Heracles (half-brother), and Hephaestus (husband)

**Foes:** Monstrous humanoids and undead monsters that seek to corrupt or destroy any natural beauty.

**Racial Preferences:** Any

**Sacred Items:** Cinnamon, frankincense, ivory

**Sacred Animals:** Dove, swan

**Sacred Plants:** Myrtle tree, rose

**Sacred Minerals:** Gold

**Divine Artifacts:** Girdle of Rapture, Staff of Magnificence

**Mythology:** The events of Aphrodite's birth have been shrouded in mystery. The bard Homer claims she is the daughter of Zeus and the oceanid Dione. A different bard, Hesiod, tell a much different tale. According to him, the titan Cronus severed his father

Ouranos' genitals and flung them into the sea. From the blood and foam, Aphrodite arose a fully-grown woman and floated to the shore on a giant seashell. This would make her one of the ancient elemental gods rather than an Olympian god as told by Homer.

Aphrodite is married to Hephaestus, and is known for having numerous affairs with gods and mortals. Among those are Ares and the mortal Adonis, who was killed by Ares. She is widely known for using her wiles to gain the upper hand in the political arena of the gods. Only Artemis, Athena and Hestia are immune to Aphrodite's charms.

**Main Tenets of Faith:** Aphrodite graces all with her beauty, it is unfathomable and beyond mortal conception. She stirs the passions both gods and mortals. All creatures before her become docile and harmonious. By her presence, anger and bestiality are subdued. Her blessing grants victory in any contest. She is the ever-laughing, mirth and pleasure of the universe, she is the sensuality of flesh, the seed of procreation, the life from which all things spring forth. She is the harmony that stills the barbarous hordes, the command that stills the storm, the queen of the Fates,





which answer to her decrees. Her gifts are love and peace and her matrimonial blessings bind the foulest of aberrations with serenity.

**Location of Faith:** Aphrodite has temples in every major city including Athens, Sparta, and Thebes. Her sanctuaries are typically large enclosures serviced by female priestesses. They are lavishly decorated with gold and ivory thrones, marble statues, and great pools. In many locations, statuettes of other lesser deities are also present.

**Sects:** Aphrodite's cult at Korinthos practices divine prostitution and its temple houses over a thousand slave-courtesans of both sexes. The attraction is hugely popular, drawing hundreds of patrons from the surrounding lands, and has made the city crowded and the cult extremely wealthy. Such is its popularity that it has spawned a proverb among sailors which holds true - Not for every man is the voyage to Korinthos.

**Responsibilities of the Clergy:** Hold services, grant forgiveness blessings for adulterers, boil wheat grains and imbue them with holy magic to create aphrodisiacs

**Rights of the Clergy:** The temple of Aphrodite is granted full privacy from all affairs and governments. None can enter without express permission and accompaniment by a temple priestess

**Restrictions of the Clergy:** Aphrodite's formal clergies are matriarchal and almost exclusively female. Priestesses often take yearlong vows of chastity during which time they are considered virginal.

**Rituals:** Aphrodite is appropriately worshipped with offerings and self-composed odes to her beauty and compassion. Aside from her clergy and the temple servants, most worshippers do not even enter her temples, but instead pray, sing, and present offerings at the temple entrance. Favored offerings include frankincense or sheep and cows. Aphrodite prefers her offerings burnt on beds of juniper leaves, in ceremonies performed by her clergy in the center of the temple.

Adonia is a popular festival of female worshippers. It celebrates the tragedy of Aphrodite and Adonis. During the ceremony, little images of the god are laid out for burial throughout the city. Funeral rites are spoken and women wail openly for hours.

Clerics of Aphrodite pray for their spells at dawn.

**Vestments:** Long white robes or gowns with elaborate stitching.

## Aphrodite's Path of the Devout

**Devout Classes:** Bard and skald.

**Devout Alignments:** CG, CN, N, NG

**Favored Weapons:** light mace

**Devout Oath:** The devout of Aphrodite cannot marry.

They must also compose at least one new hymn for her per week. This requires at least 2 hours of time and a successful Craft (writing or music) check DC 20. If the devout fails, she must continue work on the hymn until it is perfect by repeating the entire creation process until she succeeds her Craft check.

**Devout Benefits:** Devout followers of Aphrodite gain a +2 sacred bonus to all Charisma-based checks.

## Intermediate Avatar of Aphrodite

CR 30

XP 9,840,000

CG Medium outsider (avatar, chaotic, good, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +48

### DEFENSE

**AC** 64, touch 41, flat-footed 41 (+11 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 420 (30d10+120)

**Fort** +21, **Ref** +39, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** evil, law; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 50 ft.

**Melee** *Staff of Magnificence* +41/+36/+31/+26 (1d6+12/19-20) or +5 *monstrous humanoid bane disruption holy light mace* +58/+53/+48/+43 (1d6+10/19-20)

**Special Attacks** anarchic strike, chaos effect (DC 72), dazing touch, holy strike, purify the soul (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (chaos or good, DC 39), *animate objects*, *blade barrier* (DC 43), *calm emotions* (DC 39), *chaos hammer* (DC 41), *charm monster* (DC 41), *charm person* (DC 38), *cloak of chaos* (DC 45), *demand* (DC 45), *dispel evil/law* (DC 42), *dominate monster* (DC 46), *geas/quest*, *heroism* (DC 40), *holy aura* (DC 45), *holy smite* (DC 41), *holy word* (DC 44), *insanity* (DC 44), *magic circle against evil/law* (DC 40), *protection from evil/law* (DC 38), *suggestion* (DC 40), *summon monster IX* (chaos or good), *word of chaos* (DC 44)

### STATISTICS

**Str** 20, **Dex** 54, **Con** 18, **Int** 32, **Wis** 33, **Cha** 66

**Base Atk** +30; **CMB** +52; **CMD** 82

**Feats** Agile Maneuvers, Alertness, Brew Potion, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Dodge, Improved Critical (light mace, quarterstaff), Improved Initiative, Mobility, Persuasive, Power Attack, Spring Attack, Staggering Critical, Stunning Critical, Weapon Finesse, Weapon Focus (light mace, quarterstaff), Whirlwind Attack

**Skills** Acrobatics +55, Appraise +44, Bluff +85, Diplomacy +85, Disguise +85, Intimidate +85, Knowledge (arcana, nature, planes, religion) +44, Linguistics +44, Perception +48, Sense Motive +48, Spellcraft +44, Stealth +55; **Other Skills** Strength +23, Dexterity +40, Intelligence +29, Wisdom +29, Charisma +66

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (chaos, charm, good), fast friends

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Girdle of Rapture*, *Staff of Magnificence*, +5 *monstrous humanoid bane disruption holy light mace*, +5 *glamered heavy fortification breastplate*, *boots of speed*, *harp of charming*, *tiara of alluring charisma* +6 [as headband], *wand of cure critical wounds* [CL 10th, 50 charges], *wand of magic missile* [CL 10th, 50 charges], *wand of silence* [CL 10th, 50 charges])





## APOLLO (GREATER DEITY)

**Olympian**

**God of Light; God of Prophecy; God of Music; God of Healing; God of Truth; Protector of Flocks and Cattle; Patron of Shepherds; God of Town and Communities; God of the Sun; God of Archery**

**Symbol:** Silver Bow

**Alignment:** Lawful Good

**Portfolio:** archery, community, shepherds, healing, truth, music, sun

**Domain:** Good, Healing, Law, Music, Sun

**True Form:** The radiant light of the sun

**Perceived Form:** Apollo is a well-formed naked man, he wears sandals and binds his hair with a seer's fillet

**Avatar Form:** Same as perceived form

**Other Manifestations:** Apollo is known for possessing the statues in his shrines and temporarily imbuing them with magical abilities such as curative properties or those that ward off plagues, famine, or locusts.

**Allies:** Artemis (twin sister), Poseidon

**Foes:** Cyclops

**Racial Preferences:** Any

**Sacred Items:** Boar tusks, lute, lyre, flute

**Sacred Animals:** Crow, dolphin, oxen

**Sacred Plants:** Laurel tree, ebony

**Sacred Minerals:** Bronze

**Divine Artifact:** Apollo's Silver Bow

**Mythology:** Apollo is a son of Zeus and Leto and a twin brother to Artemis. He is worshipped for many different qualities and capacities and is considered to be the most influential god of all of the Olympians. He represents order, harmony and civilization in a way that no other Olympian can match; yet he is also considered to be a very severe god capable of sudden violence with his magical bow and arrows. He has the power of Prophecy and can transfer that power to others at will. He is also considered the god of music and credited with the invention of the flute and the lyre, although some bards claim Hermes as the inventor of the lyre. Apollo is also known to be a protector of flocks and cattle and often will have romantic encounters with shepherdesses and lovely nymphs. Because he is considered to be the god of towns and communities, no new settlements may be founded without consulting with his Oracle first. Each day, Apollo must harness his chariot with four horses and drive the sun across the sky.

One of his most famous children, Asclepius, became the greatest physician of all time with the ability to restore life. Some called him the god of healing, though his gift to restore life proved to be his undoing and Zeus slew him with a thunderbolt. Angry that his father had killed his own favorite son, Apollo took vengeance against a cyclops, maker of the thunderbolts. Zeus, in a fit of rage, would have thrown his own son to Tartarus had Leto not pleaded for their son's life.

**Main Tenets of Faith:** Apollo is an illustrious power, revered by all. He has slain gods and ended plagues. His blessings shower wealth upon kings, and blossom

fruits from the fields. He is the blinding light that brings clarity and warmth to the world. He is the protector and staunch defender of the faithful, his arrows able to strike low evils lurking at the far corners of the earth. He purges us of venomous creatures and of pestilence; he rids us of our sufferings and our sickness. He is the seer of all truth, the revelation of wisdoms. He reaches beyond the world and stars and all he touches he makes flourish. His music is the sweetest sound, immortal and divine, it is ceaseless and all that hear it are bound to harmony; spring and autumn dance to its accord, it calls the winds, it raptures the soul.

**Location of Faith:** Worship of Apollo is widespread and he may have several different temples located in each city. Each temple is dedicated to one of his aspects. Those that worship him as a sun god have no roofs. Odeons are erected in to honor and celebrate his gift of music. Apollo's oracular shrines are his most famous, the foremost being the great Oracle of Delphi. Others are scattered throughout Greece as small, secluded shrines in natural locations such as caves or riverbanks, or as humble stone formations along roadsides. Oracles sometimes set up booths in the market places of larger





cities like Athens and Thebes. He also has sacred groves and natural springs, dedicated sanctuaries for the protection of any who enter.

**Sects:** Aside from the wide variety of sects that worship his various aspects, Apollo is often worshiped in conjunction with his twin sister Artemis.

**Responsibilities of the Clergy:** Though the focus of each of Apollo's temples varies, the clergy duties are remarkably similar. They are responsible for preparing rituals and offerings in order to appease the god and therefore earn his blessings and bestow them on the faithful.

Examples of specific responsibilities include the following: As a god of truth or protection: The clergy must make an annual sacrifice of a criminal, who represents all evil that may befall the town. He is taken to a cliff face above the ocean, tied with cords and feathers, flung in the water, and thereby cleansed of the evil. The priests then drag him out safely and escort him into exile beyond their borders.

As a god of omens: The priest must scatter burnt calves' flesh among the rocky shoals. If the sea-perch swim up to gorge themselves, the town receives a good omen. If they refuse the food it signifies ill luck. However, it falls upon the priest to command the summoned fish, therefore he is burdened with the fault of Apollo's response.

As a god of shepherds: Priests might be responsible for driving away wolves and other predators.

As a god of music: Priests are often responsible for the sponsoring of bardic colleges and organization of musical performances.

**Rights of the Clergy:** Like most of the other Greek congregations, the clergy of Apollo are permitted to restrict those who enter their temples. Local variances permit them different rights such as being presented with free meats or first fruit, or providing exclusive oracle to the local government or ruler.

**Restrictions of the Clergy:** Most of Apollo's sects discourage self-serving acts and therefore are not permitted to be greedy, lascivious, or gluttonous. They maintain generally modest lives and are expected work towards the good of the community. While they may give oracle to political figures, clergy are expected to remain somewhat neutral with regard to political affairs (as Apollo's concerns must come before those of the people) and therefore cannot hold political office.

**Rituals:** As his cults are varied, so are Apollo's festivals, and again each one titled after a single title in his portfolio. Like many of the Greek gods, Apollo is hailed with song. He is appeased equally with works that praise him as well as virtuoso performances. More commonplace rituals include initiation rites such as the eating of ceremonial flattened seedcakes, imbued with mystic properties or the leap of honor where by initiates dive from cliffs symbolically freeing themselves from love and sin. Apollo adores contests, therefore weeklong celebrations in his honor are quite common, especially those that feature music as well as gymnastics.

**Vestments:** Most clerics wear the fashions of their

own cities however they bind their hair with fillets stitched with mystic symbols that indicate their faith.

## APOLLO'S PATH OF THE DEVOUT

**Devout Classes:** Bard, cavalier, cleric, commoner (shepherd), inquisitor, paladin, ranger (archery combat-style), and warpriest.

**Devout Alignments:** LG, LN, NG

**Favored Weapons:** longbow

**Devout Oath:** Devout followers

**Devout Benefits:** Devout followers of Apollo gain Perform as a class skill and proficiency in any single type of bow (if not already class-related proficient). They also gain a +2 sacred bonus against Cyclops as if they had the ranger favored enemy class ability.

### Greater Avatar of Apollo

CR 40

XP 314,880,000

LG Medium outsider (avatar, good, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +59

**Aura** hallelujah (1 mile, fast healing 8, immune fear), nimbus of light (1 mile), ordered presence (1 mile)

#### DEFENSE

**AC** 69, touch 39, flat-footed 52 (+14 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural)

**hp** 680 (40d10+280)

**Fort** +29, **Ref** +38, **Will** +38

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, evil, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *disruption holy adamantite light mace* +70/+65/+60/+55 (1d6+62/19-20) or +5 *brilliant energy dancing mithral greatsword* +70/+65/+60/+55 (2d6+90/17-20) or +5 *holy vorpal greatsword* +70/+65/+60/+55 (2d6+90/17-20)

**Ranged** *Apollo's Silver Bow* +49/+49/+44/+39/+34 (1d8+62 plus 1d6 fire/19-20/x3 plus 2d10 fire) or +5 *distance giant bane shocking burst thundering composite longbow* +49/+49/+44/+39/+34 (1d8+62 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic)

**Special Attacks** axiomatic strike, healer's blessing, holy strike, praise (DC 72), purify the soul (DC 72), rebuke death, sun's blessing (DC 72, 120d6)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *align weapon* (good or law, DC 54), *blade barrier* (DC 58), *breath of life* (DC 57), *campfire lullaby* (DC 57), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *dictum* (DC 59), *dispel chaos/evil* (DC 57), *drinking song* (DC 56), *endure elements* (DC 53), *enthral* (DC 54), *fire seeds* (DC 58), *fire shield*, *flame strike* (DC 57), *heal* (DC 59), *heat metal* (DC 54), *hold monster* (DC 57), *holy aura* (DC 60), *holy smite* (DC 56), *holy word* (DC 59), *irresistible dance* (DC 60), *magic circle against chaos/evil* (DC 55), *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *order's wrath* (DC 56), *phantom musician*, *piper's call* (DC 59), *prismatic sphere* (DC 61), *protection from chaos/evil*



(DC 53), *regenerate* (DC 61), *sculpt sound* (DC 55), *searing light*, *shield of law* (DC 60), *srine's song* (DC 58), *summon monster IX* (good or law), *sunbeam* (DC 59), *sunburst* (DC 60), *wail of the banshee* (DC 61)

## Bard Spells Known (CL 40th; concentration +72)

6th (12/day) – *analyze dweomer* (DC 58), *animate objects*, *greater shout* (DC 58), *heroes' feast*, *permanent image* (DC 58)

5th (12/day) – *greater dispel magic*, *greater heroism* (DC 57), *mind fog* (DC 57), *mirage arcana* (DC 57), *seeming* (DC 57)

4th (13/day) – *break enchantment*, *dimension door* (DC 56), *freedom of movement* (DC 56), *greater invisibility* (DC 56), *modify memory* (DC 56), *rainbow pattern* (DC 56)

3rd (13/day) – *blink*, *charm monster* (DC 55), *daylight*, *displacement* (DC 55), *haste* (DC 55), *slow* (DC 55)

2nd (13/day) – *blur* (DC 54), *daze monster* (DC 54), *detect thought* (DC 54), *eagle's splendor* (DC 54), *glitterdust* (DC 54), *pyrotechnics* (DC 54)

1st (13/day) – *charm person* (DC 53), *disguise self* (DC 53), *expeditious retreat*, *feather fall* (DC 53), *magic mouth* (DC 53), *ventriloquism* (DC 53)

0 (at will) – *dancing lights*, *detect magic*, *flare* (DC 52), *light*, *mage hand*, *prestidigitation*

## STATISTICS

**Str** 80, **Dex** 42, **Con** 25, **Int** 23, **Wis** 43, **Cha** 81

**Base Atk** +40; **CMB** +75; **CMD** 114

**Feats** Blinding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dazzling Display, Deadly Aim, Dodge, Far Shot, Great Cleave, Improved Critical (greatsword, light mace, longbow), Improved Initiative, Improved Precise Shot, Mobility, Mounted Archery, Mounted Combat, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Weapon Focus (greatsword, light mace, longbow), Whirlwind Attack

**Skills** Strength +78, Dexterity +59, Intelligence +49, Wisdom +59, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (good, healing, law, music, sun)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (Apollo's Silver Bow, +5 distance giant bane shocking burst thundering composite [+35 Str] longbow, +5 disruption holy adamantite light mace, +5 brilliant energy dancing mithral greatsword, +5 holy vorpal greatsword, +5 heavy fortification mithral full-plate, belt of giant strength +6, glove of storing x2, ring of alluring charisma +6 [as headband], ring of evasion)

## ARES (GREATER DEITY)

**Olympian**

**God of War**

**Symbol:** Spear

**Alignment:** Chaotic Evil

**Portfolio:** Conquest, courage, masculinity, war, youth

**Domains:** Chaos, Destruction, Evil, Strength, Time, War

**True Form:** Ares is a towering, thickly muscled giant of

great stature wearing a golden helm and bronze armor, and wielding a spear. Sometimes he is depicted driving a chariot or holding a sphere of fire (the planet Mars).

**Perceived Form:** same as true form

**Avatar Form:** same as true form

**Other Manifestations:** Ares loves to possess mortals on the field of battle, driving them beyond death until they have slain all before them and fall victorious in their own entrails

**Allies:** Aphrodite (lover), Eros (son by Aphrodite)

**Foes:** Hephaestus, Hera (mother), Heracles, Zeus (father)

**Racial Preferences:** Any

**Sacred Items:** blood, weapons

**Sacred Animals:** dog, vulture

**Sacred Plants:** rose, purple lotus

**Sacred Minerals:** iron

**Divine Artifact:** *Spear of Raging*



**Mythology:** Ares is the son of Zeus and Hera, both of whom dislike him intensely. Despite being a god of war, Ares personifies uncontrolled rage and murderous killing, engaging in war for the sheer love of combat only. As a result, few worship him, preferring Athena



as a goddess of war for her discipline and coolness during battle. Being a god of war does not make Ares a good fighter, as he frequently loses many battles and falls in combat easily. When he was barely wounded during the Trojan War, ten thousand men could hear his screams. The hero Heracles bested him twice in combat on the battlefield.

**Main Tenets of Faith:** Ares brings forth the blessings of might and victory at battles; he breeds rage and dissention and these emotions are pleasurable to him. Those who stand before him shall know only fear and death and his strikes burn through armies like fire through a wheat field. His faithful learn the arts of bitterness, cruelty and slaughter. Their seed is dissention and their fruits are corpses. He is the gore-spattered path of the untamed spirit. He tears the foundations of morality and other weakness. His is the delight of ruin of civilization, the exposure of mortal weakness. He is the personification of ceaseless war, to know him is to be defeated, to become him is to be unstoppable.

**Location of Faith:** Ares is primarily worshipped in Thrake and the Greek city of Sparta where his temples are the oldest and most grand structures. Others are reluctantly forced to pay him homage in times of war. Aside from those cities that are culturally devoted to war, his shrines are small and temples almost non-existent. Examples of his shrines are consistent with his fountain at Thebes.

**Sects:** Ares is sometimes worshipped in conjunction with Aphrodite as tribute to the strengths of love and passion over violence. In Arcadia, there is a troop of women warriors devoted to Ares who eat their defeated enemies in the god's honor.

**Responsibilities of the Clergy:** Members of Ares' clergy are expected to serve as soldiers and warriors. They receive martial training and are expected to take sacrifices on the field of battle.

**Rights of the Clergy:** In Thrake and Sparta, Ares's clergy are given positions of command within the armies and are expected to rouse troops into killing frenzies before going to war. Anyone objecting to the decision of a commanding clergyman can be immediately struck down under charges of insubordination or cowardice. Outside of Thrake and Sparta, Ares's clerics have no specific rights; however they are greatly feared and are often able to use that to their advantage.

**Restrictions of the Clergy:** Clerics of Ares are not permitted to show fear or remorse.

**Rituals:** Ares prefers victory as a ritual, with those slain in battle as his offerings. Some sects are so brutal that they take souvenirs from the dead and mount them in their temples. Ares' clerics pray for their spells just before first light.

**Vestments:** Clerics of Ares always wear armor.

## Ares' Path of the Devout

**Devout Classes:** Barbarian, cleric, fighter, warpriest, and warrior.

**Devout Alignments:** CE, CN, NE

**Favored Weapons:** shortspear

**Devout Oath:** Once a devotee has drawn blood from an opponent in combat, he is forbidden to show mercy and cannot spare his life. They cannot show fear or run from battle.

**Devout Benefits:** Those devoted to Ares gain the ability to Rage (as a barbarian) once per day or gain one bonus feat (choose from list of fighter bonus feats in the *PHB*).

## Greater Avatar of Ares

CR 40

XP 314,880,000

CE Large outsider (avatar, chaotic, evil, native)

**Init** +19; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +59

**Aura** battle rage (1 mile), destructive aura (1 mile), weapon master (1 mile)

### DEFENSE

**AC** 73, touch 42, flat-footed 57 (+14 armor, +12 deflection, +15 Dex, +1 dodge, +5 luck, +17 natural, -1 size)

**hp** 1,760 (40d10+1,360)

**Fort** +56, **Ref** +37, **Will** +38

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, good, law, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** *Spear of Raging* +138/+138/+133/+128/+123 (1d8+131 plus 1 bleed/19-20), +5 *mighty cleaving speed vorpal longsword* +138/+138/+133/+128 (2d6+131/17-20)

**Ranged** *Spear of Raging* +100 (1d8+109 plus 1 bleed/19-20) or +5 *anarchic distance wounding shortspear* +100 (1d8+109 plus 1 bleed/19-20)

**Special Attacks** anarchic strike, chaos effect (DC 94), corrupt the soul (DC 74), destructive smite, unholy strike

**Spell-Like Abilities** (CL 40th; concentration +74)

At will — *align weapon* (chaos or evil, DC 54), *animate objects*, *blade barrier* (DC 58), *blasphemy* (DC 59), *bull's strength* (DC 54), *chaos hammer* (DC 56), *clenched fist*, *cloak of chaos* (DC 60), *create undead*, *crushing hand*, *disintegrate* (DC 58), *dispel good/law* (DC 57), *divine power*, *earthquake*, *enlarge person* (DC 53), *flame strike* (DC 57), *grasping hand*, *greater magic weapon* (DC 56), *harm* (DC 58), *implosion* (DC 61), *inflict critical wounds* (DC 56), *magic circle against good/law* (DC 55), *magic vestment* (DC 55), *power word blind*, *power word kill*, *power word stun*, *protection from good/law* (DC 53), *rage*, *righteous might*, *shatter* (DC 54), *shout* (DC 56), *spell immunity* (DC 56), *spiritual weapon*, *stoneskin* (DC 57), *summon monster IX* (chaos or evil), *true strike*, *unholy aura* (DC 60), *unholy blight* (DC 56), *word of chaos* (DC 59)

### STATISTICS

**Str** 139, **Dex** 40, **Con** 78, **Int** 23, **Wis** 43, **Cha** 25

**Base Atk** +40; **CMB** +105 (+109 bull rush, sunder, trip); **CMD** 148 (immune)

**Feats** Blind-Fight, Blinding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Deafening Critical, Dodge, Double Slice, Great Cleave, Greater Bull Rush, Greater Sunder\*, Greater Trip, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Bull Rush, Improved Critical (longsword, shortspear\*), Improved Initiative, Improved Sunder\*, Improved Trip, Improved Two-Weapon



Fighting, Improved Vital Strike, Mobility, Power Attack, Quick Draw, Spring Attack, Sundering Strike\*, Two-Weapon Fighting, Vital Strike, Weapon Focus (longsword, shortspear\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Intimidate +50; **Other Skills** Strength +107, Dexterity +58, Intelligence +49, Wisdom +59, Charisma +50

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (chaos, destruction, evil, strength, war), might of the gods, strength surge (64, +74)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Spear of Raging*, +5 anarchic distance wounding shortspear, +5 mighty cleaving speed vorpal longsword, +5 heavy fortification demon armor, belt of giant strength +6, boots of the winterlands, ring of evasion, ring of shielding [as brooch])

## ARTEMIS (INTERMEDIATE DEITY)

**Olympian**

**Virgin Goddess of the Hunt; Goddess of Chastity; Goddess of the Moon; Patron of all Wild Things**

**Symbol:** Bow, Moon

**Alignment:** Chaotic Neutral

**Portfolio:** Animals, archery, birth, children, hunting, moon, wilderness

**Domains:** Animal, Chaos, Moon, Plant, Protection

**True Form:** A beautiful woman dressed in the skins of wild animals

**Perceived Form:** As true form, although she is sometimes depicted with wings and carrying a lion and leopard

**Avatar Form:** Same as true form

**Other Manifestations:** 20 HD celestial dire bear

**Allies:** Apollo (twin brother)

**Foes:** Aberrations

**Racial Preferences:** Any

**Sacred Items:** deerskins

**Sacred Animals:** Bear, deer

**Sacred Plants:** Cypress Tree

**Sacred Minerals:** Ivory, silver

**Divine Artifact:** *Artemis' Ivory Bow*

**Mythology:** Artemis is the daughter of Zeus and Leto and the twin sister of Apollo. Like her brother, she carries a magical bow and arrows capable of dealing sudden death. Artemis is a goddess of extremes. When the mortal hunter Actaeon observed her bathing nude, she turned him into a stag. Not recognizing him, his hunting dogs then attacked and killed him. In another incident, the king of Calydon failed to make a sacrifice to her. As punishment, she sent a giant wild boar to ravage the countryside. Despite her apparent severity, Artemis reveres nature and is often in the presence of nymphs who care for her pack of hunting dogs.

For a period, Poseidon's son Orion lived with Artemis (although she still maintained her virgin status). Apollo disapproved of the match and challenged Artemis to an archery contest. The target was a black object floating

out to sea in the far distance. Artemis took aim and hit it squarely. Apollo had tricked her, of course, for the object in the sea was Orion swimming. Her arrow had struck him in the head, killing him instantly. Sickened with grief, she took Orion and placed him in the stars.

**Main Tenets of Faith:** Artemis is the will of the natural world. All nature is of her command, and birds and beasts are her blessed children. She is the key to understanding mortal relationships with the wilds and the mysteries of instinct. She is the protector of all children, for theirs is the psyche untainted by civilization. She blesses virgins and eases the pains of labor and childbirth. She guides steady the arrows of the hunter and guides them true, but her wrath is great on those who advantage themselves at the expense of her children.

**Location of Faith:** Like her brother, Artemis is widely venerated and has temples in most major cities. Her oldest temples are in Athens, and wooden statues of the goddess dot the countryside marking sacred places, fields and groves where the goddess may have appeared or blessed her faithful. She also has sanctuaries in remote locations such as atop mountain peaks, in deep forests, hot springs and on small offshore islands.

**Sects:** One of Artemis' sects in Sparta has particularly bloody rituals, whereby the men scourge themselves





over her altar so that it might be stained with human blood to prove their strength and devotion.

**Responsibilities of the Clergy:** Clerics of Artemis are responsible for aiding women in childbirth. They are also responsible for making sure harmony exists between civilization and the wilds.

**Rights of the Clergy:** Her clergy are permitted to erect shrines in any location her oracles deem holy, regardless of current function.

**Restrictions of the Clergy:** The clergy of Artemis is mostly female and few males hold any formal power in its hierarchy. The clergy are also unconcerned with civilized politics and are restricted from interfering with formal organizations except in cases concerning the sanctity of the wilderness.

**Rituals:** The tenth month is sacred to Artemis, during this month her annual ceremonies are performed and sacrifices and other offerings are brought to appease her. The goddess favors dances and blood offerings of successful hunts. Virgins about to have sex dedicate their virginal lingerie to Artemis. Another popular annual ceremony is called playing the bear. It involves young girls who dress in saffron robes and act out the role of she-bears in an elaborate dance consecrating their virginity before marriage. Artemis' clerics pray for their spells at dusk.

**Vestments:** Clerics of Artemis always dress in deer skin tunics and cloaks made from deer or bear pelts. They also wear necklaces and bracelets strung with antlers and bear claws, and some even weave antlers into their hair.

## Artemis' Path of the Devout

**Devout Classes:** Arcane archer, druid, hunter, ranger, slayer, and summoner.

**Devout Alignments:** CG, CN, N, NG

**Favored Weapons:** longbow

**Devout Oath:** A devout follower must kill her own meat, and cannot eat meat from any other source. Like her clerics, the devout of Artemis also dress in animal skins.

**Devout Benefits:** Devout followers of Artemis gain a +2 sacred bonus to Survival and Swim checks or the Martial Weapon Proficiency (longbow) or the Weapon Focus (longbow) feat. Those that wear hide armor do not suffer the -10 ft. movement penalty for wearing medium armor.

### Intermediate Avatar of Artemis

CR 30

XP 9,840,000

CN Medium outsider (avatar, native)

**Aura** protection (100 ft., AC +1 deflection)

#### DEFENSE

**AC** 75, touch 52, flat-footed 52 (+9 armor, +19 deflection, +22 Dex, +1 dodge, +12 natural, +2 shield)

**hp** 630 (30d10+330)

**Fort** +33, **Ref** +44, **Will** +44

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic;

**Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 *keepspeed vorpal longsword* +49/+49/+44/+39/+34

(1d8+18/17-20) or wooden fist +43/+38/+33/+28 (2d10+28/17-20/x3)

**Ranged** *Artemis' Ivory Bow* +56/+56/+51/+46/+41 (1d8+18 plus 1d6 cold/19-20/x3 plus 2d10 cold) or +5 *aberration bane distance shocking burst thundering composite longbow* +56/+56/+51/+46/+41 (1d8+18 plus 1d6 electricity/19-20/x3 plus 2d10 electricity)

**Special Attacks** bramble armor, resistant touch (+1 resistance, resist 20), wild shape (at will; *beast shape III*, *elemental body IV*, *plant shape III*)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *animal shapes*, *animate plants*, *antilife shell*, *antimagic field*, *barkskin*, *calm animals* (DC 38), *command plants* (DC 41), *control plants* (DC 45), *dominate animals* (DC 40), *entangle* (DC 38), *hold animal* (DC 39), *mind blank* (DC 45), *plant growth*, *prismatic sphere* (DC 46), *protection from energy* (DC 40), *repel wood*, *repulsion* (DC 44), *sanctuary* (DC 38), *shambler*, *shapechange*, *shield other* (DC 39), *spell immunity* (DC 41), *spell resistance* (DC 42), *summon nature's ally IX* (animals only), *wall of thorns*

#### STATISTICS

**Str** 37, **Dex** 55, **Con** 32, **Int** 18, **Wis** 54, **Cha** 20

**Base Atk** +30; **CMB** +43; **CMD** 84

**Feats** Acrobatic Steps, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Far Shot, Greater Trip, Improved Critical (longbow)\*, Improved Initiative, Improved Precise Shot, Improved Trip, Manyshot, Mobility, Nimble Moves, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Weapon Focus (longbow\*, longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +46, Handle Animal +38, Heal +55, Knowledge (dungeoneering, geography, nature, planes, religion) +37, Perception +55, Ride +55, Sense Motive +55, Stealth +55, Survival +55, Swim +46; **Other Skills** Dexterity +40, Intelligence +22, Wisdom +40, Charisma +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; *speak with animals*, truespeech

**SQ** animal companions (2 20th-level), domains (animal, plant, protection), wild empathy +52

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Artemis' Ivory Bow*, +5 *aberration bane distance shocking burst thundering composite* [+13 Str] *longbow*, +5 *keen speed vorpal longsword*, +5 *heavy fortification hide armor*, *belt of giant strength* +4, *boots of speed*, *cloak of displacement* [major], *efficient quiver*, *ring of force shield*, *ring of freedom of movement*)

## ATHENA (GREATER DEITY)

Olympian

*Virgin Goddess of the City, Handicrafts, and Agriculture; Goddess of the Arts; Goddess of Justice; Goddess of War; Goddess of Wisdom; Goddess of Victory*

**Symbol:** Aegis (shield with the head of a medusa)

**Alignment:** Lawful Good

**Portfolio:** Art, civics, crafts, justice, law, war, wisdom, victory



**Domains:** Knowledge, Law, Strength, Vigilance, War  
**True Form:** Athena is a tall and muscular woman with piercing, ice-blue eyes. She wears a helmet whose crest bears likeness to the Sphinx and dresses in a long white tunic reaching to the feet. She also wears an ivory brooch carved in the likeness of the head of Medusa. She is armed with a spear and the shield Aegis.

**Perceived Form:** Same as true form.

**Avatar Form:** Same as true form.

**Other Manifestations:** 30 HD dire owl

**Allies:** Bellerophon, Diomedes, Heracles (half-brother), Jason, Odysseus, Perseus (half-brother), and Zeus

**Foes:** Aberrations

**Racial Preferences:** Any

**Sacred Items:** Ivory, cheese

**Sacred Animals:** Horses, owl

**Sacred Plants:** Olive branches

**Sacred Minerals:** Marble

**Divine Artifacts:** *Aegis* (shield with the head of a medusa)

**Mythology:** Athena is the daughter of Zeus. Legend has it she sprang from his head fully grown and wearing armor. She is fierce and brave, but only fights to protect the sovereignty of Olympus. She is the goddess of the city, handicrafts, and agriculture. She invented the bridle (permitting man to tame horses), the trumpet, the flute, the pot, the rake, the plow, the yoke, the ship, and the chariot. She is the embodiment of wisdom, reason, and purity. She is the favorite child of Zeus and is permitted to use his weapons including his thunderbolts and the *Javelin of the Tempest*.

As the goddess of war, she always acts to restore order, and therefore she is also the goddess of peace. Athena represents the nobler aspect of war—courage and self-control. As the goddess of war, she also became patron goddess of many heroes, providing guidance while acting more like an ideal elder sister. She aided Bellerophon in taming the winged horse, Pegasus. She also frequently aided Heracles and Perseus in their adventures. She gave Perseus the information he needed to slay the Medusa, including lending him her shield, Aegis. In the war against the giants, she killed the giant Pallas by crushing him under a huge boulder.

**Main Tenets of Faith:** Athena is the prowess and strength of steel; she guides the blade with righteous justice, skill and heroism. Her words are eternal wisdom and her counsel is faultless. She is the proud defense of towns and cities. In this her visage is one of dread, and as Ares she loves the deeds of war, the sack of cities and the shouting of battle. But she also bears mercy and guards those who war so that they may return home to care for their families. She is the bright-eyed creator of the gifts of civilization.





Her intuition has given forth pottery and sculpture, weaving and women's work, olive-trees and oil. She brings forth sound law and peace and prosperity.

**Location of Faith:** While Athena is worshipped throughout Greece, her city patron city is Athens, which was built in her honor. She even has a sacred precinct filled with ivory statues in her honor and lit by an ever-burning lamp. Within that precinct is her temple, the Parthenon, a vast marble structure with scripture graven walls and lavishly decorated with gold and ivory statues.

**Sects:** A small sect believes Athena is the daughter of Poseidon and worships her as a horse-goddess. They cite her blue-eyes as proof of the sea god's influence.

**Responsibilities of the Clergy:** Female clergy members are required to partake as Bearers of Sacred Offerings (see rituals below). They are responsible for the safeguarding of the city, especially in times of war when the majority of soldiers are away at combat. In Athens, her oracles must be consulted before war is declared. Her church also sponsors and subsidizes the work of artists and artisans.

**Rights of the Clergy:** Clerics of Athena are permitted absolute legal and martial sanctity within their temples. Its members cannot be imprisoned by the courts or exiled from her sacred city, though a convicted clergy member may be forced to remain within her temple in exchange for a traditional sentencing.

**Restrictions of the Clergy:** Athena is largely serviced by female clerics. Their most prominent restrictions are periodic mandatory temple confinements that are enforced before or during certain rituals. Some of these can last up to an entire year, but most last around 4 to 10 days. They are also forbidden from playing the flute.

**Rituals:** The goddess prefers offerings of burnt olive branches, fresh crops, cheeses, and oils, and bulls or pigs during times of war. Offerings are made annually or before wars or weddings. The twelfth month is sacred to Athena, it is during this time that most of her annual festivals take place. Each year, two female clergy members are appointed to be the Bearers of the Sacred Offerings. For several months they must live in seclusion with the goddess, until the twelfth month when her festivals are celebrated. The Bearers aid the high priestess in performing her nightly rituals for the festivals, which is comprised of carrying unknown sacrifices on their heads through a covert, natural underground passage that leads through the adjacent precincts to a secret location. There they exchange the offerings and return to Athena's temple with the new offerings. When they return they are freed from this duty and new clergy members are appointed to the position for the following year. Every five years an even greater festival is held in Athena's honor which lasts the entire twelfth month.

**Vestments:** Athena's clergy dress in long white tunics with filigreed trim, countered with elaborately graven breastplates and warhelms.

## Athena's Path of the Devout

**Devout Classes:** Brawler, cavalier, cleric, commoner (farmer), druid, expert (artisan), fighter, inquisitor, monk, paladin, and warpriest.

**Devout Alignments:** LG, LN, NG

**Favored Weapons:** longsword

**Devout Oath:** A devout follower must be virginal at the time she first devotes herself to the goddess. Female devout followers can be called forth for church services.

**Devout Benefits:** A devout follower of Athena can choose one of the following modified feats as a bonus feat: Combat Expertise (maximum attack penalty/defense bonus determined by devout follower class levels instead of their base attack bonus) or Dodge (dodge bonus against designated foe is equal to the devotee's Wisdom modifier [minimum one]). For purposes of qualifying for feats or martial prestige classes, a devout follower's base attack bonus is treated as if it were +1 higher. This bonus is never applied to combat.

## Greater Avatar of Athena

CR 40

XP 314,880,000

LG Medium outsider (avatar, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, remote viewing; **Perception** +146

**Aura** battle rage (1 mile), ordered presence (1 mile), weapon master (1 mile)

### DEFENSE

**AC** 76, touch 39, flat-footed 59 (+14 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural, +7 shield)

**hp** 1,680 (40d10+1,280)

**Fort** +54, **Ref** +38, **Will** +41

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** +5 *brilliant energy wounding heavy mace* +134/+129/+124/+119 (1d8+127 plus 1 bleed) or +5 *giant bane shock thundering longsword* +136/+131/+126/+121 (1d8+131 plus 1d6 electricity/17-20) or +5 *vorpal longsword* +136/+131/+126/+121 (1d8+131/17-20) or +5 *icy burst dagger* +134/+129/+124/+119 (1d4+127 plus 1d6 cold/19-20 plus 1d10 cold)

**Ranged** +5 *distance shocking burst composite shortbow* +100/+100/+95/+90/+85 (1d6+105 plus 1d6 electricity/19-20/x3 plus 2d10 electricity) or +5 *icy burst dagger* +101 (1d4+105 plus 1d6 cold/19-20 plus 1d10 cold)

**Special Attacks** axiomatic strike, lore keeper (DC 92)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *alarm*, *align weapon* (law only, DC 54), *blade barrier* (DC 58), *bull's strength* (DC 54), *clenched fist*, *comprehend languages*, *crushing hand*, *detect scrying*, *detect thoughts* (DC 54), *dictum* (DC 59), *discern location*, *dispel chaos* (DC 57), *divination*, *divine power*, *enlarge person* (DC 53), *everlasting guardian*, *eyes on the world* (DC 59), *find the path* (DC 58), *flame strike* (DC 57), *forbiddance* (DC 58), *foresight* (DC 61), *glyph of warding* (DC 55), *grasping hand*, *greater magic weapon* (DC 56), *hold monster* (DC 57), *inkling*, *legend lore*, *magic circle against chaos* (DC 55), *magic vestment* (DC 55), *order's wrath* (DC 56), *power word blind*, *power word kill*, *power word stun*, *protection from chaos* (DC 53), *righteous might*, *shield of law* (DC 60), *speak with dead* (DC 55),



*spell immunity* (DC 56), *spiritual weapon*, *stoneskin* (DC 57), *summon monster IX* (law only), *symbol of stunning* (DC 59), *true seeing* (DC 59)

## STATISTICS

**Str** 131, **Dex** 43, **Con** 74, **Int** 29, **Wis** 48, **Cha** 31

**Base Atk** +40; **CMB** +100 (+104 disarm, sunder); **CMD** 139 (immune)

**Feats** Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Great Cleave, Greater Disarm, Greater Sunder, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longswordB, shortbow), Improved Disarm, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Mobility, Point-Blank Shot, Power Attack, Quick Draw, Rapid Shot, Snatch Arrows, Spring Attack, Weapon Focus (longsword\*, shortbow), Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Knowledge (all) 72, Perception +146, Sense Motive +66; **Other Skills** Strength +103, Dexterity +59, Intelligence +52, Wisdom +62, Charisma +53

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** allied defense +7, danger sense, domains (knowledge, law, strength, vigilance, war), might of the gods, strength surge (60 +70)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Aegis [the Shield of Reflection]*, +5 brilliant energy wounding heavy mace, +5 giant bane shock thundering longsword, +5 vorpal longsword, +5 icy burst dagger, +5 distance shocking burst composite [+60 Str] shortbow, +5 heavy fortificaion adamantine full-plate, belt of giant strength +6, boots of speed, cloak of displacement [major], cube of force, glove of storing x2, helm of teleportation, ring of evasion, ring of mental superiority +6)

## DEMETER (INTERMEDIATE DEITY)

**Olympian**

**Goddess of Corn, Grain, and the Harvest**

**Symbol:** Torch in front of a sheaf of corn

**Alignment:** Neutral Good

**Portfolio:** Agriculture, famine, farming, harvest, rain

**Domains:** Balance, Earth, Good, Plant, Weather

**True Form:** Demeter is a slender and beautiful, golden-haired woman crowned with chaplets of corn and draped in garlands. She favors dark garments and she wields a flaming torch or royal staff. Her body radiates light and sweet scents.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** A crone

**Allies:** Persephone (daughter), Hermes, Zeus

**Foes:** Hades, Poseidon

**Racial Preferences:** Any

**Sacred Items:** Bread, barley-beer, plough

**Sacred Animals:** Oxen

**Sacred Plants:** Wheat, fruits, vegetables, garlands

**Sacred Minerals:** Gold

**Divine Artifact:** *Staff of Eternal Nature*

**Mythology:** Demeter is the fair-haired earth goddess who blesses all phases of the harvest. She walks the furrowed fields dressed in green and displays her moods with seasons of plenty or famine. She is a daughter of the titan Cronus and sister to Hades, Hera, Hestia, Poseidon, and Zeus. Her daughter Persephone was abducted by Hades, and a mourning Demeter let famine and starvation strike the earth. Only when Hermes spoke to Hades on Zeus' behalf was Persephone allowed to rejoin her mother, but only for six months of the year. This is the reason why there are the two distinctly different seasons of summer and winter. When Persephone is with Hades, the earth is wracked by the sorrow of her mother. But when Persephone returns from the Underworld to walk the earth again, Demeter pours forth the blessings of spring to welcome her beloved daughter home. In addition to her unpleasant feelings towards Hades, she has an ongoing feud with her brother Poseidon, which is why much of the sea lies barren.

**Main Tenets of Faith:** Demeter brings forth the fertility of all the lands. Hers is the blessings that ignite the joy of the undying gods and mortal men. Blessed are those mortals who she loves freely, as they are well received with her great wealth and bounty. By her graciousness, the anger of the seasons is tamed, she eases the harshness of the winds and bitterness of winter, she coaxes the rain to fall upon the fields. She makes thick the fields of corn and wheat. Her gifts are ordinances, which bestowed the first men to cut straw and holy sheaves of corn-ears, and put in oxen to tread them back into the soil. She is the great goddess of wide dominion who shall come bringing white spring and white harvest and winter and autumn, and bring us to another year. She guides her people to their salvation in harmony and in prosperity. She assures that our kin is fed, bringing forth the flocks, corn ears, and lush harvests. She nurses peace, so that the devout that sow may also reap. She is the universal mother of the world.

**Location of Faith:** Demeter is worshipped widely in all cities. Athens holds a massive festival for her each spring. Other cities such as Argos and Sykonion claim she passed through them when searching for Persephone. She is even paid tribute in Sparta. Her largest temple is at the Megalopolis in Arcadia where she is the chosen patron.

**Sects:** A small sect worships Demeter as a goddess of the mysteries of a blessed afterlife, and extols the secrets she learned from Hades in conjunction with her daughter's imprisonment. They teach these so that one might be initiated into the afterlife with proper respect and awe such that one might not spend eternity in gloom and dark hopelessness.

**Responsibilities of the Clergy:** Demeter can alternately bring feast or famine depending on her moods; therefore it is the responsibility of the clergy to promote her happiness for a blessed harvest. They must run her temples, perform her ceremonies and prepare feasts in her honor. They must also bless the grains following harvest and seeds before first sowing.



**Rights of the Clergy:** Demeter's clergy is never allowed to go hungry and is tithed an abundant amount of grain from each harvest.

**Restrictions of the Clergy:** During the winter months, the clergy spends at least one hour per day in mourning for Demeter's daughter, Persephone.

**Rituals:** During Demeter's great harvest feast, her priestesses lead followers and citizens on a promenade to the gates of her temples where they collect her sacrifices in skull shaped baskets and then bless the crowds for the upcoming winter. Demeter's followers often provide her with a monthly sacrifice of either fruit, grain, or garlands.

**Vestments:** Dark brown or green robes.



## Demeter's Path of the Devout

**Devout Classes:** Cleric, commoner (farmer), druid, inquisitor, and ranger.

**Devout Alignments:** N, NG

**Favored Weapons:** sickle

**Devout Oath:** A devout follower must be a vegetarian and cannot wear shoes or bind her hair.

**Devout Benefits:** Devout clerics of Demeter gain the druid ability Nature Sense. Devout druids and rangers gain one bonus feat (choose from: Alertness, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, or Toughness).

### Intermediate Avatar of Demeter

CR 30

XP 9,840,000

NG Medium outsider (avatar, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +55

**Aura** balance the scales (1 mile), protection (1 mile)

#### DEFENSE

**AC** 62, touch 41, flat-footed 39 (+9 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +39, **Will** +39

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 25/epic; **Immune** electricity; **Resist** acid 30, cold 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 *brilliant energy keen dagger* +49/+44/+39/+34 (1d4+34/17-20) or +5 *disruption speed thundering quarterstaff* +41/+41/+36/+31/+26 (1d6+48/19-20 plus 1d8 sonic) or +5 *dancing keen speed sickle* +50/+50/+45/+40/+35 (1d6+34/19-20) or +5 *disruption speed thundering quarterstaff* +37/+37/+32/+27/+22 (1d6+34/19-20 plus 1d8 sonic), +5 *disruption speed thundering quarterstaff* +33 (1d6+14/19-20 plus 1d8 sonic) or wooden fist +44/+39/+34/+29 (2d10+44/17-20/x3) or wooden fist +40/+35/+30/+25 (2d10+44/17-20/x3), wooden fist +36 (2d10+29/17-20/x3)

**Ranged** +5 *distance frost keen composite shortbow* +48/+48/+43/+38/+33 (1d6+34 plus 1d6 cold/19-20/x3) or +5 *brilliant energy keen dagger* +49 (1d4+34/17-20) or storm burst +52 touch (50d6 plus bull rush, once every 1d4-1 rounds)

**Special Attacks** bramble armor, lightning lord

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *animate plants*, *antipathy* (DC 46), *banishment* (DC 44), *barkskin*, *call lightning* (DC 40), *calm emotions* (DC 39), *command plants* (DC 41), *control plants* (DC 45), *control weather*, *control winds* (DC 42), *dismissal* (DC 42), *divine arbitration*, *entangle* (DC 38), *equalization* (DC 45), *fog cloud*, *ice storm*, *obscuring mist*, *plant growth*, *prayer*, *repel wood*, *shambler*, *shared fate* (DC 43), *sleet storm*, *storm of vengeance* (DC 46), *wall of thorns*, *weighing the balance* (DC 38), *whirlwind* (DC 45)

#### STATISTICS

**Str** 37, **Dex** 55, **Con** 32, **Int** 20, **Wis** 54, **Cha** 18

**Base Atk** +30; **CMB** +43; **CMD** 84 (cannot be tripped)

**Feats** Blind-Fight, Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Improved Critical (quarterstaff, shortbow, sickle\*), Improved Initiative, Improved Precise Shot, Improved Unarmed Strike, Manyshot, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Spring Attack, Stunning Fist, Weapon Finesse, Weapon Focus (quarterstaff, shortbow, sickle\*), Whirlwind Attack (\*=bonus feat)



**Skills** Acrobatics +55, Climb +46, Diplomacy +37, Handle Animal +37, Knowledge (engineering, geography, nature, planes) +38, Perception +55, Ride +55, Sense Motive +55, Spellcraft +38, Stealth +38, Survival +55, Swim +46;  
**Other Skills** Dexterity +40, Intelligence +23, Wisdom +40, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (balance, plant, weather)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Eternal Nature*, +5 brilliant energy keen dagger, +5 disruption speed thundering quarterstaff, +5 distance frost keen composite [+13 Str] shortbow, +5 dancing keen speed sickle, +5 glamerd heavy fortification hide armor, belt of giant strength +4, boots of speed, efficient quiver, ring of elemental command [earth], ring of evasion)

## DIONYSUS (INTERMEDIATE DEITY)

**Synaisthima**

**God of Wine, God of the Vine, God of the Theater**

**Symbol:** Kantharos (a drinking cup with big handles)

**Alignment:** Chaotic Neutral

**Portfolio:** Debauchery, devolution, insanity, theater, wine

**Domains:** Chaos, Luck, Madness, Music, Trickery

**True Form:** Dionysus appears as a virile, young man with wild, curly black hair and a thick beard. He wears a white tunic often cloaked with long robe made from exotic animal furs. He alternately crowns himself with wreaths of ivy or grape leaves. He is rarely if ever, encountered without his kantharos and his staff, *Thyrus*.

**Perceived Form:** Same as true form or as a bull-faced man with horns.

**Avatar Form:** As either of his perceived forms

**Other Manifestations:** Wild beasts,

**Allies:** Hephaestus, Zeus, fey creatures, drunks

**Foes:** Hera, politicians

**Racial Preferences:** Any

**Sacred Items:** Wine, kantharos cup, the phallus, theater

**Sacred Animals:** Snakes, leopards

**Sacred Plants:** Grape vines, ivy, rye

**Sacred Minerals:** Jasper, pyrite, silver

**Divine Artifact:** *Thyrus* (staff tipped with a pine cone and twined ivy)

**Mythology:** God of wine and ecstasy, Dionysus is the son of Zeus and the mortal Semele. While Semele was still pregnant, she was killed when Zeus was forced to reveal his divine presence to her, blasting her to ashes. However, Zeus was able to save the unborn infant by sewing him into his thigh until the baby was ready to be born. After the birth of Dionysus, Zeus hid him from Hera, who wanted the youth dead. When Dionysus grew into a young man, Hera recognized him, and immediately inflicted him with madness. Dionysus wandered the world, going as far as India. When he came upon the river Tigris, Zeus sent a tiger, upon whose back he crossed the river. As he traveled,

he taught people how to cultivate the vine and to make wine. Satyrs and nymphs often accompanied and reveled with him in his journeys.

Dionysus often punishes those who resist his worship by causing a madness in which those afflicted fall into some sort of drunken revelry and orgy for several days. As always, some bards tell other tales that differ from the norm. When pirates captured Dionysus, they wanted to sell him into slavery. Only the helmsman recognized Dionysus as a god when the pirates could not bind him with ropes. They ridiculed the helmsman when he tried to warn them about offending a god. The pirates witnessed his divine powers as vines appeared out of nowhere and grew all over the ship, the deck awash with streams of wine. Dionysus inflicted madness upon the pirates, making them hallucinate and see wild beasts surrounding them. All the pirates save the spared helmsman jumped overboard to escape from the phantom creatures, and Dionysus changed them into dolphins.

**Main Tenets of Faith:** Dionysus is he who is the fair-faced child of madness and revelry. He souses us with wine and wisdom, with the clarity of drunkenness, song and forgetfulness. Patron of theater and festivity, his is the house of all rejoicing. He is the incarnate





celebration, the joy and abandonment of shame and regret, the unabashed and nakedness of the soul. He is the giver of freedom from pain and self-consciousness; the sweet elixirs, the tonics of emancipation. His is the power of candor and mirth, of liveliness, of pretending and charade. His joyous cry is thunderous; he is the furious inspirer, bearer of rods and unbridled virility. He is the enigma of blissful life.

**Location of Faith:** Dionysus' temples are usually small structures with several hidden rooms and passages or connected underground caverns. Most cities limit his temples and clergy. Public theater is almost exclusively run by his clergy, therefore wherever theater exists; it is assured that his followers have a foothold within the culture. His theaters are most popular in cultured cities such as Athens, Thebes, and Argos, while Sparta and other more aggressive cities appreciate his more base aspects.

**Sects:** One of Dionysus' most fervent sects call themselves the maenads. The maenads are an all female sect that worship in open-air ceremonies held deep in the woods. Maenads consume a mystical wine potion that temporarily drives them into wild frenzies. What follows is an anarchic ceremony whereby the women race through the woods in self-induced madness, tearing apart any animals crossing their path. In this state the maenads cannot deduce animal from human and males who have tried to spy on their rituals are often torn apart, mistaken for wild beasts.

**Responsibilities of the Clergy:** The clergy of Dionysus is responsible for hosting annual theater competitions, blessing wine fields, and wine making. They have additional recipes for particularly maddening and hallucinogenic wines, which are restricted to clergy use only.

**Rights of the Clergy:** Clerics of Dionysus are permitted to behave drunkenly in public and to speak their minds freely as an indication of their madness without suffering penalty or stigma.

**Restrictions of the Clergy:** The clergy is banned from inviting the public to partake in their most sacred festivals of revelry and drunkenness, and must restrict all such acts to their clergy. At one time, all could partake, but the results created such chaos that they have since been limited.

**Rituals:** Dionysus' most holy rituals are performed in absolute secrecy, however they involve extreme drunkenness to achieve the wisdom of madness. Rituals were once more public, but they became infamous for turning into chaotic and violent orgies that resulted in the occasional deaths of both priests and participants. His public celebrations are annual theater contests, which involve hours of plays, boisterous audience participation, and feasting and drinking. His festivals are held during the eighth month. Some cities still permit the priesthood to celebrate the Feast of Torches, whereby the god's sanctuary is lit with torches throughout the night, and bowls of wine are set throughout city. Clerics of Dionysus choose their own time to pray for their spells, however they always

do so over a glass of wine.

**Vestments:** Clerics of Dionysus dress in white tunics, usually with one or two wine stains, and like their god tend to carry drinking cups. Over the tunic, they tie cloaks made from the skins of leopards. They favor large gaudy women's jewelry, particularly stuff that is cheap and tacky. They wear their hair and beards long and often appear unkempt. They are also infamous for not wearing undergarments.

## Dionysus' Path of the Devout

**Devout Classes:** adept, bard, cleric, commoner (farmer), druid, expert (vintner), inquisitor, rogue, shaman, skald, warpriest, and witch.

**Devout Alignments:** CE, CG, CN

**Favored Weapons:** quarterstaff

**Devout Oath:** A devout follower must consume at least a quart of wine every day. For the four hours following the consumption, the devout suffers a -1 penalty to Dexterity.

**Devout Benefits:** During the same 4 hours a devotee suffers his Dexterity penalty from alcohol consumption, he gains a +2 insanity bonus to Charisma or Wisdom (devotee's choice).

## Intermediate Avatar of Dionysis

CR 30

XP 9,840,000

CN Medium outsider (avatar, chaotic, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +44

**Aura** hallelujah (1 mile, fast healing 5, immune fear), madness (1 mile, DC 52)

### DEFENSE

**AC** 66, touch 41, flat-footed 43 (+11 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural, +2 shield)

**hp** 630 (30d10+330)

**Fort** +30, **Ref** +39, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** law; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 60 ft.

**Melee** *Thyrus* +33/+28/+23/+18 (1d6+36/19-20) or *Thyrus* +31/+26/+21/+16 (1d6+26/19-20), *Thyrus* +48/+43/+38 (1d6+18/19-20) or +5 *anarchic darkwood quarterstaff* +33/+28/+23/+18 (1d6+36/19-20) or +5 *anarchic darkwood quarterstaff* +31/+26/+21/+16 (1d6+26/19-20), +5 *anarchic darkwood quarterstaff* +48/+43/+38 (1d6+18/19-20) or +5 *adamantine disruption light mace* +50/+45/+40/+35 (1d6+26) or +5 *brilliant energy wounding dagger* +50/+45/+40/+35 (1d4+26 plus 1 bleed/17-20) or +5 *adamantine disruption light mace* +48/+43/+38/+33 (1d6+26/19-20), +5 *brilliant energy wounding dagger* +48/+43/+38 (1d4+18 plus 1 bleed/17-20)

**Ranged** +5 *brilliant energy wounding dagger* +58 (1d4+10 plus 1 bleed/17-20)

**Special Attacks** anarchic strike, chaos effect (DC 72), praise (DC 52), vision of madness

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (chaos only, DC 39), *animate objects*, *campfire lullaby* (DC 42), *chaos hammer* (DC 41),



*cloak of chaos* (DC 45), *confusion* (DC 41), *dispel law* (DC 42), *drinking song* (DC 41), *enthrall* (DC 39), *insanity* (DC 44), *irresistible dance* (DC 45), *lesser confusion* (DC 38), *magic circle against law* (DC 40), *nightmare* (DC 42), *phantasmal killer* (DC 41), *phantom musician, piper's call* (DC 44), *protection from law* (DC 38), *rage, scintillating pattern, sculpt sound* (DC 40), *sirine's song* (DC 43), *summon monster IX* (chaos only), *touch of idiocy, wail of the banshee* (DC 46), *weird* (DC 46), *word of chaos* (DC 44)

## **Bardic Spells Known** (CL 30th; concentration +52)

6th (10/day) – *animate objects, mass charm monster* (DC 43), *permanent image* (DC 43), *programmed image* (DC 43), *project image* (DC 43)

5th (10/day) – *false vision, greater dispel magic, mirage arcana* (DC 42), *mislead* (DC 42), *persistent image* (DC 42)

4th (10/day) – *detect scrying, dimension door* (DC 41), *dominate person* (DC 41), *hallucinatory terrain* (DC 41), *modify memory* (DC 41), *neutralize poison* (DC 41)

3rd (10/day) – *charm monster* (DC 40), *dispel magic, fascinate* (DC 40), *fear* (DC 40), *haste* (DC 40), *remove curse* (DC 40)

2nd (11/day) – *blur* (DC 39), *calm emotions* (DC 39), *enthrall* (DC 39), *silence* (DC 39), *sound burst* (DC 39), *whispering wind*

1st (11/day) – *allure* (DC 38), *charm person* (DC 38), *detect secret doors, grease* (DC 38), *silent image* (DC 38), *sleep* (DC 38)

0 (at will) – *dancing lights, daze* (DC 37), *detect magic, ghost sound* (DC 37), *prestidigitation, read magic*

## **STATISTICS**

**Str** 20, **Dex** 54, **Con** 32, **Int** 18, **Wis** 33, **Cha** 55

**Base Atk** +30; **CMB** +35; **CMD** 76

**Feats** Acrobatic, Acrobatic Steps, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Fortitude, Greater Two-Weapon Fighting, Improved Critical (dagger, light mace, quarterstaff\*), Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Nimble Moves, Power Attack, Spring Attack, Stunning Fist, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger, light mace, quarterstaff\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +59 (+76 jumping), Appraise +37, Bluff +55, Diplomacy +55, Disguise +65, Fly +44, Knowledge (arcana, religion) +37, Knowledge (nature) +47, Linguistics +37, Perception +44, Perform (sing) +55, Sense Motive +44, Spellcraft +37, Stealth +70, Use Magic Device +55;

**Other Skills** Strength +23, Dexterity +40, Intelligence +22, Wisdom +29, Charisma +40

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (chaos, madness, music)

## **ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure** special (*Thysrus [Staff of the Vine]*, +5 anarchic darkwood quarterstaff, +5 adamantite disruption light mace, +5 brilliant energy wounding dagger, +5 greater shadow heavy fortification mithral breastplate, boots of striding and springing, cube of force, decanter of endless water, hat of disguise, ring of force shield, ring of invisibility)

## EROS (LESSER DEITY)

**Synaisthima**

**God of Love**

**Symbol:** Arrow and Dart

**Alignment:** Chaotic Neutral

**Portfolio:** Love, romance

**Domains:** Balance, Chaos, Charm, Luck, Trickery

**True Form:** A cherubic infant with flushed cheeks and small white feathery wings. In his true form he is blind.

**Perceived Form:** Eros appears as a young boy ranging in age from an infant to a teenager. He is usually portrayed carrying his bow and arrows or a torch. Other times he is portrayed bearing lover's gifts, most notably his sacred animal, the hare. He is sometimes portrayed as blind.

**Avatar Form:** As any of his perceived forms.

**Other Manifestations:** A white hare

**Allies:** Aphrodite and Hermes

**Foes:** Hera

**Racial Preferences:** Any

**Sacred Items:** Torch, bow & arrow

**Sacred Animals:** Hare

**Sacred Plants:** Tea leaves

**Sacred Minerals:** Agate

**Divine Artifact:** *Quiver of Eros*





**Mythology:** Born of the union between Aphrodite and Hermes, Eros is the most handsome of the immortals and can break the will of the wisest god or the strongest mortal when they are scratched by one of his golden or lead arrows. The golden arrow inspires love while the lead arrow causes dislike and aversion.

The Trojan War began when the daughter of Zeus, Helen, was smitten by one of Eros' arrows. In the blind madness of love, she abandoned her husband, took her bridal dowry, and sailed off to Troy with her lover, Alexandros. Because the effects of Eros' arrows are not permanent, after the fall of Troy, Helen returned home to her husband Menelaus, very much in love with him and blaming her folly on the gods.

**Main Tenets of Faith:** Eros' worshippers espouse him as the source of all romantic pleasures and paradoxes. By his favor, one is gifted with lasting relationships and strong loves. Those who disregard him or the mysteries of romantic love are cursed by his hand to wander life alone, or stagger hopelessly through a series of destructive and abusive relationships. Eros has a strong sense of humor and he often chooses to partner those who are seemingly unsuited for each other, or simply those whose coupling would appear awkward or unconventional. By his blessing lovers are guided to seek each other and by his curse they let their love stray. Whether by his blindness or through his own conviction none can predict the whims of his imbued passions and not even the gods are free from his ability to rouse their romantic infatuations.

**Location of Faith:** Eros' has his largest following at Thespia, where a huge statue has been placed at the center of the city in his honor. He is widely worshipped elsewhere, usually in conjunction with his mother Aphrodite and small shrines in his honor are placed near or inside her temples.

**Sects:** Some sects worship Eros as the leader of an entire troop of love gods called Eroles.

**Responsibilities of the Clergy:** As Eros is himself somewhat of a child, his clerics are given little responsibility other than maintaining his shrines and performing his rituals. Should a young couple pursuing a forbidden love seek Eros' aid or sanctuary, his clergy is obligated to help them.

**Rights of the Clergy:** While Eros' clergy are not afforded any specific rights, most everyone has at one time or another suffered from his hand. For this reason, the clergy receives excellent treatment from all citizens, almost without exception.

**Restrictions of the Clergy:** The clergy is forbidden to offer counsel on affairs of the heart, as they believe that questioning or explaining Eros' will is paramount to heresy. Those seeking counsel are directed to the temple of Aphrodite or Hera.

**Rituals:** Eros' most widely celebrated festival is called the Mouseia, an event celebrated with musical and athletic competitions and the giving of gifts and prizes. As a sacrifice, he prefers burnt perfumes and spices and his clerics pray for their spells over lit torches.

**Vestments:** Clerics of Eros dress in lightweight, white tunics.

## Eros' Path of the Devout

**Devout Classes:** Bard, cleric, and rogue.

**Devout Alignments:** CG, CN, LN, N, NG

**Favored Weapons:** shortbow

**Devout Oath:** The devout of Eros are oath bound to remain receptive to his call and tend to fall in love with a different person about once a month. The object of their affection is determined randomly. Once a month, when the devotee encounters someone she might find attractive, she makes a Will save (DC 20). If she fails, she makes at least three separate attempts to pursue them romantically, whether or not the object of the affection is receptive to her advances. Once three attempts have been made (either successfully or unsuccessfully), the devout follower loses interest in the romance and lets it peter out until the next month arrives with a new love interest.

**Devout Benefits:** A devout follower of Eros gains the Martial Weapon Proficiency (shortbow) feat and can cast *charm person* a number of times per week equal to her Charisma modifier (minimum 1); caster level is equal to combined devout class levels; all saves are Charisma based.

### Lesser Avatar of Eros

CR 25

XP 1,640,000

CN Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +15 (10 ranks) or +25 (20 ranks)

#### DEFENSE

**AC** 48, touch 27, flat-footed 35 (+11 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural, +2 shield)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +26, **Will** +26

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *distance keen throwing returning dagger* +37/+32/+27/+23 (1d4+7/17-20)

**Ranged** +5 *distance speed spell storing composite shortbow* +38/+38/+33/+28/+23 (1d6+7/19-20) or +5 *distance keen throwing returning dagger* +37 (1d4+7/17-20)

**Special Attacks** dazing touch

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *calm emotions* (DC 24), *charm monster* (DC 26), *charm person* (DC 23), *demand* (DC 30), *dominate monster* (DC 31), *geas/quest*, *heroism* (DC 25), *insanity* (DC 29), *suggestion* (DC 25)

#### STATISTICS

**Str** 15, **Dex** 35, **Con** 22 **Int** 13, **Wis** 34, **Cha** 29

**Base Atk** +20; **CMB** +32; **CMD** 49

**Feats** Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Greater Weapon Focus (shortbow), Improved Critical (shortbow)\*, Improved Initiative, Improved Precise Shot, Iron Will, Lightning Reflexes, Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Weapon Finesse, Weapon Focus (shortbow)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +35, Bluff +32, Diplomacy +32, Disguise +32, Escape Artist +35, Fly +30, Intimidate +32, Knowledge



(local) +24, Perception +35, Sense Motive +35, Sleight of Hand +35, Stealth +35; **Other Skills** Strength +15, Dexterity +25, Intelligence +14, Wisdom +25, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (charm), fast friends

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#### ECOLOGY

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**Environment** any

**Organization** solitary

**Treasure** special (*Quiver of Eros*, +5 distance speed spell storing composite [+2 Str] shortbow, +5 distance keen throwing returning dagger, +5 glamerd heavy fortification mithral chainmail, boots of speed, chime of opening, harp of charming, headband of alluring charisma +6, lyre of building, ring of chameleon power, ring of force shield, wings of flying)

## HADES (GREATER DEITY)

**Chthonic/Olympian**

**God of the Underworld; King of the Dead; God of Wealth; God of Justice**

**Symbol:** Black Ram or an eagle-tipped scepter

**Alignment:** Lawful Evil

**Portfolio:** Afterlife, curses, dreams, earth, ghosts, judgment, minerals, mourning, suffering

**Domains:** Abomination, Death, Earth, Evil, Law, Time

**True Form:** A tall, gray-skinned man with a black beard and black eyes.

**Perceived Form:** Same as true form

**Avatar Form:** Same as perceived form

**Other Manifestations:** 20HD Shadow Mastiff, a vivid dream of prophesy delivered by a ghost.

**Allies:** Persephone (wife), Zeus (brother), Poseidon (brother), erinyes (offspring), ghosts, shadow mastiff

**Foes:** Cronus (father), Demeter

**Racial Preferences:** Any

**Sacred Items:** Eagle tipped-scepter, horn of plenty

**Sacred Animals:** Ram

**Sacred Plants:** Asphodelos

**Sacred Minerals:** Crystals and ores

**Divine Artifact:** *Helm of Hades, Scepter of Hades*

**Mythology:** Hades is the brother of Zeus and Poseidon, who each drew lots over the realms they would rule when they vanquished their father, Cronus. Hades was left with the Underworld after Zeus drew the sky and Poseidon the seas. He is a greedy but fair god who is greatly concerned with increasing his subjects. Those who increase the number of dead are seen favorably. Hades also dislikes those who are unfair or biased, and favors those who fight injustice. He really abhors letting any of his subjects leave, as it contradicts the normal order of things. The only mortals permitted to come and go from the Underworld are Heracles and Odysseus. Because of precious metals mined from the earth, some consider Hades to be the god of wealth. He is also referred to as the god of justice due to the finality of his decision that determines your place in the Underworld once you arrive. Hades is considered to be King of the Dead but not the god of death. That honor belongs to Thanatos.

When Hades first saw the beautiful Persephone, he immediately desired her as his wife. Without saying a word to her mother Demeter or asking Persephone how she felt about it, Zeus told the lonely Hades that he could have Persephone for his queen. One day, soon after, while Persephone was picking daffodils, the earth suddenly split open and Hades, rolling up in his black chariot, seized the frightened girl and took her down to the Underworld with him. Demeter was furious when she heard of her daughter's abduction. She cursed the earth with famine until the other gods grew concerned that their worshippers would die. Hermes went to persuade Hades to let Persephone return to Demeter. Hades was sympathetic but he was also intent on keeping his bride. He tricked Persephone into eating six pomegranate seeds and by doing so she was forever bound to him. Persephone returned to the world of light to see her mother but her stay could only be only temporary. Zeus has decreed that Persephone will spend half of the year with Demeter and the other half with Hades.

**Main Tenets of Faith:** Hades is a moody and sullen god, embittered with the task of ruling the underworld and scorning those things that compose the realms of light. His majesty is the deep earth and its precious stones and his curse is to guard all those whom Thanatos delivers to him. Those that worship him seek his favor in what they see as an inevitable eternity; rather than waste their efforts on gods whom they shall never know, they devote themselves full to his honor so that they will be blessed in their death. Those fearing death pay him tribute out of terror and loneliness. Still, others pay him tribute as Persephone's captor so that he will not keep her too long in the winter seasons.

**Location of Faith:** Hades has few large temples, though he is kept in the praises of most of the civilized world. His altars can be found in conjunction with either of his brothers (Poseidon and Zeus), or other gods of the underworld such as his wife Persephone or Thanatos.

**Sects:** A small divergent sect worships Hades as the master of dreams, believing that he sends ghosts of those past to deliver them. They believe that these spirits travel to them through a gate with twin doors that lies in his realm, connecting it to the realm of dreams.

**Responsibilities of the Clergy:** The most common and important responsibility of Hades' clergy is the giving of last rites and the preparations of funeral services and the ritual burial.

**Rights of the Clergy:** Hades' clerics are viewed as one of society's necessary evils and generally feared, if not abhorred by the majority. By law, they are allowed to settle in cities and build shrines; a necessary edict to keep them both safe and available to the general populace.

**Restrictions of the Clergy:** While not a legal restriction, Hades' clergy suffer from the general distrust, fear and prejudice of the general populace.

**Rituals:** Last rites and the funeral ritual are the most publicly acknowledged of Hades' rituals. They are of great importance to all Greeks, for if performed poorly, improperly, or not at all, the soul is denied entrance to the afterlife. His clerics have other more





dour rituals, not well known to the public that include long mournful chants, self flagellation, spending long periods of solitude in dark places, or communing with the dead. He prefers sacrifices of dead grain or crushed gemstones. His clerics pray for their spells at night.

**Vestments:** Hades' clergy favors long, dark, hooded robes. They do not cut their beards and tend to avoid the sun to keep their skin pale. They are also known to blacken their armor and weapons with coal and pigfat.

## Hades' Path of the Devout

**Devout Classes:** Aristocrat, assassin, blackguard, brawler, cavalier, cleric, expert (miner, undertaker), fighter, monk, warpriest, and warrior.

**Devout Alignments:** LN, LE, N, NE

**Favored Weapons:** heavy mace

**Devout Oath:** Hades' devout followers

**Devout Benefits:** Devotees of Hades can deliver a coup de grace attack as a standard action rather than a full round action.

## Greater Avatar of Hades

XP 314,880,000

LE Medium outsider (avatar, evil, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +75

**Aura** celerity (1 mile), guidance (1 mile, +8), ordered presence (1 mile), terrifying form (DC 72)

### DEFENSE

**AC** 76, touch 39, flat-footed 59 (+14 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural, +7 shield)

**hp** 680 (40d10+280)

**Fort** +29, **Ref** +38, **Will** +54

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, good, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft., burrow 120 ft. (natural), burrow 60 ft. (worked); earth glide

**Melee** *Scepter of Hades* +65/+60/+55/+50 (1d8+24/19-20) or +5 *axiomatic disruption speed light hammer* +64/+59/+54/+49 (1d6+24) or +5 *brilliant energy flaming unholy longsword* +64/+59/+54/+49 (1d8+24 plus 1d6 fire/19-20) or bleeding touch +59 (12d6 bleed)

**Ranged** +5 *distance flaming burst keen speed heavy crossbow* +62/+62/+57/+52/+47 (1d10+5 plus 1d6 fire/17-20 plus 1d10 fire) or 2 acid darts +56 touch (20d6)

**Special Attacks** amplify death, axiomatic strike, channel negative energy (74/day, 120, DC 72), corrupt the soul (DC 72), corrupting touch, unholy strike

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *align weapon* (evil and law, DC 54), *alter self*, *animate dead*, *black tentacles*, *blasphemy* (DC 59), *cause fear* (DC 53), *clone*, *create greater undead*, *create undead*, *death knell* (DC 54), *death ward* (DC 57), *destruction* (DC 59), *dictum* (DC 59), *discern age* (DC 53), *dispel chaos/good* (DC 57), *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *enlarge person* (DC 53), *giant vermin*, *glimpse of the reaper* (DC 57), *grotesque*, *hold monster* (DC 57), *magic circle against chaos/good* (DC 55), *magic stone* (DC 53), *order's wrath* (DC 56), *past pain* (DC 55), *protection from chaos/good* (DC 53), *ripening* (DC 60), *shapechange*, *shield of law* (DC 60), *slay living* (DC 57), *soften earth and stone*, *spike stones* (DC 56), *static fog*, *stone shape*, *stoneskin* (DC 57), *summon monster IX* (evil or law), *temporal bolts*, *temporal displacement*, *temporal strike*, *touch of chaos* (DC 59), *unholy aura* (DC 60), *unholy blight* (DC 56), *wail of the banshee* (DC 61), *wall of stone* (DC 58), *wall of time*, *writhing tendrils* 3/day — empowered quickened *slay living* (DC 57), quickened *hold monster* (DC 57)

### STATISTICS

**Str** 49, **Dex** 42, **Con** 25, **Int** 23, **Wis** 75, **Cha** 80

**Base Atk** +40; **CMB** +59 (+63 sunder); **CMD** 98 (100 vs. sunder)

**Feats** Combat Expertise, Combat Reflexes, Crossbow Mastery (heavy crossbow), Dodge, Empower Spell-Like Ability (slay living), Far Shot, Greater Penetrating Strike (heavy crossbow, heavy mace), Greater Sunder, Improved Critical (heavy crossbow, heavy mace\*), Improved Initiative, Improved Precise Shot, Improved Sunder, Mobility, Penetrating Strike (heavy crossbow, heavy mace), Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicken Spell-Like Ability (hold monster, slay living), Rapid Reload (heavy crossbow), Rapid Shot, Spring Attack, Weapon Focus (heavy crossbow, heavy mace\*), Whirlwind Attack

(\* = bonus feat)



**Skills** Strength +62, Dexterity +59, Intelligence +49, Wisdom +75, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (abomination, death, earth, evil, law, time)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Helm of Hades*, *Scepter of Hades*, +5 distance flaming burst keen speed heavy crossbow, +5 axiomatic disruption speed light hammer, +5 brilliant energy flaming unholy longsword, +5 ghost touch heavy fortification adamantine full-plate, +5 animated ghost touch heavy steel shield, belt of giant strength +6, boots of speed, cloak of alluring charisma +6, figurine of wondrous power [obsidian steed], ring of elemental command [fire], ring of shielding [as brooch])

## SPECIAL ABILITIES

**Accursed Touch (Ex)** As a standard action, a greater avatar of Hades can make a melee touch attack to inflict the accursed template (see chapter 11) if the creature touched fails a Fort save (DC 72).

**Acid Healing (Ex)** Whenever a greater avatar of Hades is subjected to a damage dealing acid effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.

**God of the Underworld (Ex)** As Hades is the lord of the Underworld, all avatars of his possess the death domain in addition to any other domains they possess.

## HECATE (LESSER DEITY)

**Chthonic**

**Goddess of Witchcraft; The Nameless One**

**Symbol:** A burning athame

**Alignment:** Chaotic Neutral

**Portfolio:** Age, arcane magic, lycanthropy, night, sex, women

**Domains:** Chaos, Darkness, Magic, Moon, Time

**True Form:** The moon

**Perceived Form:** A naked young female with long brown hair, a naked old crone. She is also depicted as a triple-formed person, with three bodies standing back to back.

**Avatar Form:** A naked young female accompanied by hellhounds

**Other Manifestations:** A 20HD Annis or 30HD dire wolf

**Allies:** Artemis, Demeter, Persephone, Zeus

**Foes:** Chronos

**Racial Preferences:** Any

**Sacred Items:** Athame, arcane lore, the moon

**Sacred Animals:** Hellhound, wolf

**Sacred Plants:** Nightshade

**Sacred Minerals:** Silver

**Divine Artifact:** *Athame of Invocation*

**Mythology:** Hecate is a Titan and assisted Zeus in overthrowing his father, Chronos. She was originally the goddess of the moon and guardian of the pathways, but later became associated with magic and witchcraft. A powerful goddess, Hecate represents the three aspects of the great Goddess, or Triple Goddess: goddess of fertility and plenty, goddess of the moon, and goddess

of the night, ghosts and Hades. Possessing infernal powers, she roams the earth at night with her pack of hellhounds and an entourage of dead souls. Only dogs and wolves may see her when she roams, and it is said that when a dog is seen at night, then Hecate walks the lands inflicting nightmares and insanity upon those she visits. She also reigns over the waning and dark moon, when magic is at its peak power.

However, there is a gentler side of Hecate that brings her to homes of women in childbirth, to serve as a midwife if need be. Women having difficulty during this time often petition Hecate for help and she has a fondness for newly born babies.

**Main Tenets of Faith:** The majority of Hecate's followers are women. In her they seek the balance of the old ways, the mystic secrets lost to their contemporaries. They venerate her wildness and her detachment to civilization. They seek primal strength and arcane empowerment to make them independent from male dominated societies.

**Location of Faith:** Hecate worship is rarely recognized in civilized areas and because she was a titan, few folk acknowledge her as being of importance. She has several well hidden sacred groves throughout the countryside, mostly on the outskirts of small towns.

**Sects:** Hecate worship is hardly formal, and is largely broken into scores of small sects whose beliefs range from passive altruistic herbalists to violent packs of wild lycanthropes that demand human sacrifice. Others are isolationists bent on returning to ancient ways, solitary hermits, or academicians devoted to unveiling the secrets of arcane lore.

**Responsibilities of the Clergy:** Due to the variant practices of her sects, Hecate has no formal clergy. Still all sects expect their members to maintain a relative amount of secrecy concerning individual involvement, the locations of sacred site, and details of the sect's sacred rituals, practices, and gatherings.

**Rights of the Clergy:** Due to lack of acknowledgement by civilized culture, Hecate's worshippers are not afforded any special rights. Treatment of sect members is often biased by preceding contact with her sect, or might also fall to conjecture and speculation based on myth.

**Restrictions of the Clergy:** Clerics may not take up residence in a city where a large population exists.

**Rituals:** Hecate's rituals are inconsistent and vary widely from sect to sect. They share a few common ties among which are contemptuousness for civilization and lawfulness, a reverence for the full moon, and the nocturnal staging of rituals. Blood sacrifices are common, as are burnt offerings of incense and silver. Her clerics pray for their spells during the hours of darkness.

**Vestments:** Hecate's clerics have no standard dress code, though most favor dark colors. Ceremonies and rituals are often performed naked.

## Hecate's Path of the Devout

**Devout Classes:** Adept, arcanist, bloodrager, cleric, druid, inquisitor, sorcerer, witch, and wizard.

**Devout Alignments:** CE, CN, NG, N, NE



**Favored Weapons:** quarterstaff

**Devout Oath:** Hecate's devout followers must belong to one of her cults a nare always sworn to secrecy not to reveal their involvement or source of their power. Each full moon, they must perform an hour-long prayer ritual during which they offer her a drop of their own blood as a sacrifice.

**Devout Benefits:** A devotee of Hecate can decrease the spell slot costs of her metamagic feats by +1.

### Lesser Avatar of Hecate

CR 25

XP 1,640,000

CN Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +39

**Aura** nightsight (1 mile)

#### DEFENSE

**AC** 41, touch 27, flat-footed 28 (+6 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +24, **Will** +24

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *dancing keen speed dagger* +38/+38/+33/+28/+23 (1d4+11/17-20) or +5 *disruption speed thundering quarterstaff* +32/+32/+27/+22/+17 (1d6+14/19-20 plus 1d8 sonic) or +5 *disruption speed thundering quarterstaff* +28/+28/+23/+18/+13 (1d6+11/19-20 plus 1d8 sonic), +5 *disruption speed thundering quarterstaff* +30/+30 (1d6+8/19-20 plus 1d8 sonic)

**Ranged** +5 *dancing keen speed dagger* +38 (1d4+11/17-20)

**Special Attacks** beckon, werepower (DC 32)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *circle of moonlight* (DC 27), *confusion* (DC 26), *curse of lycanthropy* (DC 29), *glitterdust* (DC 24), *insanity* (DC 29), *lunar veil*, *silence* (DC 24), *silverkiss*, *silverskin*

#### STATISTICS

**Str** 23, **Dex** 34, **Con** 22, **Int** 13, **Wis** 35, **Cha** 15

**Base Atk** +20; **CMB** +26; **CMD** 53

**Feats** Alertness, Augment Summoning, Blind-Fight, Brew Potion, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (dagger, quarterstaff\*), Improved Initiative, Magical Aptitude, Mobility, Power Attack, Skill Focus (Craft [alchemy]), Spell Focus (conjuration), Spring Attack, Weapon Finesse, Weapon Focus (dagger, quarterstaff\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +40, Craft (alchemy) +30, Diplomacy +25, Handle Animal +25, Knowledge (nature) +24, Perception +39, Ride +35, Sense Motive +29, Spellcraft +28, Stealth +30, Survival +35, Use Magic Device +29; **Other Skills** Strength +19, Dexterity +25, Intelligence +14, Wisdom +25, Charisma +15

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (moon)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Athame of Invocation*, +5 *dancing keen speed dagger*, +5 *disruption speed thundering quarterstaff*, *boots of elvenkind*, *bracers of armor* +6, *brooch of shielding*, *cloak of the bat*, *crystal ball* [true seeing], *incense of meditation*, *iron flask*, *ring of elemental command* [fire], *ring of spell turning*, *robe of blending*)

#### SPECIAL ABILITIES

**Beckon (Sp)** As a full-round action, a lesser avatar of Hecate can replicate one of the following effects: *summon monster IX*, *summon nature's ally IX*. The avatar can only have one such effect active at a time, but the effect has no maximum duration, and the avatar can dismiss any summoned creatures as an immediate action.



### HEPHAESTUS (INTERMEDIATE DEITY)

Olympian

**God of Fire and the Forge; God of Crafts; Patron of Smiths and Weavers**

**Symbol:** Axe, Hammer with Anvil, and Forge

**Alignment:** Lawful Good

**Portfolio:** Crafts, fire, forges, invention, metalwork, volcanoes



**Domains:** Craft, Earth, Fire, Good, Law

**True Form:** Hephaestus is huge and hulking brute of a god, with a hunched frame and lame in both legs. He is ugly and thick browed, and his face is reddish and leathery from working the forge.

**Perceived Form:** Same as true form or as fire

**Avatar Form:** Same as true form

**Other Manifestations:** A mortal beggar, fire

**Allies:** Aphrodite (wife), Athena (sister), Dionysus, Hermes

**Foes:** Ares

**Racial Preferences:** Human, dwarf

**Sacred Items:** Flames, forges,

**Sacred Animals:** Pigs

**Sacred Plants:** Frankincense

**Sacred Minerals:** Iron, steel

**Divine Artifact:** *Hammer & Anvil of the Forge*

**Mythology:** Hephaestus, the son of Zeus and Hera, is the god of fire and the chief workman of the gods. He is lame and ugly, and has been twice thrown from the heavens of Olympus (once by his mother in shame and anger at his deformity, and once by his father because of a quarrel in which he sided with Hera). In spite of his physical unattractiveness, Hephaestus has had three beautiful wives: Charis, Aglaia and Aphrodite. Charis was the personification of grace and beauty. Aglaia, representing brilliance, was the youngest of the Graces or Charities. Aphrodite is unfaithful to him, preferring the company of other gods, especially Ares. With Apollo's help, Hephaestus discovered the meeting place of his wife and her lover, threw an invisible net around them, and brought them before the assembled gods. The hearty laughter of the gods at the embarrassment of the guilty pair marked one of the rare occasions when the majestic dwellers on Mount Olympus were moved to laughter.

During his exile from Olympus, Hephaestus made a beautiful golden throne, which he sent to Hera as a gift. The remarkable feature of this seat was that it held fast by invisible chains the person sitting in it, and Hephaestus was the only one who could set the person free. With the queen of the heavens fastened to the chair and unable to rise, it was of course necessary to recall Hephaestus to the region where he had been so unceremoniously ejected. Ares was sent to fetch him, but even the god of war was frightened of the fire torch that his brother held in his hand, and it took the art of Dionysus to bring Hephaestus back to Olympus by making him drunk.

The crafting abilities of Hephaestus soon were in great demand by the gods. He made armor for Achilles, built the homes of all the Olympians and fitted them with clever locks that the other immortals could not undo, and built tri-pods that moved of their own accord to and from the feasts on Mount Olympus. He also fashioned his own mechanical helpers to assist him in his work. They are golden and in the form of living, strong, vocal and intelligent young women. With the help of his cyclops, he hammers out lightning bolts for Zeus and all manner of subtle and gentle devices for a select few mortals.

**Main Tenets of Faith:** Hephaestus is widely praised

for bringing peace and prosperity to the workingman by giving him tools and machines to ease his labor, and fire to keep him warm and safe. His blessings are sought to keep plough iron hard and sword blades true. Others seek to placate his forge fires from growing too hot and spilling across the lands or simply to keep the ground from trembling.

**Location of Faith:** Hephaestus is highly venerated in Athens, but his largest following is on the Isle of Lemnos, where it is believed he has his forge.

**Sects:** Merchant guilds that are dedicated to craftsmanship are most often worshippers of Hephaestus, especially those in the armorsmithing, blacksmithing or weaponsmithing trades. High quality goods are often associated with having the "blessing of Hephaestus."

**Responsibilities of the Clergy:** In areas of low volcanic activity, Hephaestus' clergy is responsible for monitoring the work of craftsmen and smiths by approving the quality of pieces before sale. In areas of high volcanic activity, the clergy is responsible for protecting the people against the forge of the fire god when he is hard at work. His clergy always accept cripples among their ranks, and they are never denied aid.

**Rights of the Clergy:** The clergy of Hephaestus is always given the finest quality armor and weapons by local craftsmen and smiths.

**Restrictions of the Clergy:** The clergy of Hephaestus prefer to not deal directly with followers of Ares, and instead deal with his temple through followers of Athena.

**Rituals:** Hephaestus' most common festival is called Pyanepsion. It is celebrated on the last day of the month in honor of the city's best craftsmen and smiths. Torch racing is another popular festivity commemorating Hephaestus' gift of fire and how its use was spread among mortals. For sacrifices he prefers the burning of frankincense upon a forge or the roasting of swine on huge sacrificial fires. Clerics of Hephaestus pray for their spells before an open flame.

**Vestments:** Clerics of Hephaestus wear dark red tunics or masterwork armor. They also have thick leather smocks and heavy tool belts. An above average number of them are lame or walk with a limp.

## Hephaestus' Path of the Devout

**Devout Classes:** Alchemist, cavalier, cleric, expert (blacksmith), fighter, paladin, and warrior.

**Devout Alignments:** LG, LN, N, NG

**Favored Weapons:** warhammer

**Devout Oath:** A devout follower of Hephaestus must never willingly associate with a follower of Ares.

**Devout Benefits:** Favored classes of Hephaestus gain a +2 bonus to all Craft skills and can create non-magical items (including masterwork items) at 95% of the total cost.

## Intermediate Avatar of Hephaestus

CR 30

XP 9,840,000

LG Medium outsider (avatar, earth, fire, native)

**Init** +13; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +55



**DEFENSE**

**AC** 48, touch 28, flat-footed 38 (+8 armor, +8 deflection, +9 Dex, +1 dodge, +12 natural)

**hp** 720 (30d10+420)

**Fort** +31, **Ref** +26, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** acid, fire; **Resist** cold 30, electricity 30, sonic 30; **SR** 41

**OFFENSE**

**Speed** 50 ft., burrow 100 ft. (natural), burrow 50 ft. (worked); earth glide

**Melee** *Hammer of the Forge* +57/+52/+47/+42 (4d6+75 plus 1d6 electricity plus 1d6 fire/19-20/x3 plus 2d10 electricity plus 2d10 fire) or +5 *brilliant energy dancing speed adamantine warhammer* +52/+52/+47/+42/+37 (1d8+70/19-20/x3) or +5 *disruption shocking burst speed thundering mithral warhammer* +52/+52/+47/+42/+37 (1d8+70 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic) or +5 *flaming burst thundering cold iron warhammer* +52/+47/+42/+37 (1d8+70 plus 1d6 fire/19-20/x3 plus 2d10 fire plus 2d8 sonic)

**Ranged** acid dart +39 touch (15d6, once every 1d4-1 rounds) or fire bolt +39 touch (15d6, once every 1d4-1 rounds)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *animate objects*, *burning hands* (DC 48), *earthquake*, *elemental body IV* (earth or fire), *elemental swarm* (earth or fire), *fabricate*, *fire seeds* (DC 53), *fire shield*, *fireball* (DC 50), *incendiary cloud* (DC 55), *magic stone* (DC 38), *make whole* (DC 39), *mend fortifications*, *minor creation*, *polymorph any object* (DC 45), *produce flame*, *raise structure*, *soften earth and stone*, *spike stones* (DC 41), *stone shape*, *stoneskin* (DC 42), *unseen servant*, *wall of fire*, *wall of stone* (DC 43)

**STATISTICS**

**Str** 60, **Dex** 29, **Con** 39, **Int** 20, **Wis** 55, **Cha** 18

**Base Atk** +30; **CMB** +55 (+59 bull rush, sunder, trip); **CMD** 83 (85 vs. bull rush, sunder, trip)

**Feats** Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Trip, Greater Vital Strike, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Bull Rush, Improved Critical (warhammer)\*, Improved Initiative, Improved Sunder, Improved Trip, Improved Vital Strike, Mobility, Power Attack, Quick Draw, Spring Attack, Vital Strike, Weapon Focus (warhammer)\*, Weapon Specialization (warhammer)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +42, Climb +58, Craft +93, Disable Device +42, Handle Animal +37, Intimidate +37, Knowledge (arcana, dungeoneering, engineering, geography, nature) +38, Perception +55, Ride +42, Spellcraft +38, Stealth +42, Swim +58; **Other Skills** Dexterity +27, Intelligence +23, Wisdom +40, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** crafter's ease, domains (craft, earth, fire), god of crafts, quick crafting

**ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure special** (*Anvil of the Forge*, *Hammer of the Forge*, +5 *brilliant energy dancing speed adamantine warhammer*, +5 *disruption shocking burst speed thundering mithral warhammer*, +5 *flaming burst thundering cold iron warhammer*, *belt of physical perfection* +6, *boots of speed*, *bracers of armor* +8, *circlet of blasting* [major], *cloak of displacement* [major], *cube of force*, *glove of storing* [2], *lens of detection*, *necklace of fireballs* [type VII], *ring of elemental command* [earth], *ring of elemental command* [fire], *rod of metal and mineral detection*)

**SPECIAL ABILITIES**

**God of Crafts (Ex)** All avatars of Hephaetus are able to create any kind of non-artifact item as if they possessed the requisite feats.

**HERA (INTERMEDIATE DEITY)**

**Olympian**

**Goddess of Marriage; Queen of the Gods; Queen of Olympus**

**Symbol:** Lotus tipped scepter and a crown

**Alignment:** Lawful Neutral



**Portfolio:** Chariots, destiny, fate, flowers, leadership, marriage, queens, womanhood

**Domains:** Affinity, Law, Nobility, Protection, Strength

**True Form:** A beautiful woman wearing a crown and holding a staff entwined with lotus blossoms.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Hephaestus, Hestia

**Foes:** Zeus, Poseidon

**Racial Preferences:** Any

**Sacred Items:** Ashes

**Sacred Animals:** Cuckoo, peacock, lion, wide winged hawk

**Sacred Plants:** Willow tree, pomegranate

**Sacred Minerals:** Gold

**Divine Artifact:** *Staff of Retribution*

**Mythology:** Hera, while the wife of Zeus, is also a sister to him, Poseidon, Hades, and Hestia. Her father was the titan Cronus and her mother the titan Rhea. Hera is the most beautiful of the immortals, even more beautiful than Aphrodite. She renews her beauty each spring by magically washing away the trials and tribulations of her immortal lifestyle in an enchanted natural spring. She is the protector of women; pregnant and married women are her particular interest. Her name appears in many stories and legends though she is often regarded as petty and unforgiving.

Hera's sole marriage to Zeus began and continues with constant strife. He courted her unsuccessfully and then turned to trickery, changing himself into a disheveled cuckoo. Hera felt sorry for the bird and held it to her breast to warm it. Zeus, taking advantage of the surprise he gained, resumed his immortal form and forced himself upon her. She then married him in order to cover her shame. Once, when Zeus was being particularly overbearing to the other gods, Hera convinced them to join in a revolt. Her part in the revolt was to drug Zeus. The other gods then bound the sleeping Zeus to a couch taking care to tie many knots. When this was done they began to quarrel over the next step. Briareus overheard the arguments and, still full of gratitude to Zeus, slipped in and was able to quickly untie the many knots. Zeus sprang from the couch and grabbed up a thunderbolt. The gods fell to their knees begging and pleading for mercy. He seized Hera and hung her from the sky with gold chains. She wept in pain all night but none of the others dared to interfere. Her weeping kept Zeus up and the next morning he agreed to release her if she would swear never to rebel again. She had little choice but to agree.

While she has never again rebelled, she often plots against Zeus' plans and quite often is able to outwit him. Two of her favorite techniques for punishing Zeus are the banishment of his children conceived with other women and the transformation of his lovers into beasts. Hera has cultured a class of worshippers known as Hunters of Hera (see Prestige Classes) who seek out the half-god children of Zeus and the other Olympians so they may be destroyed if she so desires.

**Main Tenets of Faith:** Hera is worshipped as both the queen of gods and mortals. Her followers are almost exclusively females and she serves as their strength-giver and protectorate through every stage of life. She is especially protective of those who are pregnant and alone and has been known to offer them unsolicited help. She is also patron to all whose marriages have soured and gives women the courage to break free and seek independence.

**Location of Faith:** Temples of Hera can be found throughout Greece, but her most prominent cult centers are located in Argos, Olympia, and the island of Samos.

**Sects:** Some sects worship Hera as an air goddess and substitute Strength domain with Air domain when praying for their spells.

**Responsibilities of the Clergy:** The primary responsibility of her clergy is the promotion of women's welfare. They aid those women in need and give them food and sanctuary.

**Rights of the Clergy:** Her clerics are not obligated to reveal information about women who have sought their aid to anyone, including rulers or husbands. That information is considered confidential under divine law.

**Restrictions of the Clergy:** Hera's clergy is not permitted to show a man the inner sanctum of her temples.

**Rituals:** In Olympia, a series of competitive all female games called the Heraia are held in her honor. Her most widespread festival is the Daidala, an annual celebration marking her forgiveness of Zeus.

She prefers burnt offerings of flowers and beautiful garments. Her clerics pray for their spells at dawn.

**Vestments:** Her clerics favor well made gowns, which they often sacrifice, and wear crowns of lotus or other flowers. They keep themselves immaculately groomed and curl their hair with olive oil, giving it a pleasant sheen.

## Hera's Path of the Devout

**Devout Classes:** Aristocrat, cleric, inquisitor, and paladin.

**Devout Alignments:** LG, LN, NG

**Favored Weapons:** Staff

**Devout Oath:** A devout follower can never turn down a pregnant woman in need.

**Devout Benefits:** Favored classes of Hera gain a +4 bonus to Sense Motive checks and are able to cast *true strike* a number of times per week equal to her Charisma modifier (minimum 1). Caster level is equal to devout class levels, all saves are Charisma based.

## Intermediate Avatar of Hera

**CR 30**

**XP 9,840,000**

LN Medium outsider (avatar, lawful, native)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +58

**Aura** ordered presence (1 mile), protection (AC +7 deflection, 100 ft.)

### DEFENSE

**AC** 61, touch 41, flat-footed 49 (+8 armor, +19 deflection, +11 Dex, +1 dodge, +12 natural)

**hp** 450 (30d10+150)



**Fort** +44, **Ref** +50, **Will** +64

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** chaos; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 60 ft.

**Melee** *Staff of Retribution* +45/+40/+35/+30 (1d6+54/19-20 plus 1d8 sonic) or +5 *axiomatic icy burst shock quarterstaff* +45/+40/+35/+30 (1d6+54 plus 1d6 cold plus 1d6 electricity/19-20 plus 1d10 cold)

**Special Attacks** axiomatic strike, resistant touch (save +7, resist 20)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will—*align weapon* (law only, DC 39), *antimagic field*, *bull's strength* (DC 39), *clenched fist*, *crushing hand*, *dictum* (DC 44), *dispel chaos* (DC 42), *enlarge person* (DC 38), *grasping hand*, *hold monster* (DC 42), *magic circle against chaos* (DC 40), *magic vestment* (DC 40), *mind blank* (DC 45), *order's wrath* (DC 41), *prismatic sphere* (DC 46), *protection from chaos* (DC 38), *protection from energy* (DC 40), *repulsion* (DC 44), *righteous might*, *sanctuary* (DC 38), *shield of law* (DC 45), *shield other* (DC 39), *spell immunity* (DC 41), *spell resistance* (DC 42), *stoneskin* (DC 42), *summon monster IX* (law only)

#### STATISTICS

**Str** 44, **Dex** 32, **Con** 20, **Int** 39, **Wis** 60, **Cha** 61

**Base Atk** +30; **CMB** +47; **CMD** 88

**Feats** Blind-Fight, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Critical Focus, Dodge, Greater Disarm, Greater Sunder, Greater Trip, Improved Critical (quarterstaff)\*, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Lunge, Mobility, Persuasive, Power Attack, Spring Attack, Stand Still, Strike Back, Weapon Focus (quarterstaff)\*, Whirlwind Attack (\*=bonus feat)

**Skills** Acrobatics +44 (+61 jumping), Bluff +58, Diplomacy +62, Heal +58, Intimidate +62, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +47, Perception +58, Spellcraft +47, Stealth +44; **Other Skills** Strength +35, Dexterity +29, Intelligence +32, Wisdom +43, Charisma +43

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (law, protection, strength), might of the gods +30, strength surge (17, +8)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Retribution*, +5 *axiomatic icy burst shock quarterstaff*, *belt of giant strength* +6, *boots of striding and springing*, *bracers of armor* +8, *headband of mental superiority* +6 [Acrobatics, Intimidate, Stealth], *ring of freedom of movement*)

## HERMES (INTERMEDIATE DEITY)

Olympian

*Messenger of the Gods; God of Thieves; God of Commerce; Guide to the Dead; Patron of Travelers*

**Symbol:** Winged Boots

**Alignment:** Chaotic Neutral

**Portfolio:** Athletes, gymnasiums, heralds, herds, flocks,



journeys, markets, thievery, trade

**Domains:** Chaos, Dead, Magic, Travel, Trickery

**True Form:** Hermes looks like a young man clad in tunic and cloak, wearing winged boots and a squat traveler's helm.

**Perceived Form:** As true form, but portrayed carrying a herald's wand in one hand and bearing a grown ram beneath his arm.

**Avatar Form:** Same as true form

**Other Manifestations:** Hermes is excessively fond of mortal guises and often appears as a beggar, merchant, or shepherd to haggle or pilfer from mortals.

**Allies:** Zeus, Maia (mother), and Apollo (half-brother)

**Foes:** Giants

**Racial Preferences:** Any

**Sacred Items:** Lyre, tortoise shells

**Sacred Animals:** Ram

**Sacred Plants:** Cyprus, olive tree

**Sacred Minerals:** Bronze, lead

**Divine Artifacts:** *Caduceus* (a winged rod with two snakes entwined), *Winged Boots*

**Mythology:** Hermes lost no time in beginning his career of thievery and general mischief. Born early in the





morning, the precocious infant climbed out of his crib, took a long walk, and invented the lyre from the shell of a tortoise that he killed after it had crossed his path. In the evening, before it got too dark, he stole fifty of Apollo's oxen and hid them in a cave. Hermes slaughtered two of the beasts, cooked and ate part of the flesh, burned the rest, and nailed their skins to a rock. When he arrived home, he lay down quietly in his crib and was found there the next morning with his eyes closed, when Apollo came to make a complaint to the child's mother, Maia. Upon realization that justice was not to be received from a doting mother, Apollo appealed to Zeus, who compelled his young son to return the cattle. However, when Apollo heard Hermes play the lyre he was so delighted that he told the child that he could keep the cattle, and they became good friends.

Eventually, Hermes gave Apollo the lyre he had built and Apollo gave him the Caduceus in exchange. Hermes is also said to have stolen Hephaestus' tools, Zeus's scepter, Poseidon's trident, Ares' sword and, a truly Herculean task, Aphrodite's girdle.

One of Hermes' most important duties is to ferry the shades or ghosts of the dead from the lands of the living to the Underworld. As a friendly guide of the living as well as the dead, Hermes spends much of his time

among shepherds, to whom he is the patron god. He also visits with nymphs and shepherdesses, by whom he has been the father of countless children, including Pan and Daphnis, the inventor of pastoral poetry. He is the father of Autolycus, the prince of thieves, by Chione.

Hermes helps and guides humans in their activities, and is credited with introducing weights and measures, as well as dice to the mortals. He is the giver of good luck and has a hand in all secret dealings and subterfuges. He gave a "Sickle of Admanate" to Perseus, which the hero used to sever Medusa's head, and he also gave Odysseus a plant known as moly, which made the hero immune to the magic of Circe. Hermes has even had to rescue Zeus and restore his health, when Zeus encountered the monster Typhon. Similarly, he has rescued Ares, who was confined in a bronze storage jar for thirteen months, after being captured by Otus and Ephialtes.

**Main Tenets of Faith:** Hermes is a well-humored and beloved god, full of mirth and good humor. His portfolio is expansive, though whom he represents most closely is the common man. He loves sports, particularly wrestling and racing and is praised by athletes who seek his favor. Zeus gave him dominion over flocks and herds and thus shepherds sacrifice to him to keep the predators away. He is also patron to those who travel and bear messages, as he must vigilantly bear those between Hades and Mt. Olympus. He is sacrificed to by merchants and thieves alike, as he himself finds little difference between the two and is bemused by the similarities of haggling with words and pilfering with nimble fingers. More than most, he is a playful god and his wrath is more likely to come in the form of prank and petty larceny than any tragic misfortune.

**Location of Faith:** Hermes has thousands of small shrines dotting the roadsides and marketplaces. Most are informal and consist of small bronze or stone statues of the god, a ram, or three rods forming an upright triangular shape. Many gymnasiums are also inscribed to his honor.

**Sects:** One of Hermes' most notorious sects reveres him solely for his patronage of thieves. This sect has created a large network of thieves, spies and smugglers that operates from covert locations within major cities.

**Responsibilities of the Clergy:** In addition to the maintenance of hundreds of his roadside shrines, Hermes' clergy is often contracted to exchange messages between different city-states concerning politics and policy. Some of their roadside shrines double as trading posts where clergy members offer their services as trade negotiators securing deals under divine blessing.

**Rights of the Clergy:** Hermes' clergy are protected under the general laws of most city-states, even those at war with each other. This allows them to keep trade flowing and the exchange of information open, even in times of political strife.

**Restrictions of the Clergy:** Hermes' clergy is decidedly neutral concerning the affairs of politics. This helps them to maintain their other duties as representatives of the common man and as messengers.

**Rituals:** A typical offering to Hermes consists of wheat-



dough kneaded with honey and incense, which is burnt on his altar over a fire made of olive twigs. The offering is accompanied with libations (preferably wine), and the performance of both hymns and narratives. Hermes' clerics pray for their spells beneath the open sky.

**Vestments:** Clerics of Hermes wear flat-brimmed travelers' helms and carry staves. While on the road they wear common clothes and heavy cloaks, and are difficult to identify as priests. During ceremonies, they are more formal and wear clean white robes and go barefoot.

## Hermes' Path of the Devout

**Devout Classes:** Bard, cleric, commoner (merchant, shepherd), expert (athlete), fighter, investigator, monk, rogue, sorcerer, and warrior.

**Devout Alignments:** Any non-lawful

**Favored Weapons:** quarterstaff

**Devout Oath:** A devout follower takes an oath of poverty that entails he never own more valuables than he can carry on his person and forbids him to dress or act ostentatiously. Using an extradimensional holding device is considered a violation of this oath.

**Devout Benefits:** Devout followers of Hermes gain Slight of Hand as a class skill. They also gain one of the following abilities: Provided the devotee is wearing armor no heavier than light armor he can use the Improved Grapple feat even if he doesn't meet the normal prerequisites; or he can cast *haste* once per week (on himself only).

## Intermediate Avatar of Hermes

CR 30

XP 9,840,000

CN Medium outsider (avatar, chaotic, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +44

### DEFENSE

**AC** 64, touch 41, flat-footed 41 (+11 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 450 (30d10+150)

**Fort** +22, **Ref** +39, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** law; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 150 ft.; dimensional hop

**Melee** *Caduceus* +42/+42/+37/+32/+27 (1d6+49/19-20) or +5 *disruption shock speed thundering light mace* +49/+49/+44/+39/+34 (1d6+48 plus 1d6 electricity/plus 1d8 sonic) or *Caduceus* +40/+40/+35/+30/+25 (1d6+35/19-20), *Caduceus* +49/+49/+44/+39 (1d6+27/19-20) or +5 *disruption shock speed thundering light mace* +47/+47/+42/+37/+32 (1d6+34 plus 1d6 electricity/plus 1d8 sonic), unarmed strike +42/+37/+32 (1d3+21)

**Special Attacks** anarchic strike, chaos effect (DC 72), disjuncting touch (3/round, DC 52), hand of the master (3/round, +52)

**Spell-Like Abilities** (CL 30th; concentration +52)

Constant – *telekinesis*

At will – *align weapon* (chaos only, DC 39), *animate objects*, *antimagic field*, *astral projection*, *chaos hammer* (DC 41), *cloak of chaos* (DC 45), *dimension door* (DC 41), *dispel law* (DC

42), *find the path* (DC 43), *fly* (DC 40), *greater dispel magic*, *greater teleport* (DC 44), *identify*, *imbue with spell ability* (DC 41), *locate object*, *longstrider*, *mage's disjunction* (DC 46), *magic circle against law* (DC 40), *magic mouth* (DC 39), *phase door*, *protection from law* (DC 38), *protection from spells* (DC 45), *spell resistance* (DC 42), *spell turning*, *summon monster IX* (chaos only), *teleport* (DC 42), *word of chaos* (DC 44)

**Sorcerer Spells Known** (CL 30th; concentration +52)

9th (10/day) – *gate*, *shapechange*, *teleportation circle*

8th (10/day) – *mass charm monster* (DC 45), *mind blank* (DC 45), *polar ray*

7th (10/day) – *banishment* (DC 44), *phase door*, *plane shift* (DC 44)

6th (11/day) – *globe of invulnerability*, *mass suggestion* (DC 43), *shadow walk* (DC 43)

5th (11/day) – *break enchantment*, *hold monster* (DC 42), *mirage arcana* (DC 42)

4th (11/day) – *dimensional anchor*, *greater invisibility* (DC 41), *mass enlarge person* (DC 41), *secure shelter*

3rd (11/day) – *fly* (DC 40), *gaseous form*, *haste* (DC 40), *slow* (DC 40)

2nd (12/day) – *blur* (DC 39), *levitate*, *rope trick*, *shatter* (DC 39), *spider climb* (DC 39)

1st (12/day) – *expeditious retreat*, *feather fall* (DC 38), *jump* (DC 38), *shield*, *ventriloquism* (DC 38)

0 (at will) – *arcane mark*, *detect magic*, *disrupt undead*, *light*, *mending* (DC 37), *message*, *open/close* (DC 37), *prestidigitation*, *read magic*

### STATISTICS

**Str** 37, **Dex** 55, **Con** 20, **Int** 18, **Wis** 32, **Cha** 54

**Base Atk** +30; **CMB** +52; **CMD** 84

**Feats** Acrobatic Steps, Agile Maneuvers, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (quarterstaff)\*, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Lightning Stance, Mobility, Nimble Moves, Power Attack, Quick Draw, Run, Snatch Arrows, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (quarterstaff)\*, Whirlwind Attack, Wind Stance

(\* = bonus feat)

**Skills** Acrobatics +55 (+107 jumping), Appraise +37, Bluff +55, Climb +46, Diplomacy +55, Disguise +50, Escape Artist +55, Knowledge (arcana, nobility, religion) +37, Perception +44, Sleight of Hand +55, Spellcraft +37, Stealth +70, Swim +46, Use Magic Device +55; **Other Skills** Dexterity +40, Intelligence +22, Wisdom +29, Charisma +40

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** agile feet, domains (chaos, magic, travel)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Caduceus* [Rod of Hermes], +5 *disruption shock speed thundering light mace*, *staff of power*, +5 *greater shadow heavy fortification breastplate*, *bag of hold* [type IV], *belt of giant strength* +4, *chime of opening*, *cloak of displacement* [major], *crystal ball* [true seeing], *cube of force*, *glove of storing* [2], *hat of disguise*, *lyre of building*, *necklace of fireballs* [type VII], *ring of invisibility*, *staff of passage*, *winged boots*)







## HESTIA (LESSER DEITY)

**Olympian**

*Virgin Goddess of the Hearth, Home, and Family*

**Symbol:** House and Ladle

**Alignment:** Lawful Good

**Portfolio:** Hearth, home, family, simplicity, virginity

**Domains:** Community, Good, Healing, Law, Protection

**True Form:** Hestia appears as an attractive young woman with green eyes and long brown, oiled curls. She dresses in plain white gowns.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Hera

**Foes:** Any who seek to disrupt the security of the home and spread chaos.

**Racial Preferences:** Any lawful

**Sacred Items:** Hearth, kettledrum

**Sacred Animals:** Pigs

**Sacred Plants:** Morning glory

**Sacred Minerals:** Spices

**Divine Artifact:** *Wand of the Hearth*

**Mythology:** Hestia is the virgin goddess of the hearth and the eldest child of the Titans Cronus and Rhea. Unlike the other Olympian deities, Hestia does not reside at Mount Olympus, but on Earth with the mortals. She is considered to be the kindest and gentlest of all of the gods. She has never wed but protects orphans and missing children. She is the goddess of humble domestic joy. Hestia's power is in her being—she does not strive or seek to accomplish. Around her there are no quarrels, competitions, lovers, conquests, adventures, or romances. She remains centered, refusing to compromise. She is also one of only three gods immune to the spells of Aphrodite (the other two being Athena and Artemis).

**Main Tenets of Faith:** Hestia is one of the most beloved of all the gods and her worshippers are dear to her. She taught mortals how to build houses. She is a benevolent protector, bestowing pride and binding strength to the homes of the faithful. Where she gives her blessing, tables are full, fires are warm, and roofs are dry. So welcome is she that she needs no home of her own and those who receive her with love and hospitality find the bounty of her blessings endless. She knows and watches over all prayers and sacrifices of those who pray in their homes, even those prayers to other gods, because hers was the gift of the altar and the hearth; as the virgin goddess she is the guardian of those most intimate and innermost secrets.

**Location of Faith:** No temples are dedicated Hestia, instead her sanctuaries are shared with the temples of other gods, as they to desire her blessings upon their structures. In accordance, almost every home has a small altar in her honor. At the altars of Olympia the Eleans sacrifice to Hestia first, before all other gods.

**Sects:** Hestia's faith has no divergent sects

**Responsibilities of the Clergy:** Hestia's clergy provide care for orphaned children.

**Rights of the Clergy:** Very few refuse a cleric of Hestia a place to stay, and within civilized society they are rarely without food and board.

**Restrictions of the Clergy:** Many members of Hestia's clergy take vows of chastity and /or pacifism.

**Rituals:** Hestia's sanctuaries are plain and unadorned with images and usually contain only a single small altar for sacrifices. She is typically praised with offerings of sweet wine and song and her celebrations consist of feasting. Sacrifices and feasts are often donated to her clergy by temples of other gods. Hestia's clerics pray for their spells in the early morning.

**Vestments:** Hestia's clerics wear light robes or gowns and sandals, and tie their hair with garlands made from morning glories.

## Hestia's Path of the Devout

**Devout Classes:** Cleric, druid, inquisitor, and monk.

**Devout Alignments:** LG, LN, NG, N

**Favored Weapons:** unarmed strike

**Devout Oath:** A devout follower takes his goddesses vow of chastity and cannot use bladed weapons. Many devotees forsake the use of weapons altogether



**Devout Benefits:** Clerics and monks of Hestia gain +2 on all Will saves. Devout clerics of Hestia also gain Improved Unarmed Strike as a bonus feat. Devout followers who are monks can multiclass freely as clerics.

### Lesser Avatar of Hestia

CR 25

XP 1,640,000

LG Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +35

**Aura** unity (sight)

#### DEFENSE

**AC** 48, touch 32, flat-footed 35 (+8 armor, +4 deflection, +12 Dex, +1 dodge, +5 luck, +8 natural)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +24, **Will** +24

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +27/+22/+17/+12 (1d3+18/19-20) or +5 *brilliant energy flaming burst speed quarterstaff* +25/+25/+20/+15/+10 (1d6+32 plus 1d6 fire/plus 1d10 fire) or +5 *ghost touch shocking burst wounding darkwood quarterstaff* +25/+20/+15/+10 (1d6+32 plus 1d6 electricity plus 1 bleed/plus 1d10 electricity) or unarmed strike +25/+20/+15/+10 (1d3+18/19-20), unarmed strike +25/+20/+15 (1d3+12/19-20) or +5 *brilliant energy flaming burst speed quarterstaff* +23/+23/+18/+13/+8 (1d6+23 plus 1d6 fire/plus 1d10 fire), +5 *brilliant energy flaming burst speed quarterstaff* +29/+29/+24/+19 (1d6+17 plus 1d6 fire/plus 1d10 fire) or +5 *ghost touch shocking burst wounding darkwood quarterstaff* +23/+18/+13/+8 (1d6+23 plus 1d6 electricity plus 1 bleed/plus 1d10 electricity), +5 *ghost touch shocking burst wounding darkwood quarterstaff* +29/+24/+19 (1d6+17 plus 1d6 electricity plus 1 bleed/plus 1d10 electricity)

**Ranged** +5 *axiomatic distance icy burst speed thundering sling* +37/+37 (1d4+11 plus 1d6 cold/plus 1d10 cold)

**Special Attacks** calming touch

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *bless*, *heroes' feast*, *mass cure critical wounds* (DC 28), *miracle* (DC 31), *prayer*, *refuge*, *shield other* (DC 24), *status* (DC 24), *telepathic bond*

#### STATISTICS

**Str** 23, **Dex** 35, **Con** 22, **Int** 15, **Wis** 34, **Cha** 13

**Base Atk** +20; **CMB** +26; **CMD** 53

**Feats** Combat Expertise, Combat Reflexes, DeflectArrows, Dodge, Double Slice, Gorgon's Fist, Greater Two-Weapon Fighting, Improved Critical (unarmed strike)\*, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Medusa's Wrath, Mobility, Power Attack, Scorpion Style, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (unarmed strike)\*, Whirlwind Attack (\*=bonus feat)

**Skills** Climb +29, Diplomacy +24, Handle Animal +24, Heal +35, Knowledge (nature) +25, Perception +35, Ride +35, Spellcraft +25, Survival +35, Swim +29; **Other Skills** Dexterity +25, Intelligence +15, Wisdom +25, Charisma +14

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

SQ domain (community)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Wand of the Hearth*, +5 *brilliant energy flaming burst speed quarterstaff*, +5 *ghost touch shocking burst wounding darkwood quarterstaff*, +5 *axiomatic distance icy burst speed thundering sling*, *boots of speed*, *bracers of armor* +8, *glove to storing* [2], *staff of defense*)

## NEMESIS (LESSER DEITY)

Chthonic

**Goddess of Vengeance and Retribution; Daughter of the Night**

**Symbol:** Balance scales

**Alignment:** Lawful Neutral

**Portfolio:** Balance, conscience, law, punishment, righteousness, retribution, vengeance

**Domains:** Balance, Destruction, Law, Trickery, War

**True Form:** A somber faced woman in long robes crowned with deer antlers.

**Perceived Form:** Same as true form, sometimes with wings. She is usually portrayed bearing different objects such as an apple-branch, rein, lash, dagger, or balance scales

**Avatar Form:** Same as perceived form

**Other Manifestations:** a 20 HD griffin, a goose, a +5 cold iron axiomatic dagger

**Allies:** Nyx (mother), Poena

**Foes:** Zeus

**Racial Preferences:** Any

**Sacred Items:** Balance scales, egg, rudder, wheel

**Sacred Animals:** Cat, geese

**Sacred Plants:** Apple tree

**Sacred Minerals:** Iron

**Divine Artifact:** *Revenant, the Hand of Vengeance*

**Mythology:** Nemesis is the winged goddess of retribution, justice, righteous anger and divine vengeance. She punishes those who break the moral code, flaunt the law, are too proud and refuse to acknowledge the blessings given to them by the gods, or are simply too selfish to share their good fortune with others. It is her role to encourage moderation in society and eliminate arrogance by serving as a moral conscience. Nemesis also avenges those who are wronged and has little tolerance for men that commit abuse upon their wives or family.

She is the shape-shifting daughter of Nyx and Oceanus, and is considered to be as beautiful as Aphrodite. Her divine beauty is what attracted the overly amorous attentions of Zeus, whom she serves as his right hand. In an effort to escape him, Nemesis changed herself into a swan but Zeus caught and raped her. The resulting progeny arrived in the form of an egg but later hatched as Helen (of Troy). Nemesis is attended by Peona, goddess of punishment, and is sometimes called 'Daughter of the Night' in reference to her mother.

**Main Tenets of Faith:** Nemesis is not sought for her blessings, instead those who sacrifice to her seek to alter the fate of others by summoning her wrath upon them. She is the deliverer of swift and virulent



punishment to both those who have committed evil acts upon others with relative impunity and those who receive undeserved good fortune. She sanctifies resentment towards such entities in the name of balance and maintaining the natural order of the world. She is the patron of law and order, she brings strength and decisiveness to those in counsel and judgment and is the bane of the orderless. She is humility, countenance, and conscience

**Location of Faith:** Though her praise is widespread, most of those who worship Nemesis do so informally. Her first and best-known temple was founded in Rhamnós by king Adrasteios. The altar is set beside the Aisepos River where worshippers must cleanse themselves before entry. It remains the largest and most impressive of Nemesis' sanctuaries and contains several colossal white marble statues of her visage.

**Sects:** As is common to most elder gods, Nemesis has several sects. Some are expressly focused on dethroning political figures and bankrupting merchants, others travel as mercenaries looking for just causes to avenge. More radical sects apply her teachings to emotional states and seek a state of emotional neutrality devoid of laughter and tears.

**Responsibilities of the Clergy:** The clergy of Nemesis is somewhat mercenary and when approached with the prospect of acting out Nemesis' wrath, they debate the merits of the accusation and, if warranted, they enact her vengeance.

**Rights of the Clergy:** The clergy is permitted to strike down those who have transgressed the law without evidence, as it is the duty of Nemesis' clergy to punish those who have somehow escaped punishment.

**Restrictions of the Clergy:** Nemesis' clergy are not executioners or assassins; while sufficient cause of vengeance needn't be proven, it must hold up. Clergy members are all bound by a mark of justice to ensure that they behave in accordance of this, and violators are swiftly struck down.

**Rituals:** Nemesis is worshipped through oaths and her sacrifices are the completion of these bloody tasks. Formal temple ceremonies are reduced to recitation of daily prayers and small rituals such as the hanging of four wryneck birds from the ceiling as a token of humility. Instead, temples serve as housing for the clergy and a place for those in need of justice to come and contract services. Her clerics pray for their spells in the late afternoon over the forswearing of oaths.

**Vestments:** Nemesis' clerics favor simple robes in dark or neutral tones. Those sects which are decidedly more martial in nature incorporate breastplates and helmets into their priestly garb.

## NEMESIS' PATH OF THE DEVOUT

**Devout Classes:** Cavalier, cleric, fighter, inquisitor, monk, paladin, rogue, warpriest, and warrior.

**Devout Alignments:** LG, LN, LE

**Favored Weapons:** dagger

**Devout Oath:** A devout follower must take the same oath as a clergy member and receive a mark of justice whose



curse is activated if the devotee strikes down an opponent in Nemesis' name that is not worthy of her wrath. Additionally, the devotee must smite at least one foe in her honor per month.

**Devout Benefits:** Favored classes gain the ability to designate a single entity as deserved of Nemesis' wraith. The devotee gains a +2 bonus to all attacks, damage, skill, and ability checks made against the designated foe until his justice has been served. The devotee can designate only one entity at a time, additionally the entity must be deserved of the goddess' wraith or the power is ineffectual.

### Lesser Avatar of Nemesis

CR 25

XP 1,640,000

LN Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +35

**Aura** balance the scales (1 mile), protection (1 mile)

#### DEFENSE

**AC** 41, touch 27, flat-footed 28 (+6 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 320 (20d10+120)

**Fort** +18, **Ref** +24, **Will** +24; +2 vs. poison



**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** +5 *keen vorpal wounding adamantine short sword* +31/+26/+21/+16 (1d6+19 plus 1 bleed/17-20 plus 2d6 bleed) or +5 *distance returning speed dagger* +32/+32/+27/+22/+17 (1d4+19/17-20 plus 2d6 bleed)

**Ranged** +5 *distance speed wounding composite shortbow* +32/+32/+27/+22/+17 (1d6+19 plus 1 bleed/19-20/x3 plus 2d6 bleed) or +5 *distance returning speed dagger* +32 (1d4+19/17-20 plus 2d6 bleed)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *antipathy* (DC 31), *banishment* (DC 29), *calm emotions* (DC 24), *dismissal* (DC 27), *divine arbitration*, *equalization* (DC 30), *prayer*, *shared fate* (DC 28), *weighing the balance* (DC 23)

#### STATISTICS

**Str** 15, **Dex** 35, **Con** 22, **Int** 13, **Wis** 34, **Cha** 29

**Base Atk** +20; **CMB** +22; **CMD** 49 (cannot be tripped)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Far Shot, Improved Critical (dagger\*, shortbow), Improved Initiative, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Spring Attack, Weapon Finesse, Weapon Focus (dagger\*, shortbow), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +35, Bluff +32, Diplomacy +32, Disable Device +35, Disguise +32, Escape Artist +35, Fly +30, Intimidate +32, Knowledge (local) +24, Perception +35, Sleight of Hand +35, Stealth +45; **Other Skills** Strength +15, Dexterity +25, Intelligence +14, Wisdom +25, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (balance)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Revenant [the Hand of Vengeance]*, +5 *keen vorpal wounding adamantine short sword*, +5 *distance returning speed dagger*, +5 *distance speed wounding composite* [+2 Str] *shortbow*, *boots to speed*, *bracers of armor* +6, *chime of opening*, *cloak of arachnida*, *headband of alluring charisma* +6, *ring of chameleon power*, *ring of evasion*, *wings of flying*)

## NYX (GREATER DEITY)

**Primordial**

**Goddess of the Night**

**Symbol:** Stars

**Alignment:** Chaotic Neutral

**Portfolio:** Chaos, darkness, fear, primordial knowledge, secrets, the unknown

**Domains:** Chaos, Cosmic, Darkness, Destruction, Strength, Trickery

**True Form:** A shadowy figure surrounded in dark mist

**Perceived Form:** A dark-skinned female wearing a black gown and crowned with a garland of poppies. She is ever

shrouded in mist or fog; sometimes pictured with wings and others, riding a chariot pulled by twin nightmares.

**Avatar Form:** Same as perceived form

**Other Manifestations:** a 20HD nightmare

**Allies:** Hera, Hecate (daughter), Nemesis (daughter), Thanatos (son)

**Foes:** Zeus

**Racial Preferences:** Any chaotic

**Sacred Items:** Black rooster feathers, tears

**Sacred Animals:** Nighthawk, nightmare, black roosters

**Sacred Plants:** Nightshade, poppies

**Sacred Minerals:** Obsidian

**Divine Artifact:** *Robe of Shadow's Embrace*

**Mythology:** Nyx is the goddess of night and daughter of Chaos. She is one of the first divine beings to come into existence. She is a powerful goddess whose dark light falls from the stars, and who dictates not only to men but also to gods. Even Zeus takes caution not to anger or displease Nyx, lest she turn her formidable powers upon him.

**Main Tenets of Faith:** Mischief and treachery are common in the night, when things are most





unexpected, thus those who revere Nyx are notorious for their snares, doubletalk, tricks, and traps. There are few formal tenets to her faith, followers instead are prone to sacrificing to her and then receiving visions or oracles as to what her demands might be and what actions they should take. The variance of these commands is extreme and often contradictory, and many of them are seemingly without reason. Still, her clergy professes that her methods ancient and beyond the comprehension of both mortals and the younger gods and do not question those tasks she asks of them.

**Location of Faith:** Nyx has no formal temples and her worshippers are few. On occasion, one can locate one of the small caves that serve as her oracles a few miles walk outside the cities of Athens, Sparta, Thebes, and Megara.

**Sects:** Based on the erratic behavior of the goddess' followers, it is impossible to tell if she has any divergent sects.

**Responsibilities of the Clergy:** Nyx isn't known to have a formal clergy and her oracles are often run by a single cleric or devotee.

**Rights of the Clergy:** None

**Restrictions of the Clergy:** Unknown

**Rituals:** Nyx desires sacrifices of roosters, whose throats are slit and their blood poured upon her altars. Clerics of Nyx pray for their spells at the coming of night.

**Vestments:** Clerics of Nyx always wear black garments and decorate themselves with jewelry made from black rooster feathers and chunks of obsidian. During ceremonies, some paint their faces or their entire bodies black.

## Nyx's Path of the Devout

**Devout Classes:** Adept, cleric, inquisitor, rogue, and warpriest.

**Devout Alignments:** CE, CG, CN

**Favored Weapons:** heavy mace

**Devout Oath:** A devout follower of Nyx must make a weekly sacrifice of a rooster.

**Devout Benefits:** Devotee's of Nyx gain darkvision 60 ft. If the character already possesses darkvision, the distance is increased by 60 ft.

### Greater Avatar of Nyx

CR 40

XP 314,880,000

CN Medium outsider (avatar, native)

**Init** +23; **Senses** darkvision 120 ft., low-light vision, avatar senses, blindsight 1 mile, eyes of darkness; Perception +78

**Aura** destructive (1 mile hardness -20, 100 ft. +20 damage)

#### DEFENSE

**AC** 68, touch 44, flat-footed 68 (+8 armor, +12 deflection, +19 Dex, +1 dodge, +2 insight, +16 natural)

**hp** 1,160 (40d10+760)

**Fort** +41, **Ref** +43, **Will** +57

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—;

**Immune** acid, cold, electricity, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *disruption icy burst heavy mace* +70/+65/+60/+55

(1d8+133 plus 1d6 cold/19-20 plus 1d10 cold)

**Special Attacks** cypcat (16/round, 32 maximum), destructive smite +40, master's illusion (16), shadow summons (4d4 shadows or 1d3+1 dread shadows), touch of darkness (DC 72), understanding of the void +16

**Spell-Like Abilities** (CL 40th; concentration +72)

Constant — *analyze dweomer* (DC 58), *foresight* (self only), *greater arcane sight*

At will — *astral self*, *blur* (DC 54), *bull's strength* (DC 54), *clenched fist*, *confusion* (DC 56), *cosmic awareness*, *cosmic ray*, *crushing despair*, *crushing hand*, *deeper darkness*, *disguise self* (DC 53), *disintegrate* (DC 58), *earthquake*, *enlarge person* (DC 53), *false vision*, *grasping hand*, *greater shadow conjuration* (DC 59), *greater shadow evocation* (DC 60), *harm* (DC 58), *implosion* (DC 61), *inflict critical wounds* (DC 56), *invisibility* (DC 54), *magic vestment* (DC 55), *mass invisibility* (DC 59), *meteor swarm* (DC 61), *mislead* (DC 58), *nondetection* (DC 56), *obscuring mist*, *rage*, *reverse gravity* (DC 60), *righteous might*, *rings of withstanding* (DC 55), *screen* (DC 60), *shades* (DC 61), *shadow walk* (DC 58), *shatter* (DC 54), *shout* (DC 56), *solar wind* (DC 56), *spell immunity* (DC 56), *starlight*, *stoneskin* (DC 57), *telekinesis* (DC 57), *time stop*, *true seeing* (DC 59), *true strike*

#### STATISTICS

**Str** 79, **Dex** 48, **Con** 49, **Int** 31, **Wis** 81, **Cha** 80

**Base Atk** +40; **CMB** +74 (+78 disarm, sunder, trip); **CMD** 116 (118 vs. disarm, sunder, trip)

**Feats** Acrobatic Steps, Blind-Fight\*, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Stroke, Deafening Critical, Dodge, Greater Disarm, Greater Penetrating Strike, Greater Sunder\*, Greater Trip, Greater Weapon Focus (heavy mace), Greater Weapon Specialization (heavy mace), Improved Blind-FightB, Improved Critical (heavy mace)\*, Improved Disarm, Improved Initiative, Improved Sunder\*, Improved Trip, Lightning Stance, Mobility, Nimble Moves, Penetrating Strike, Power Attack, Shatter Defenses, Spring Attack, Sundering Strike\*, Weapon Focus (heavy mace)\*, Weapon Specialization (heavy mace), Whirlwind Attack, Wind Stance (\*=bonus feat)

**Skills** Bluff +118, Disguise +118, Stealth +112; **Other Skills** Strength +77, Dexterity +62, Intelligence +53, Wisdom +78, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** alternate form (any; *shapechange* [free action]), domains (cosmic, darkness, destruction, strength, trickery), might of the gods +40, strength surge (34, +44)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Robe of Shadow's Embrace*, +5 *disruption icy burst heavy mace*, *belt of physical perfection* +6, *bracers of armor* +8, *headband of mental superiority* +6, *ring of elemental command* [air])





## PAN (LESSER DEITY)

**Agrios**

**God of Flocks and Shepherds; Woodland God; God of Beekeeping; God of Nature**

**Symbol:** Reed pipes

**Alignment:** Chaotic Good

**Portfolio:** Fey creatures, nature, wild animals

**Domains:** Animal, Chaos, Good, Music, Plant

**True Form:** Pan is a satyr, he is small in stature with goat horns, pointy ears, a snub nose and the hind quarters of a goat. He has thick and shaggy body hair and a musky aroma.

**Perceived Form:** Same as true form. He is often portrayed playing his reed flutes and cloaked in a lynx pelt. Sometimes he is portrayed leading a pack of hunting dogs.

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Apollo, Dionysus, Hermes (father), fey creatures

**Foes:** Aberrations, Undead

**Racial Preferences:** Elf, human

**Sacred Items:** Forest glades, reed pipes, music

**Sacred Animals:** Goats, lynx, sheep

**Sacred Plants:** Crocus, hyacinth, beech and pine trees.

**Sacred Minerals:** Granite

**Divine Artifact:** *Pipes of Persuasion*

**Mythology:** Pan is the patron god of shepherds and their flocks who wander the hills and mountains. He is also the god of all things nature: meadows, forests, beasts and even human nature.

Unlike the other, typically more heroic Greek deities, Pan's adventures tend towards the comical and he has earned quite a reputation for having relations with the ladies (of all races). King Midas was once asked to judge a musical contest between Apollo and Pan. When he chose Pan as the winner, Apollo punished the king by giving him the ears of an ass. On a different occasion, Pan was pursuing Omphale, the queen of Lydia, but on the crucial night she swapped clothes with Heracles. Pan mistakenly got into bed with him, believing he was Omphale, and instead got kicked across the room. After that he banned all clothing at his religious rites and spread rumors that Heracles was a transvestite.

Pan also played the reed pipes. Legend tells that Pan fell in love with the virgin huntress Syrinx. In trying to protect her virginity, she fled to a river where there was no escape. After praying to the gods for protection, she was turned into a reed in the river marsh. Pan broke off some of those reeds and tied them together; using it as a wind instrument he called "syrinx".

**Main Tenets of Faith:** Pan is a young and chaotic god with few firm tenets. He represents a wildness and freedom that is the antithesis of civilized men and his closest followers are indeed those who have chosen to break from traditional society and revert to a more natural way of life. Civilized humans that worship Pan do so for insight into the world of nature and animals. Shepherds sacrifice to him to watch over their flocks and hunters sacrifice to him before a hunt. Pan is also a god who appreciates celebration and cheer, music and dance, and he is often praised in conjunction with harvest festivals, feasts and general holidays.

**Location of Faith:** Like his father, Pan is worshipped mainly at roadside sanctuaries and shrines that dot the landscape. His most fervent followers are in Arcadia, where he is said to have been born and still resides. He has a temple there with many statues of him in both bronze and stone. The nearby Mount Mainalos is held especially sacred to Pan and it is said those venturing close enough can hear him playing his pipes. Within the wilderness, his sanctuaries consist of deep caves or glens of pine and beech.

**Sects:** Pan has a fierce temper that has spurred him into frenzied, fear-inducing rages against civilization. Rare sects worship him for this quality alone, thought these are mostly among uncivilized tribes of barbarians.

**Responsibilities of the Clergy:** Pan requires that his sacred glades be sanctuaries for any animal; no blood may be shed there by man or beast. Wolves and sheep, hunter and hunted may sleep soundly in their protection. This sanctuary is well enforced by his clergy.

**Rights of the Clergy:** Pan's clergy are permitted to shout in the streets for no apparent reason.

**Restrictions of the Clergy:** Pan's clergy is boisterous at all times, especially when entering his temples and sanctuaries, as they are not permitted to approach Pan in silence.



**Rituals:** Pan adores rustic music, singing and dancing. During his ceremonies, participants engage in such activities in woodland groves. He also loves libations of wine, almost as much as Dionysus, and enjoys sacrifices of fragrant flowers. He also delights in unprovoked outbursts and shouting as a symbol of things that happen for no reason. Clerics pray for their spells outdoors and pray out loud for they are not permitted to approach Pan in silence.

**Vestments:** Clerics of Pan dress in hides of either deer, sheep, or goatskin. Most appear unkempt with matted hair, and blacked foot soles from walking barefoot. Extremists also have a pungent aroma that only comes from lack of regular bathing.

## Pan's Path of the Devout

**Devout Classes:** Adept, barbarian, bard, cleric, druid, hunter, ranger, rogue, skald, slayer, sorcerer, and warpriest.

**Devout Alignments:** CG, CN

**Favored Weapons:** light crossbow

**Devout Oath:** A devout follower cannot cut his beard or hair.

**Devout Benefits:** Devout followers of Pan gain Perform as a class skill and a +8 circumstance bonus to all Perform (wind instrument) skill checks. A devout also gains Sylvan as a bonus language. Should one acquire a set of pipes from a satyr, he can use them to produce magical effects as a satyr as described in the *Pathfinder Roleplaying Game Bestiary*.

### Lesser Avatar of Pan

CR 25

XP 1,640,000

CG Medium outsider (avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +39

**Aura** hallelujah (1 mile, fast healing 3, immune fear)

#### DEFENSE

**AC** 39, touch 21, flat-footed 32 (+8 armor, +4 deflection, +6 Dex, +1 dodge, +8 natural, +2 shield)

**hp** 240 (20d10+40)

**Fort** +14, **Ref** +18, **Will** +24

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *icy burst keen shocking burst short sword* +25/+20/+15/+10 (1d6+23 plus 1d6 cold plus 1d6 electricity/17-20 plus 1d10 cold plus 1d10 electricity)

**Ranged** +5 *distance icy burst speed light crossbow* +26/+26/+21/+16/+11 (1d8+23 plus 1d6 cold/17-20 plus 1d10 cold)

**Special Attacks** praise (DC 32)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *campfire lullaby* (DC 27), *drinking song* (DC 26), *enthral* (DC 24), *irresistible dance* (DC 30), *phantom musician*, *piper's call* (DC 29), *sculpt sound* (DC 25), *sirine's song* (DC 28), *wail of the banshee* (DC 31)

**Bard Spells Known** (CL 20th; concentration +32)

6th (7/day) – *geas/quest*, *heroes' feast*, *mass charm monster* (DC 28), *smitten* (DC 28), *sympathetic vibration*

5th (7/day) – *greater dispel magic*, *mass cure light wounds* (DC 27), *mind fog* (DC 27), *mislead* (DC 27), *persistent*

*image* (DC 27)

4th (8/day) – *calming the beast* (DC 26), *cure critical wounds* (DC 26), *detect scrying*, *hallucinatory terrain* (DC 26), *hold monster* (DC 26), *neutralize poison* (DC 26)

3rd (8/day) – *clairaudience/clairvoyance*, *dispel magic*, *good hope* (DC 25), *haste* (DC 25), *remove curse* (DC 25), *summon monster III*

2nd (8/day) – *hold person* (DC 24), *locate object*, *misdirection* (DC 24), *silence* (DC 24), *sound burst* (DC 24), *whispering wind*

1st (8/day) – *cause fear* (DC 23), *charm person* (DC 23), *cure light wounds* (DC 23), *feather fall* (DC 23), *identify*, *ventriloquism* (DC 23)

0 (at will) – *detect magic*, *ghost sound* (DC 22), *light*, *mending* (DC 22), *prestidigitatation*, *read magic*

#### STATISTICS

**Str** 22, **Dex** 23, **Con** 15, **Int** 13, **Wis** 34, **Cha** 35

**Base Atk** +20; **CMB** +26; **CMD** 47

**Feats** Alertness, Animal Affinity, Brew Potion, Combat Expertise, Combat Reflexes, Craft Wondrous Item, Deadly Aim, Deceitful, Dodge, Improved Critical (light crossbow)\*, Improved Initiative, Mobility, Power Attack, Rapid Reload (light crossbow), Run, Self-Sufficient, Spring Attack, Weapon Finesse, Weapon Focus (light crossbow\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Bluff +39, Diplomacy +35, Disguise +39, Handle Animal +39, Heal +39, Knowledge (nature) +24, Perception +39, Perform (all) +35, Ride +33, Sense Motive +39, Survival +39; **Other Skills** Strength +19, Dexterity +19, Intelligence +14, Wisdom +25, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (music)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Pipes of Persuasion*, +5 *distance icy burst speed light crossbow*, +5 *icy burst keen shocking burst short sword*, *bracers of armor* +8, *cloak of displacement [major]*, *gloves of arrow snaring*, *ring of elemental command [fire]*, *ring of force shield*, *satyr pipes*)

## PERSEPHONE (LESSER DEITY)

Chthonic

*Queen of the Underworld*

**Symbol:** A pomegranate with a bite mark

**Alignment:** Lawful Neutral

**Portfolio:** Curses, fate, growth, irony, mercilessness, perseverance, temperance, seasons

**Domains:** Balance, Dead, Death, Law, Luck

**True Form:** A beautiful young woman with pale skin and trim ankles.

**Perceived Form:** Persephone is portrayed differently in each season. In the spring and summer, she is shown as peaceful and serene, she wears light colored gowns and her auburn hair is bound back with a garland of blooming violets. In the autumn and winter, she is somber and expressionless and wears a colorless gown and her garland is withered.

**Avatar Form:** Same as perceived form, in accordance with



the season.

**Other Manifestations:** any other known forms that the deity assumes.

**Allies:** Demeter (mother), Hades (husband), Zeus (father), spirits.

**Foes:** None

**Racial Preferences:** Any

**Sacred Items:** Human hair

**Sacred Animals:** Vole

**Sacred Plants:** Asphodelos, mint, pomegranate, violets

**Sacred Minerals:** Diamonds

**Divine Artifact:** *Crown of Judgment*

**Mythology:** The beautiful daughter of Demeter and Zeus, Persephone's wedding story provided the division of the seasons, giving us the sweetness of spring and the bitterness of winter. Hades did not woo the beautiful Persephone but rather abducted her and took her to his underground kingdom. After much protest, Persephone came to love the cold-blooded king of the Underworld but her mother, Demeter demonstrated her anger by punishing the earth's inhabitants with bitter cold and blustering winds. Until Persephone returned to her mother's side, the earth would suffer. Hermes entered the kingdom of Hades and negotiated a compromise between the (usually cold and selfish) Hades and the (usually loving and caring) Demeter. However, Hades tricked Persephone into eating six seeds from a pomegranate, thereby binding her to the Underworld. All involved agreed that Persephone would spend 6 months of the year with her husband Hades, and the other half the year with her mother, Demeter.

**Main Tenets of Faith:** Persephone's persona is twofold and those who seek her favor must take this into account. As the dread empress, she is paid thorough respect for she guides departed souls through Tartarus. Her gift is that of forgetfulness, so that the dead will know not the pain of their sufferings and the loss of their loved ones once they pass the black gates from which there is no return. She has the power in reap great sorrow and her name is sometimes invoked when creating powerful curses. She teaches her servants the secret marks which steal breath and deliver the living into her realm. She gives perseverance and temperance to those in need of such conviction, and steals the conscience of those whose guilt is overburdening.

As the goddess of spring growth, her blessings are sought to make the fields abundant and the growing seasons long. It is by her care that the seed bears fruit. She is the keeper of the mysteries of Elysium, those which may not be uttered by mortals. For these mysteries she is honored and praised, for those able to receive them and keep them safe will pass Hades harsh judgment and may enter the joyous afterlife with souls uplifted.

**Location of Faith:** Persephone has no sanctuaries of her own, at least not within the realm of mortals. She is ever watched by her mother and her husband, those wishing to sacrifice to her do so either at the temples of Demeter or the altars of Hades.

**Sects:** Persephone's worshippers usually fall into one of her two most prominent sects. Still others are devoted to both aspects at once or worship her in conjunction with her mother or her husband. One of her most devout sects preaches that Persephone fashioned mankind from clay and convinced Zeus to give it life.

**Responsibilities of the Clergy:** During her season with Hades her clergy is responsible for grief counseling and accepting sacrifices to help ease the journey of the departed. During her season with Demeter the clergy is responsible for blessing the seeds and preparing potent herbal tonics made from poppies that help those suffering to forget. Her clerics are also responsible for teaching the mysteries of Elysium to those who are pure and devout.

**Rights of the Clergy:** Faithful clerics of Persephone are guaranteed entry into Elysium.

**Restrictions of the Clergy:** Clergy members who fail to keep the mysteries safe are cursed horribly and executed.

**Rituals:** Persephone receives sacrifices of fruits and herbs. Fruits are left to rot while mint is burned on her altars or trampled by calves. Persephone's clerics





pray for their spells at dawn during the summer and at dusk during the winter. Her most holy days are the equinoxes that mark the changing seasons.

**Vestments:** As their goddess, clerics favor light colored garments in the summer months and drab colors in the winter. Likewise, during ceremonies they wear garlands woven from either living flowers or dead branches.

## Persephone's Path of the Devout

**Devout Classes:** Adept, cavalier, cleric, druid, paladin, fighter, warpriest, and warrior.

**Devout Alignments:** Any non-chaotic

**Favored Weapons:** light mace

**Devout Oath:** The devout follower must not see her mother or father during the winter months and must live apart from her spouse or loved one during the summer.

**Devout Benefits:** During the summer season a devout follower can cast *daylight* once per week. During the winter season she can cast *deeper darkness* once per week.

### Lesser Avatar of Persephone

CR 25

XP 1,640,000

LN Medium outsider (avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +29

#### DEFENSE

**AC** 49, touch 33, flat-footed 36 (+8 armor, +4 deflection, +12 Dex, +1 dodge, +6 luck, +8 natural)

**hp** 320 (20d10+120)

**Fort** +24, **Ref** +30, **Will** +24

**Defensive Abilities** avatar traits, evasion, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *frost keen speed wounding shortspear* +32/+32/+27/+22/+17 (1d6+12 plus 1d6 cold plus 1 bleed) or +5 *disruption thundering adamantine light mace* +44/+39/+34/+29 (1d6+12/19-20 plus 1d8 sonic)

**Ranged** +5 *frost keen speed wounding shortspear* +43 (1d6+12 plus 1d6 cold plus 1 bleed)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *aid*, *break enchantment*, *freedom of movement* (DC 26), *miracle* (DC 31), *mislead* (DC 28), *moment of prescience*, *protection from energy* (DC 25), *spell turning*, *true strike*

3/day – *quicken true strike*

#### STATISTICS

**Str** 13, **Dex** 34, **Con** 23, **Int** 15, **Wis** 22, **Cha** 35

**Base Atk** +20; **CMB** +38; **CMD** 54

**Feats** Agile Maneuvers, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Improved Critical (light mace)\*, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Magical Aptitude, Mobility, Persuasive, Power Attack, Quicken Spell-Like Ability (true strike), Spring Attack, Weapon Finesse, Weapon Focus (light mace)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Bluff +39, Diplomacy +39, Disguise +39, Intimidate +39, Knowledge (arcana, nature) +25, Perception +29, Ride

+35, Spellcraft +29, Use Magic Device +39; **Other Skills** Strength +14, Dexterity +25, Intelligence +15, Wisdom +19, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** bit of luck (1/round), domain (luck), good fortune (1/round)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Crown of Judgment*, +5 *frost keen speed wounding shortspear*, +5 *disruption thundering adamantine light mace*, *boots of speed*, *bracers of armor* +8, *cloak of displacement* [major], *figurine of wondrous power* [bronze griffon], *helm of teleportation*, *ring of evasion*)



## POSEIDON (GREATER DEITY)

**Olympian**

**God of the Rivers and Seas**

**Symbol:** Trident rising from a wave

**Alignment:** Neutral

**Portfolio:** Earthquakes, horses, sea, ships, tide, water

**Domains:** Destruction, Protection, Sea, Strength, Water

**True Form:** A large, muscular man with a slight greenish-hue



to his skin, long dark hair and beard. He wears a silvery a crown and wields a trident.

**Perceived Form:** Same as true form or as the ocean

**Avatar Form:** Same as true form

**Other Manifestations:** 40HD water elemental, 30HD white stallion

**Allies:** Apollo and Cyclops, creatures with the (aquatic) and (water) sub-types

**Foes:** Odysseus and Heracles

**Racial Preferences:** Any

**Sacred Items:** Water, whirlpools

**Sacred Animals:** Horse

**Sacred Plants:** Pine tree

**Sacred Minerals:** Copper, salt

**Divine Artifact:** *Trident of Might*

**Mythology:** Son of Cronus and Rhea and brother of Zeus, Hades, Hestia, Demeter, and Hera, Poseidon is one of the six original Olympians. He is the father of the sea god Triton, and two daughters – Rhodes and Benthescyme. Like his brother Zeus, Poseidon has had numerous affairs with nymphs and mortals and many children by them. His kingdom is the vast sea, which he has populated with creatures of his own creation.

Poseidon rides the waves in a chariot drawn by dolphins but, curiously enough, his most honored creation is the horse. At one point in time, he desired Demeter. Demeter asked him to make the most beautiful animal in the world, so Poseidon created the first horse.

Second only to Zeus in power amongst the gods, he has a difficult and quarrelsome personality. He tends to be greedy and is known for disputes with other gods when he tried to take over their cities. With Apollo's help, Poseidon built the walls of Troy for King Laomedon. When Laomedon not only refused to make payment but dismissed the gods with threats and insults, Poseidon punished him by sending a sea monster to Troy who would have eaten the king's beautiful daughter Hesione, if Heracles had not happened by in time to save her.

**Main Tenets of Faith:** Poseidon is infamously as temperamental as his ocean realm. His blessings are sought by all those who are at the mercy of the sea. Sailors sacrifice to him to keep him calm and placid on their voyages and for his guidance so that they might find the swiftest routes and safest harbors. Fishermen sacrifice to him for bountiful catches and to keep sharks and dolphins from damaging their nets. Cities honor him and pay him tribute so that his jealousy isn't aroused, for he is the bringer of the great floods and earthquakes that have laid low any who deny him his rightful respect.

**Location of Faith:** Poseidon is especially popular in the southern isles and coastal cities and has many harbors in his name, all of which have at least one statue or sacrificial rock at the shoreline such as Argos and Korinthos. Islands in the Aegean have massive temples in his honor filled with statues and great banquet halls. As Zeus' brother he is also highly regarded in the major cities and has statues and altars throughout Athens, Thebes, Sparta.

**Sects:** While most popularly worshiped as a sea god,

one sect also worships him as the god of family and kinfolk. Generally speaking, these sects are located farther inland.

**Responsibilities of the Clergy:** Poseidon's clergy is responsible for blessing ships and fishermen's nets. Tributes are offered to ensure safe voyages and plentiful catches.

**Rights of the Clergy:** Any member of Poseidon's clergy can request free passage aboard an ocean going ship of his choice. Few captains would be foolish enough to deny such a request.

**Restrictions of the Clergy:** Poseidon's clerics are forbidden to abuse or allow the abuse of horses.

**Rituals:** One of the largest festivals in all of Greece is the Isthmian Games, which are held at Korinthos in honor of Poseidon. The favored activities at this event are chariot races. Poseidon favors the sacrifices of bulls. For fishermen, the bull is led to the water's edge where he is sacrificed to bring forth a plentiful catch of fish. For ships and sailors, a bull is brought on board and blessed by the cleric. Should it start to bellow at any time during the journey, it is then sacrificed.

**Vestments:** Clerics wear lightweight, buoyant armor made from braided leather and rope. They decorate almost all their possessions with seashells and fish bones, which they weave into their armor, hair, and jewelry.

## Poseidon's Path of the Devout

**Devout Classes:** Adept, cleric, commoner (fisherman), druid, expert (sailor), inquisitor, ranger, and warpriest.

**Devout Alignments:** Any

**Favored Weapons:** trident

**Devout Oath:** A devout follower must only eat foods that come from the water (i.e. algae, crustaceans, fish, shellfish, and seaweed).

**Devout Benefits:** A devout worshipper of Poseidon gains Ride and Swim as class skills, and gains a swim speed equal to 1/2 her land speed. She can also speak with water creatures (as per the spell *speak with animals*) a number of times per week equal to her Charisma modifier (minimum 1), caster level equal to devout class levels, all saves Charisma based.

## Greater Avatar of Poseidon

CR 40

XP 314,880,000

N Medium outsider (avatar, native, water)

**Init** +36; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +75

**Aura** destructive (1 mile hardness -20, 100 ft., +20 damage), protection (1 mile, AC +2 deflection), trident of warning (1 mile, DC 72)

### DEFENSE

**AC** 102, touch 71, flat-footed 69 (+14 armor, +28 deflection, +32 Dex, +1 dodge, +16 natural, +1 shield)

**hp** 1,040 (40d10+640)

**Fort** +44, **Ref** +60, **Will** +60

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft., swim 120 ft.





**Melee** *Trident of Might* +81/+81/+76/+71/+66 (1d8+146 plus 1 bleed/19-20) or +5 *axiomatic brilliant energy adamantine trident* +79/+74/+69/+64 (1d8+144/19-20) or *Trident of Might* +77/+77/+72/+67/+62 (1d8+113 plus 1 bleed/19-20), +5 *axiomatic brilliant energy adamantine trident* +75/+70/+65/+60 (1d8+111/19-20)

**Ranged** 2 icicles +72 touch (20d6+40) or 2 sea splashes +72 touch (20d6+40)

**Special Attacks** destructive smite +40, resistant touch (+2 resistance, immune all energy)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *antimagic field*, *bull's strength* (DC 54), *clenched fist*, *cone of cold* (DC 57), *control water* (DC 58), *crushing hand*, *disintegrate* (DC 58), *dolphin companion*, *earthquake*, *elemental body IV* (water only), *elemental swarm* (water only), *enlarge person* (DC 53), *fog cloud*, *grasping hand*, *harm* (DC 58), *horrid wilting* (DC 60), *ice storm*, *implosion* (DC 61), *inflict critical wounds* (DC 56), *kelpsnare* (DC 54), *magic vestment* (DC 55), *mind blank* (DC 60), *obscuring mist*, *prismatic sphere* (DC 61), *protection from energy* (DC 55), *rage*, *red tide* (DC 59), *releasing the kraken*, *repulsion* (DC 59), *righteous might*, *saltspray* (DC 58), *sanctuary* (DC 53), *shape reef*, *shatter* (DC 54), *shield other* (DC 54), *shout* (DC 56), *spell immunity* (DC 56), *spell resistance* (DC 57), *stoneskin* (DC 57), *true strike*, *tsunami* (DC 57), *water breathing* (DC 55), *water walk* (DC 55)

## STATISTICS

**Str** 98, **Dex** 75, **Con** 43, **Int** 25, **Wis** 74, **Cha** 23

**Base Atk** +40; **CMB** +84 (+88 bull rush, sunder, trip); **CMD** 155 (157 vs. bull rush, sunder, trip)

**Feats** Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Great Cleave, Greater Bull Rush, Greater Sunder\*, Greater Trip, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical (trident)\*, Improved Initiative, Improved Sunder\*, Improved Trip, Improved Two-Weapon Fighting, Lunge, Mobility, Power Attack, Quick Draw, Spring Attack, Staggering Critical, Stand Still, Step Up, Strike Back, Sundering Strike\*, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (trident)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Swim +95; **Other Skills** Strength +87, Dexterity +75, Intelligence +50, Wisdom +75, Charisma +49

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (destruction, protection, sea, strength, water), might of the gods +40, strength surge (44, +54)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Trident of Might*, +5 *axiomatic brilliant energy adamantine trident*, +5 *heavy fortification full-plate*, *belt of giant strength* +6, *boots of levitation*, *decanter of endless water*, *ring of elemental command* [water], *ring of freedom of movement*)

## SPECIAL ABILITIES

**Cold Healing (Ex)** Whenever a greater avatar of Poseidon is subjected to a damage dealing cold effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.



## THANATOS (LESSER DEITY)

**Chthonic**

**God of Death**

**Symbol:** Skull

**Alignment:** Neutral Evil

**Portfolio:** Death, dying

**Domains:** Dead, Death, Evil, Madness, Vigilance

**True Form:** A man wearing black priestly robes and long black hair

**Perceived Form:** As true form or as a winged spirit. He is alternately portrayed wielding a longsword or scythe and holding a lock of hair from the deceased who accompanies him.

**Avatar Form:** same as true form

**Other Manifestations:** 20HD Vrock

**Allies:** Nyx (mother), Doom, Fates, Hypnos (brother), Nemesis (sister)

**Foes:** Helios

**Racial Preferences:** Any

**Sacred Items:** Death, manna

**Sacred Animals:** Bats

**Sacred Plants:** Valerian root

**Sacred Minerals:** Hematite

**Divine Artifact:** *Vorpall Scythe of Death*



**Mythology:** Thanatos is the offspring of the elemental god Nyx, also known as Night, who created him without consort. He is a creature of bone chilling darkness - a horrible, painful, cruel, brooding, mocking and malignant being who dwells in the lower world with his brother Hypnos. His primary responsibility is to collect the spirit of a dying person after the Fates snip their thread of life. When Thanatos attempted to collect Sisyphus' soul, he found himself imprisoned and his powers gone until Ares found and freed him. During the time of his captivity, Death was suspended and mortals lived as immortals.

**Main Tenets of Faith:** Thanatos is he whose meeting is inevitable, and when he comes none can escape him. He is indiscriminate and visits beings, from children to the aged, from every race and sex, from rich to poor. All mortals must one day take his hand as he leads them down to the blackened gates of Hades. His heart is iron and his will is brazen and pitiless. By his decision is made the length of a mortals life, and his decisions are always absolute. Those who pay him tribute do not do so to win his blessings or favors, but instead do so out of profound respect. While he bestows no favoritism, it is a common belief that it is wisest to pay him simple respects so that you are both familiar with one another and his coming might be delayed and death will be a brief, sweet and peaceful event. Those who are unfamiliar to him he takes his time to examine, bleeding out their lives slowly and painfully as to make them understand his importance.

**Location of Faith:** Worshipers of Thanatos have no temples of their own, instead they keep their sanctuaries in conjunction with the clergy of Hades, though they are far fewer in number than his own clergy. His worship is most prominent in Sparta and Olympia.

**Sects:** Thanatos' clergy is not large enough to support divergent sects.

**Responsibilities of the Clergy:** Thanatos' clergy believes it is their responsibility to make their god's presence known. They spend a fair amount of time walking through the cities waving small braziers of burning manna and chanting soft prayers and collecting donations. Most citizens find this act unnerving and others perceive their presence as bad luck.

**Rights of the Clergy:** While they have no formal rights, few can even muster the nerve to approach one of Thanatos' priests other than to say a quick prayer and make a small donation. Those that want to speak to his clergy about anything else do so through the mediation of the clergy of Hades or Persephone.

**Restrictions of the Clergy:** Thanatos' clergy members are restricted from public displays of emotion.

**Rituals:** Thanatos cannot be appeased and expects no sacrifices other than one's life, and even this he expects to take for himself. While his clergy performs duties in a ritualistic fashion, they are not for the god's benefit or amusement, and serve more to raise respect, reverence, and fear in the commoner. Customarily they burn manna as incense and cut locks from the hair of the deceased at funerals, however the hair is offered

to Hades and Persephone. His clerics pray for spells at sunset over burnt manna.

**Vestments:** Clerics of Thanatos dress in black robes similar to priests of Hades and keep their heads shaven. They wear necklaces made from human bone and during rituals they sometimes paint their faces to look like skulls.

## Thanatos' Path of the Devout

**Devout Classes:** Assassin, blackguard, cleric, expert (undertaker), fighter, inquisitor, rogue, specialist wizard (necromancer), warpriest, and warrior.

**Devout Alignments:** Any non-good

**Favored Weapons:** scythe

**Devout Oath:** Those devoted to Thanatos dress as his clergy and keep their heads shaved. They use few words and are often silent for hours. They do not engage in light conversation and discuss only things that are practical and necessary. They are not permitted to talk of death or show any fear of it, instead when the subject is approached, they can only smile.

**Devout Benefits:** Favored classes of Thanatos may make a coup de grace attack as a standard action rather than a full round action. They also gain the Martial Weapon Proficiency (longsword) or Intimidate as a class skill. Finally, they gain a +2 profane bonus to all saves against fear.

## Lesser Avatar of Thanatos

CR 25

XP 1,640,000

NE Medium outsider (avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +25

### DEFENSE

**AC** 37, touch 21, flat-footed 30 (+8 armor, +4 deflection, +6 Dex, +1 dodge, +8 natural)

**hp** 440 (20d10+240)

**Fort** +24, **Ref** +18, **Will** +14

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** *Vorpall Scythe of Death* +35/+30/+25/+20 (2d4+45 plus 1 bleed/19-20/x4 plus 2d6 bleed) or +5 *anarchic distance keen dagger* +34/+29/+24/+19 (1d4+32/17-20 plus 2d6 bleed) or +5 *brilliant energy keen vorpall scythe* +35/+30/+25/+20 (2d4+45/19-20/x4 plus 2d6 bleed) or +5 *frost speed vorpall longsword* +35/+35/+30/+25/+20 (1d8+45 plus 1d6 cold/17-20 plus 2d6 bleed) or bleeding touch +35 (4d6 bleed) or +5 *frost speed vorpall longsword* +33/+33/+28/+23/+18 (1d8+32 plus 1d6 cold/17-20 plus 2d6 bleed), +5 *anarchic distance keen dagger* +32/+27/+22 (1d4+26/17-20 plus 2d6 bleed)

**Ranged** +5 *distance icy burst keen speed wounding composite longbow* +31/+31/+26/+21/+16 (1d8+20 plus 1d6 cold plus 1 bleed/19-20/x3 plus 2d10 cold plus 2d6 bleed)

**Special Attacks** amplify death, channel negative energy (13/day, 120, DC 32)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *animate dead*, *cause fear* (DC 23), *create greater undead*, *create undead*, *death knell* (DC 24), *death ward* (DC 27), *destruction* (DC 29), *slay living* (DC 27), *wail of the banshee* (DC 31)



**STATISTICS****Str** 41, **Dex** 23, **Con** 34, **Int** 22, **Wis** 15, **Cha** 13**Base Atk** +20; **CMB** +35 (+39 sunder); **CMD** 56 (58 vs. sunder)**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Sunder, Greater Two-Weapon Fighting, Improved Critical (longsword, scythe\*), Improved Initiative, Improved Sunder, Improved Two-Weapon Fighting, Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword, scythe\*), Whirlwind Attack

(\*=bonus feat)

**Skills** Acrobatics +29, Bluff +24, Climb +38, Diplomacy +24, Disable Device +29, Disguise +24, Escape Artist +29, Perception +25, Sense Motive +25, Stealth +29, Swim +38; **Other Skills** Dexterity +19, Intelligence +19, Wisdom +15, Charisma +14**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech**SQ domain** (death)**ECOLOGY****Environment** any**Organization** solitary**Treasure** special (*Vorpal Scythe of Death*, +5 anarchic distance keen dagger, +5 distance icy burst keen speed wounding composite [+15 Str] longbow, +5 brilliant energy keen vorpal scythe, +5 frost speed vorpal longsword, belt of giant strength +6, bracers of armor +8, cloak of displacement [major], darkskull, dust of disappearance, dust of illusion, dust of tracelessness, efficient quiver, eyes of doom, gloves of arrow snaring, hat of disguise, immovable rod, ring of x-ray vision, rod of security, winged boots)**ZEUS (GREATER DEITY)****Olympian****God of the Sky, King of the Gods, King of Olympus, the Rain God****Symbol:** Thunderbolt**Alignment:** Lawful Good**Portfolio:** Custom, freedom, government, skies, storms, supreme, thunder**Domains:** Air, Destruction, Good, Heaven, Law, Strength, Weather**True Form:** Zeus is a huge and muscular man. He is ruggedly handsome, with a stern countenance that resembles a middle-aged human. He has dark eyes, and his hair and beard are flecked with silver.**Perceived Form:** Same as True Form**Avatar Form:** Same as True Form**Other Manifestations:** Zeus enjoys taking on multiple forms, either of mortals or animals. He does this to deceive his wife so he can have extramarital affairs.**Allies:** Athena, Apollo, and Dionysus**Foes:** Outsiders (non-good)**Racial Preferences:** Any good aligned**Sacred Items:** Lightning, ivory**Sacred Animals:** Eagle**Sacred Plants:** Oak tree, white poplar**Sacred Minerals:** Gold, silver**Divine Artifact:** *Javelin of the Tempest*

**Mythology:** The son of Cronus and Rhea, Zeus (like his father before him) deposed his aged father from the throne of eternity and rulership of the gods. As Cronus was about to slay his father Ouranos, he was warned that his own son would someday depose him. In fear, Cronus swallowed his children soon after each was born. Rhea tricked Cronus when the sixth child, Zeus, was born, as she substituted a stone for the infant and Cronus swallowed it down, unaware his father's prophecy was coming to fruition. Zeus was raised in secret until he was old enough to fulfill his destiny. One day Zeus ambushed his father, and he kicked Cronus in the stomach so hard the titan vomited up the stone and the five divine, undigested siblings (Demeter, Hades, Hestia, Hera and Poseidon). After the Titans were banished or destroyed, Cronus' children, in gratitude and bowing to destiny, unanimously declared Zeus leader of the immortals. Zeus is also god of rain, thunder and storm.

Zeus has had three wives, Metis, Themis, and Hera, but he also conducts numerous affairs and liaisons with other goddesses, nymphs and mortal women. His godly children are Apollo, Artemis, Hermes, Aphrodite, Persephone, and Dionysus, while other children include the heroes Heracles, Perseus, and Helen of Troy.

**Main Tenets of Faith:** Zeus is the mightiest of all gods, he is their king and ruler. He is all-seeing and all-powerful and by his word the earth shakes and the skies tremble. His worshipers consecrate their sacrifices to him for almost everything from good health to bountiful crops, to peace and guidance. He is the giver of all life, the key to ambition and success. In addition to his other titles, he is worshiped as a god of protection, rulership, marriage, fate, hospitality, and defense. He is the bringer of vengeance and retribution, a mighty destroyer of those he opposes. He is the key of sorrow and delight, the essence of mortal experience. As king of the gods, his influence is profound, he is the most recognized and most popularly worshiped deity in all of Greece.

**Location of Faith:** Zeus is worshipped everywhere and has temples in every major city. His most holy temples are built in mountain peaks.

**Sects:** Zeus is often worshiped in tandem with other gods and his statues can be found in almost any other temple.

**Responsibilities of the Clergy:** The church of Zeus is powerful and influential. If they do not control the government of a city outright, their opinions or positions on public policy are certainly always considered. Clergy members are consulted on nearly every major decision, both by political figures and congregants.

**Rights of the Clergy:** While the clergy is not above the law, it seems to bend for them quite frequently. Like Zeus, they are often excused of lascivious behavior.

**Restrictions of the Clergy:** Zeus' clergy members must make an annual pilgrimage to one of his mountain temples for weeklong prayers and penance.

**Rituals:** An enormous amount of holidays and festivals are thrown in Zeus' honor and every town holds at least one monthly celebration for him. Games and feasting are common forms of worship at these festivals as are



sacrifices of roasted meats, first fruits, grains, fish, and wine. The first and fifth months are both sacred to Zeus

**Vestments:** Zeus' clerics usually wear white robes and keep neatly trimmed beards. They wear their hair down though sometimes hold it in place with a band of golden filigree. Most prominently display their holy symbols from gold chain necklaces.

## Zeus' Path of the Devout

**Devout Classes:** Cavalier, cleric, inquisitor, paladin, fighter, warpriest, and warrior.

**Devout Alignments:** LG, LN

**Favored Weapons:** javelin

**Devout Oath:** A devout follower must make penance as a member of Zeus' clergy.

**Devout Benefits:** Zeus' devout followers gain resistance to electricity 5.

### Greater Avatar of Zeus

CR 42

XP 629,760,000

LG Medium outsider (air, avatar, good, lawful, native)

**Init** +39; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +59

**Aura** destructive (1 mile hardness -20, 100 ft. +20 damage), fated (1 mile, AC +4 deflection), ordered presence (1 mile)

#### DEFENSE

**AC** 94, touch 64, flat-footed 58 (+14 armor, +12 deflection, +35 Dex, +1 dodge, +6 luck, +16 natural)

**hp** 1,800 (40d10+1,400)

**Fort** +57, **Ref** +57, **Will** +38

**Defensive Abilities** avatar traits, fated, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, evil, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft., fly 120 ft. (perfect)

**Melee** *Javelin of the Tempest* +75/+75/+70/+65/+60 (1d6+137 plus 1d6 electricity/19-20 plus 1d10 electricity plus 1d8 sonic) or +5 *axiomatic evil outsider bane mighty cleaving shocking burst thundering greatsword* +70/+65/+60/+55 (2d6+132 plus 1d6 electricity/17-20 plus 1d10 electricity plus 1d8 sonic)

**Ranged** *Javelin of the Tempest* +86 (1d6+87 plus 1d6 electricity/19-20 plus 1d10 electricity plus 1d8 sonic) or heavenly fire +75 touch (20d6+40, DC 72) or 2 lightning arcs +75 touch (20d6+40) or storm burst +75 touch (100d6+40 plus bull rush)

**Special Attacks** axiomatic strike, destructive smite +40, holy strike, lightning lord, purify the soul (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *air walk*, *align weapon* (good and law, DC 54), *blade barrier* (DC 58), *bless*, *bull's strength* (DC 54), *call lightning* (DC 55), *clenched fist*, *commune*, *consecrate*, *control weather*, *control winds* (DC 57), *crushing hand*, *daylight*, *dictum* (DC 59), *disintegrate* (DC 58), *dispel chaos/evil* (DC 57), *earthquake*, *elemental body IV* (air only), *elemental swarm* (air only), *enlarge person* (DC 53), *fog cloud*, *gaseous form*, *grasping hand*, *harm* (DC 58), *heavenly blessing* (DC 58), *hold monster* (DC 57), *holy aura* (DC 60), *holy smite* (DC 56), *holy sword*, *holy word* (DC 59), *ice storm*, *implosion* (DC 61), *inflict critical wounds* (DC 56), *magic circle against*

*chaos/evil* (DC 55), *magic vestment* (DC 55), *obscuring mist*, *order's wrath* (DC 56), *protection from chaos/evil* (DC 53), *purge of might* (DC 61), *rage*, *righteous might*, *shatter* (DC 54), *shield of law* (DC 60), *shout* (DC 56), *sleet storm*, *spell immunity* (DC 56), *stoneskin* (DC 57), *storm of vengeance* (DC 61), *summon monster IX* (good and law), *true strike*, *whirlwind* (DC 60), *wind wall* (DC 55)

#### STATISTICS

**Str** 81, **Dex** 81, **Con** 80, **Int** 23, **Wis** 42, **Cha** 43

**Base Atk** +40; **CMB** +75 (+79 bull rush, sunder); **CMD** 133 (135 vs. bull rush, sunder)

**Feats** Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Great Cleave, Greater Bull Rush, Greater Sunder\*, Greater Vital Strike, Improved Bull Rush, Improved Critical (greatsword, javelin\*), Improved Initiative, Improved Sunder\*, Improved Unarmed Strike, Improved Vital Strike, Intimidating Prowess, Mobility, Power Attack, Quick Draw, Spring Attack, Staggering Critical, Stunning Critical, Stunning Fist, Sundering Strike\*, Vital Strike, Weapon Focus (greatsword, javelin\*), Weapon Specialization (greatsword, javelin), Whirlwind Attack

(\* = bonus feat)

**Skills** Intimidate +94; **Other Skills** Strength +78, Dexterity





+78, Intelligence +49, Wisdom +59, Charisma +59

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, destruction, good, heaven, law, strength, weather), might of the gods +40, strength surge (35, +45)

## ECOLOGY

**Environment** any

**Organization** solitary or group (Zeus plus 10 solars)

**Treasure** special (*Javelin of the Tempest*, +5 *axiomatic evil outsider bane* mighty cleaving shocking burst thundering greatsword, +5 *glamered heavy fortification full plate*, belt of physical perfection +6, boots of speed, circle of blasting [major], cloak of displacement [major], eyes of the eagle)

## SPECIAL ABILITIES

**Electricity Healing (Ex)** Whenever a greater avatar of Zeus is subjected to a damage dealing electricity effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.

**Lord of Olympus** Greater avatars of Zeus possess all of their creator deity's domain powers and spell-like abilities, increasing their CR by +2.

# Lesser Known Deities

## ÆTHER

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** light

**Domain:** Air, Fire, Heaven, Knowledge, Sun

Aether is the upper sky, the primordial god of light and antithesis of Nyx. Its concerns are few within the realm of mortals, however it is still worshiped for its invaluable service to all life. Some sects stare into the sun for several hours each day until they go blind, upon which they are said to attain the ultimate wisdom. These blind clerics become Aether's oracles.

## GAIA

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** Earth

**Domain:** Cosmic, Earth, Healing, Omen, Plant

Gaia is the most ancient earth goddess, the primordial element from which all the gods originated. She was born from the great void of emptiness within the universe, and without a mate, gave birth to Pontos, Ouranos, and Ourea. She also had dozens of other offspring, most notably the Titans and the divine monsters known Hecatonchire, and the Gigantes. These she fathered with Ouranos and Pontos.

## KHAOS

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** Oblivion, Void

**Domain:** Cosmic, Darkness, Destruction, Knowledge, Time

Khaos is the embodiment of the void, the emptiness that was once and will be again. He is older than even Gaia and it is perhaps by his whims that she sprang into being. Worshippers of Khaos are detached, fatalistic, and grim souls who seek to unite themselves and all matter back into the void. The intent of these sects is the completion of the universal cycle, however there are more than a handful of those who interpret their practices destructively, and follow his cult for their own sadistic purposes.

## OREADES

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** mountains, minerals, rocks

**Domain:** Dead, Earth, Fire, Omen, Strength

Oreades is the embodiment of the earth's jagged and mountainous surface and deep caves. He is the essence of rocks and minerals and soil. His worshippers are few, most consisting of cryptic hermits attempting to seek bliss by attuning themselves to odd rock formations in remote locals.

## OURANOS

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** Sky

**Domain:** Air, Cosmic, Omen, Travel, Weather

Ouranos is the embodiment of the sky or heavens. He was Gaia's first son and consort. His form is so vast that he can swallow up the earth should he so choose. Like most of the Primordial deities, he cares little about the affairs of mortals or gods. His worshippers also tend to be loners, and wander the world documenting cryptic messages in the clouds.

## PONTOS

**Greater Deity (Primordial)**

**Alignment:** Neutral

**Portfolio:** Oceans

**Domain:** Abomination, Destruction, Sea, Strength, Water

Pontos was the primordial god of the oceans and seas. He is the embodiment of the great ocean upon which the world rests. He is the father of all water creatures, thus those that worship Poseidon and Oceanus invariably pay him tribute.

## CHRONOS

**Greater Deity (Titan)**

**Alignment:** Lawful Evil

**Portfolio:** conquest, domination, power, strength, rage

**Domain:** Evil, Nobility, Law, Strength, War

Chronos was the ruling Titan who came to power by castrating his father Ouranos. With his wife Rhea he had several offspring who eventually became the Olympians. The Titan Prometheus predicted that





the Olympians would one day bring his downfall, therefore Chronos tried to ensure his safety by eating his children. Eventually, his wife became frustrated with him and when her son Zeus was born, she tricked Chronos into eating a rock and hid her son away. When Zeus was grown, he led a revolt against Chronos and the other Titans, and upon their defeat he banished them to Tartarus. Chronos has since escaped and has a small but devoted sect of followers in the western lands who are resolute in helping him overthrow the Olympian gods to reclaim his throne.

## PROMETHEUS

*Lesser Deity (Titan)*

**Alignment:** Neutral Good

**Portfolio:** creation, foresight, mankind, wisdom

**Domain:** Artifice, Craft, Good, Knowledge, Omen

The wisest of the Titans was Prometheus, or “forethought”, and his was the power to look into the future. Prometheus sided with the Olympians when they rebelled against Chronos. Following the usurpage of Mt. Olympus, Zeus delegated the creation of man to Prometheus and his brother Epimetheus. As such, he is known as both mankind’s protector and benefactor. He gifted man with the sacred power of fire and tricked Zeus into allowing man to keep the best part of the animals sacrificed to the gods and to give the gods the worst parts. As punishment, Zeus had Prometheus chained to a rock with an eagle tearing at his liver where he was to be left for all eternity, or until he agreed to disclose to Zeus which of Zeus’ children would try to replace him; Hercules freed him before he was forced to concede.

## HYPNOS

*Lesser Deity (Synaisthima)*

**Alignment:** Chaotic Good

**Portfolio:** charms, dreams, sleep

**Domain:** Chaos, Charm, Good, Healing, Magic

Hypnos, the god of sleep and dreams is the son of Nyx and the brother of Thanatos, the god of death. Unlike his brother he is a gentle and benevolent god whose powers bring comfort and respite to the weary minds and souls of both mortal and god. The offspring of Hypnos

were born out of the stuff of dreams and nightmare, they were called the Oneiroi, the personification of the dream itself. Oneiroi were black-winged daemons said to live in cave on the shores of the oceans to the west, near the border of the Underworld. Only Hypnos can create dreams that affect the gods, but both he and his offspring are responsible for the dreams of mortals. Mortal dreams take two distinct forms, those that are true dreams are created by Hypnos and are sent through a gate carved from horn. The Oneiroi are responsible for nightmares and false dreams; these are sent through a gate of ivory.

## PEITHO

*Lesser Deity (Synaisthima)*

**Alignment:** Lawful Neutral

**Portfolio:** Diplomacy, logic, oration, persuasion, strategy

**Domain:** Balance, Knowledge, Law, Nobility, Protection

Peitho is a powerful force, a deity called upon to strengthen the convictions of one’s belief, and to bring them truth and credence. He is the embodiment of epiphany. His petitioners often seek his insight before undertaking great tasks such as plotting wars or rallying the people behind a political effort.







## Chapter Four: Mesopotamian Mythology

The legends and myths of Mesopotamia, like the mythologies of any number of other cultures were astonishingly complex and vividly described. What distinctively edifies Mesopotamian mythology however, is its age. Myths from this region are among some of the earliest forms of literature we know of. Mesopotamia is the birthplace of writing; therefore, it is not surprising that collections of oral tradition and religious doctrine were committed to the inscribed clay tablet allowing the Mesopotamians to systematically organize their beliefs into detailed and revisable texts.

As conquerors assumed control and power shifts took place (such as the establishment of Babylon as

the new cultural center of Mesopotamia) additional and improved deities were incorporated into the pantheonic fold. Marduk assumed greater importance and mythological power than previous divine luminaries that his faith bordered on monotheism. Following the collapse of the Neo-Babylonian Empire and conclusion of the Mesopotamian era, subsequent nations borrowed copious amounts of mythological material from these highly developed systems. Demonology and mysticism, as subjects, gleaned much of their arcane thought from this religious legacy, especially from the Chaldean Period. The mythology of Mesopotamia is both fascinating and stimulating, displaying to us that our ancestors, no matter how far removed, were as creative, imaginative, and intelligent as we are today.

The gods of Mesopotamia never definitively allied



with or against one another. They were all related in some form and their loves and hates were transient. Shifting alliances and even moral perspectives were common among the gods, which in turn caused tremendous difficulty when it came to assign alignments to these divine beings. The concepts of absolute good and absolute evil as philosophical outlooks came to Mesopotamia only later. Hence, you will find demonic creatures that were placated to mitigate bad things (like Pazuzu), and supposed benevolent gods unleashing genocidal floods.

## COSMOLOGY

Mesopotamians believed that their gods all worked together to shape the universe, which explains its constant state of change. The gods were formed from chaos during the creation of the universe; they in turn shaped the world with a divine order by establishing a predestination for all things. However, fate was not made absolute, and its aspects can be augmented or diminished. In this manner, all mortals have a destiny to fulfill, but they remain responsible for the degree in which its aspects are achieved.

There are four distinct realms of existence: the Primordial Sea, the World Above, the World Below, and the Underworld. Each of the four major Mesopotamian deities is associated with one of them.

### Abzu (The Primordial Sea)

Before anything else existed, there was only primordial chaos, the great salt sea called Abzu. While it is unclear how long Tiamat has inhabited the waters of the Abzu, it is believed she has been there since the time before gods. Abzu encompasses the rest of the universe, which rose from it in the form of a great mountain. Abzu has the following Planar Traits:

**Gravity:** No Gravity

**Time:** Timeless

**Size:** Infinite

**Morphic Traits:** Alterable Morphic

**Elemental/Energy Traits:** Water-Dominant

**Alignment Traits:** Strongly Neutral Aligned

**Magic Traits:** Normal Magic, Wild Magic, Impeded magic, Enhanced Magic Limited Magic

**Separate:** An, The Plane of Shadow

**Coterminous:** Ki, Kur

**Coexistent:** The Astral Plane, the Ethereal Plane, the Elemental Plane of Water

### Ki (The World Below)

The realm of mortals is called the Ki, or World Below. Ki is a broad flattened disk that floats in the Abzu and forms the base of the divine mountain. Following his redemption, Enlil was given the Ki as his responsibility, over which he and his wife Ninlil were appointed as divine protectorates. Ki has the following Planar Traits:

**Gravity:** Normal Gravity

**Time:** Normal

**Shape:** A great disk

**Size:** Finite

**Morphic Traits:** Alterable Morphic

**Alignment Traits:** Mildly Neutral Aligned

**Magic Traits:** Normal Magic

**Coterminous:** Abzu, An, Kur, the Plane of Shadow, the Elemental Plane of Air

**Coexistent:** The Astral Plane, the Ethereal Plane

### An (The World Above)

The crest of the great mountain is called the An or the World Above. An is the realm of the gods, the heavens separated from the Ki and unreachable by all but the divine. The boundary between heaven and earth is a solid vault called the Tin; within it is a gas-like atmosphere called Lil, the brighter portions therein form the stars, planets, sun, and moon. Anu, has ruled the An since the coming of the gods. He has become more than its ruler, and has transcended into the realm's very essence. An has the following Planar Traits:

**Gravity:** Normal Gravity

**Time:** Normal, Timeless

**Shape:** Mountain

**Size:** Finite

**Morphic Traits:** Divinely Morphic

**Elemental/Energy Traits:** Mildly Positive-Dominant

**Alignment Traits:** Strongly Good and Lawful Aligned

**Magic Traits:** Enhanced Magic (Spells with the Conjunction descriptor are Maximized and Enlarged)

**Separate:** Abzu, Kur, the Plane of Shadow

**Coterminous:** Ki, the Elemental Plane of Air

**Coexistent:** The Astral Plane, the Ethereal Plane, the Elemental Plane of Earth

### Kur (The Underworld)

Beneath the great mountain, its roots dig deep into the primeval salt sea and there resides Kur, the Underworld, the realm of the dead. Once the sole province of Ereshkigal, the underworld is now ruled by her and her husband Nergal. Kur is somewhat sentient, and disrespectful visitors can be held or imprisoned for violating its law. Once one has chosen to enter, it is excessively difficult to leave, even for a god. Various taboos include the wearing of clean clothes and sandals, carrying a weapon or staff, making a noise, possessing holy oils, or behaving normally towards the deceased. Therefore, proper knowledge of Kur is imperative for all who travel there. Kur is strongly evil aligned.

Some gods make regular trips to the Underworld to prove their strength, while others are bound to it and forced to spend annual penances in its confines. A series of seven huge gates guard the entrance to the Underworld, the first is called Ganzir - beyond it the dead roam freely, able to eat and drink with past heroes. Kur has the following Planar Traits:

**Gravity:** Heavy Gravity

**Time:** Timeless





**Size:** Infinite

**Morphic Traits:** Highly Morphic

**Elemental/Energy Traits:** Mildly Negative-Dominant.

**Alignment Traits:** Strongly Evil and Chaotic Aligned

**Magic Traits:** Enhanced Magic (Spells with the Necromancy or Illusion descriptor are maximized and Enlarged)

**Separate:** An, The Astral Plane

**Coterminous:** Abzu, Ki

**Coexistent:** The Ethereal Plane, the Plane of Shadow, the Elemental Plane of Fire

### Other Planes of Existence

*Astral Plane:* The astral plane best equates to the gaseous Lil that separates the An from the Ki.

*Ethereal Plane:* Mesopotamians believed that each person had their own spirit-form, which followed them at all times. In game terms, the spirit-form connection to the mortal Ki form equates to the Prime Material Plane's coexistence with the Ethereal Plane.

*Plane of Shadow:* The Plane of Shadow is best utilized to represent the reverse of the Ethereal Plane. It should be coexistent within the realm of Kur, but coterminous with Ki such that it bleeds into the mortal lands forming an entrance to the realms below.

*Elemental Planes:* The best representation for the Elemental Planes within the structure of Mesopotamian cosmology is to merge their properties with the existing realms. The Elemental Plane of Earth is deep within the Great Mountain, the Elemental Plane of Fire is deep within Kur, The Elemental Plane of Water is created by coexistent bleed through of the Abzu, and The Elemental Plane of Air surrounds both the An and the Ki.

## LIFE IN MESOPOTAMIA

The city was the center of Mesopotamian life. Every city had its own patron god or goddess who watched over it. Each city was run by a king called a lugal, whose responsibility was to make sure the patron deity remained pleased. Homage to the patron god was paid through daily prayers, hymnals, sacrifices, and rituals. While the lugal was responsible for appeasing the patron, clerics were responsible for the interpretation of its will. This role was especially important should the deity become displeased, angered, and retributive. The advisory position of all clerics also allotted them a certain amount of civic power and a direct voice in government, and priests used divination, astronomy, and temple prostitution to help control society. The lugal's spouse was called a nin, who also had religious responsibilities, typically managing the affairs of a temple goddess. The major cities of Mesopotamia included Eridu, Nippur, Ur, and Uruk,

Each city was structured around a massive mud-brick ziggurat temple dedicated to the patron god. The purpose of these man-made towers was to allow the priest to achieve the highest point possible, in hopes of creating a physical link between the Ki to the An. At the core of the ziggurat was a rectangular shrine called a cella, which accommodated an altar, font, or an offering table that was set before a statue

of the temple's deity. Lining the cella were the private quarters of the temple priests and priestesses. Temple décor was lavish and its walls and floors were inlaid with complex, mosaic symbols and frescos of sacred animals, deities, and kings.

In addition to the large hierarchy of priests and priestesses, temples were staffed with a massive array of servants ranging from musicians to warriors to laborers to divine prostitutes. Temple property often included large tracts of farmland- some of which was loaned to special interest groups, or leased to local farmers for a percentage of the harvest.

The temple was the center of religious and social activities. In addition to huge monthly feasts, public rituals, food sacrifices, and libations took place on a daily basis. The most important of these celebrations was the annual Akitu Festival that took place during the first twelve days of the first month of the new year. Akitu was slightly different in every city, as celebration began with enactments of the creation myths and ended with festivities that praised the birth of the city's patron god.

Mesopotamians viewed their personal relationships with their gods as somewhat detached. While they believed in prayer and the confession of sins, they also expected little in the way of divine response or intervention on their behalf. Instead, they believed that mortals were little more than a tool to carry out the gods' will, and most of their actions were predestined by fate. Mesopotamians have a strong belief in life after death, though the Underworld was generally portrayed as a dismal and gloomy realm.

Like most societies, the Mesopotamians had three distinct classes. An upper class consisting of the nobility and the clergies, a middle class consisting of landowners, merchants, and artisans and a lower class made up of servants and slaves. Slaves were held by three-year contracts, following which they could opt to be released or renegotiate. Slave contracts were drawn up as debt compensation, criminal punishment, or for prisoners of war. Parents could also sell their children into slavery. Slaves were permitted to own both property and money and were permitted to run their own businesses. Slaves could also purchase their own freedom.

All accountability for secular law fell to the lugal. He performed the role of judge of the accused and interpreter of the law. His word was that of the jury and he also sentenced the convicted. Lugals created an advanced legal system which included the appointment of specialized judges, the giving of testimony under oath, the proper form of judicial decisions and the ability of the judges to order that damages be paid to a victim by the guilty party. Secular law was codified and citizens were allowed to know why certain actions were punishable. Their system was designed to reduce corruption and protect all members of society while creating punishments that were proportionate to the crimes committed.

Lesser punishments included indentured servitude and financial compensations, while the most severe included limb removal and stoning. While certain



members of society might retain the right to be judged by an Elders' Court, it was still the lugal's responsibility to uphold the law. Therefore he appointed the court members and could willfully surpass their decisions on any matter. Case rulings, like religious law, were often determined under the premise of results that achieved the greatest good.

Divine law was referred to as Ritual or Cosmic Law. While its restrictions were the conceptions of the gods, interpretation was ultimately left to the responsibility of the priesthood. Infraction of divine law was considered most serious and carried weighty penalties. However, priests were often lenient in its interpretation as they held the ethical behavior paramount before infractions. Therefore obeying divine law was not as imperative as behaving in a goodly or just fashion.

The most crucial doctrine to both the gods and worshipers of Mesopotamian religion was called the Me (pronounced meh). It began as a haphazard collection of invocations assembled by Enlil that spread art, crafts, and civilization, and given to Enki to protect and impart to both gods and mortals. Each invocation represents the key to unlocking a specific "gift" that comprises a single element of the mortal experience. The diverse range of the Me's gifts express the duality of the nature of the gods. These range from concrete concepts such as irrigation or architecture to abstract concepts such as jealousy, compassion, and fear. Still, each of its concepts are somewhat informal in that their true meanings are still protected and held by the gods; therefore the mortal concepts remain subjective and are meant to be followed using one's own judgment, rather than as precise codification of laws. While Enki remains the guardian of the Me, Ishtar also controls a fair amount of its invocations, having tricked him into bestowing her with some of its secrets during a drunken stupor.

There are hundreds of Me covering every aspect of civilization. Some examples of include the following: The Me of Divine Kingship, The Me of Feminine Empowerment, The Me of An-Kur, The Me of War, The Me of Rebellion, The Me of Treason and Treachery, The Me of Etiquette, The Me of Intimacy and Sex; The Me of Language, The Me of Truth and Slander, The Me of Holiness, The Me of Crafts, The Me of Art, The Me of Music, The Me of Judgment, The Me of Inspiration, The Me of Fear, The Me of Joy, and The Me of Decision.

## The Gods of the Mesopotamians

### ADAD (INTERMEDIATE DEITY)

*Earthshaker, Thunderer*

**Deity Symbols:** Forked Thunderbolt

**Alignment:** Chaotic Neutral

**Portfolio:** Courage, elements, harvest, rain, storms, strength, thunder, weather

**Domains:** Chaos, Earth, Strength, Water, Weather

**True Form:** A bronze-skinned human male dressed in a short kilt and crowned with a horned helmet adorned

with golden stars.

**Avatar Form:** Same as True Form

**Other Manifestations:** 20 HD Earth Elemental

**Allies:** Father (Anu), Mother (Ki), Shala (Spouse), Hanish, Shullat

**Foes:** None

**Racial Preferences:** Any

**Sacred Items:** Rainwater

**Sacred Animals:** Bulls and cows

**Sacred Plants:** Wheat

**Sacred Minerals:** Iron

**Divine Artifacts:** *Staff of Lightning, Horn of Thunder, Spear of the Storm*

**Mythology:** Adad is the wild, uncouth son of Enlil. The rolling thunder in the heavens that heralds the violent storm is attributed to Adad as he rides his bull across the sky. He is a physically powerful god, who uses his considerable rage and vigor, rather than finesse or subtlety, to defeat his enemies. As a result, some men call to Adad when they need to harness their strength, whether for labor or war. Conversely, Adad is also the soft, caressing rains that nourish the precious crops so vulnerable on the open floodplain. He provides the sweet, crisp waters that spring forth from the mountains that mortals drink to quench their thirst and channel into canals to irrigate fertile farmlands. Adad is a pragmatic deity who has little time for those concerned with misdirection and subterfuge. Adad has two servants, Hanish and Shullat, who serve their master's every whim, and he requires his faithful to work hard, show courage in the face of peril, and to learn to read the signs of the weather, especially the coming of storms, lest they fall victim to unpreparedness.

**Main Tenets of Faith:** Adad commands the elements in order to make the earth fruitful for all mortals. All living creatures have the right to the gifts of the land and sky. He is also the destructive storm, whose torrents of floodwater and pelting hail leave cultivated land ruined and livestock drowned. While mortals are entitled to partake in his gifts, Adad disparages the concept of land ownership as the earth is eternal and shall remain long after mortal passing. Adad's followers are taught to work together and exchange their talents in order that all may share in his gifts. He demands that his followers aid those too weak or inept to provide for themselves, so that they too might partake in his fruitfulness. He also despises those who advantage themselves by keeping secrets or act in such a manner as to be deliberately misleading. Adad's followers are expected to work hard, show courage in the face of peril, and to learn to read the signs of the weather, especially the coming of storms.

**Location of Faith:** Adad's most fervent worship is located in Karkara at the temple E-karkara. He also has a devout following in Aleppo.

**Sects:** A few sects revere Adad for his great strength and furor, which they channel in times of need. The dominant focus of these sects is either hard labor or war.

**Responsibilities of the Clergy:** Priests are to give



justice, control the strong, aid the weak, steward the land and defend the people against the covetous and violent that would take by force the fruits of other men's labor.

**Rights of the Clergy:** Adad's clerics often maintain a level of unpredictability and temperamental behavior that is characteristic of their god. Thus, they are permitted public verbal outbursts without account or fault. The outburst can be scathingly critical or even verbally violent, but must remain personal and cannot be inciting or physically aggressive.

**Restrictions of the Clergy:** Because Adad is a god of strength, his clergy have little tolerance for weakness within their fold. In order to enter the priesthood one must be physically fit, as well as trained in the scriptures. The temple tests new entrants with a series of labors and those without a Strength and Constitution score of at least 11 cannot hope to pass.

**Rituals:** Adad's clerics perform simplistic rituals

that focus on making the earth fruitful such as rain ceremonies and blessings the land. Clerics of Adad pray for their spells at dawn when the clouds first break across the sky.

**Vestments:** Clerics of Adad dress in kilts and wear conical helmets and sandals. During ceremonies they wear scented oils and curl their hair and beards into greasy ringlets.

## Adad's Path of the Devout

**Devout Classes:** Adept, barbarian, commoner (farmer, slave), druid, fighter, warpriest, and warrior.

**Devout Alignments:** CG, CN

**Favored Weapons:** Javelin or spear (half, long, or short), mace

**Devout Oath:** The bull must be kept sacred, therefore those devout to Adad are forbidden to eat its meat, or the meat of the cow.

**Devout Benefits:** Devout followers of Adad gains a +2 divine bonus to the Difficulty Class for saving throws against spells





he casts that have a single chosen elemental descriptor (air, earth, fire, or water); Clerics of Adad gain the longspear or javelin Martial Weapon proficiency.

## Intermediate Avatar of Adad

CR 30

XP 9,840,000

CN Medium outsider (avatar, earth, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +38

### DEFENSE

**AC** 63, touch 41, flat-footed 40 (+10 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 960 (30d10+660)

**Fort** +39, **Ref** +28, **Will** +22

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** acid, electricity, sonic; **Resist** cold 30, fire 30; **SR** 41

### OFFENSE

**Speed** 50 ft., burrow 100 ft. (natural), burrow 50 ft. (worked); earth glide

**Melee** *Spear of the Storm* +52/+47/+42/+37 (1d8+95 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic)

**Ranged** *Spear of the Storm* +50 (1d8+75 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic) or acid dart +52 touch (15d6+30 half-acid, half-divine, once every 1d4-1 rounds) or storm burst +52 touch (50d6+30 half-nonlethal, half-divine plus bull rush, once every 1d4-1 rounds)

**Special Attacks** lightning lord

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *bull's strength* (DC 39), *call lightning* (DC 40), *clenched fist*, *control weather*, *control winds* (DC 42), *crushing hand*, *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *enlarge person* (DC 38), *fog cloud*, *grasping hand*, *ice storm*, *magic stone* (DC 38), *magic vestment* (DC 40), *obscuring mist*, *righteous might*, *sleet storm*, *soften earth and stone*, *spell immunity* (DC 41), *spike stones* (DC 41), *stone shape*, *stoneskin* (DC 42), *storm of vengeance* (DC 46), *wall of stone* (DC 43), *whirlwind* (DC 45)

### STATISTICS

**Str** 59, **Dex** 55, **Con** 54, **Int** 18, **Wis** 20, **Cha** 32

**Base Atk** +30; **CMB** +54; **CMD** 95

**Feats** Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Deafening Critical, Dodge, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (longspear)\*, Improved Initiative, Improved Vital Strike, Mobility, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Run, Spirited Charge, Spring Attack, Trample, Unseat, Vital Strike, Weapon Focus (longspear)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +57, Diplomacy +44, Handle Animal +44, Heal +38, Intimidate +44, Knowledge (arcana, nature, nobility, religion) +37, Perception +38, Ride +55, Sense Motive +38, Survival +38, Swim +57; **Other Skills** Dexterity +40, Intelligence +22, Wisdom +23, Charisma +29

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (earth, strength, weather), might of the gods

+30, strength surge (24, +24)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Bow of Lightning*, *Horn of Thunder*, *Spear of the Storm*, +5 heavy fortification scale mail, belt of giant strength +6)

### SPECIAL ABILITIES

**Acid Healing (Ex)** Intermediate avatars of Adad with the earth domain are immune to acid damage, and is instead healed 1 point for every 3 points of damage from an acid effect.

## ANU (GREATER DEITY)

*Lugal of Heaven, Skyfather*

**Symbol:** A horned crown upon a shrine

**Alignment:** Lawful Good

**Portfolio:** Time, the cosmos, the heavens, supreme

**Domains:** Air, Cosmic, Good, Heaven, Law, Time

**True Form:** The Heavens

**Perceived Form:** A perfectly formed human with a lapis lazuli beard

**Avatar Form:** Same as perceived form

**Other Manifestations:** A 30 HD Air or Fire Elemental

**Allies:** Ki (Spouse), Enlil (son), those of the Divine Seed (see below)

**Foes:** Tiamat and the elder gods who are still vying for control of the universe

**Racial Preferences:** Any

**Sacred Items:** The stars and the sky

**Sacred Animals:** Sacred Bull of Heaven

**Sacred Plants:** Sacred Tree of Knowledge Divine

**Divine Artifacts:** *Horned Helm of Heaven*, *Scepter of the Cosmos*





**Mythology:** Anu is the all-powerful sky god and the dominant figure in the divine trinity he shares with Enlil and Enki. However, he plays a very distant role in the affairs of mortals. A primary player in the creation of the cosmos, he became the sky aspect of the dual form of the world (the other part being Ki, or the earth, his wife). His rule over the sky was left to chance when the three of the trinity cast dice to determine their respective charges. Anu ended up with the topmost heaven, that vertical band of the eastern horizon, known as the Way of Anu. From here he receded from his ruling position, which in turn fell into the hands of Enlil, and forever was poorly defined by the Mesopotamians as to what role he was to assume in the cosmos. As a result, he was rarely represented in religious art and iconography, and his popularity floundered. His prime cult center was found in Uruk, along with that of his daughter, Ishtar.

**Main Tenets of Faith:** Anu is the lugal of the gods and the heavens. He is a teacher of wisdom and the hand of mercy. He is the siphon between heaven and chaos and through him flow the forces of power. He is perfection and temptation, birth and decay, he is both perception and description, he is the cycle by which change is wrought, he is alone and yet at once all encompassing. Anu is an enigmatic god and common belief holds him beyond mortal description, therefore he is often described for what he is not. He represents the very soul of the universe and his essence is the center of all things, including those divine as well as mortal. Therefore by describing what he is not, his followers place him beyond being mortal as well as beyond being divine, and instead place him at the center of a circle around which both forces revolve. Though his presence is all encompassing, he remains in many ways detached from mortals. The few that follow him are those who interpret his will on the basis of instinct, tradition, and an innate cosmic awareness.

**Location of Faith:** Anu is widely worshipped, but his oldest and largest following remains at Uruk in the temple of E-anna.

**Sects:** Anu fathered a line of rulers with his divine seed in order that they protect and guide humanity in accordance to its primordial creation, and if necessary restore it to such a condition. Many of the most devote priests believe they are also of this line. Anu speaks to the devout using the mystic symbolism of the stars, those talented enough and devoted to their interpretation open themselves to a sense of cosmic awareness that grants them divinatory powers.

The Skyfather seems content with frustrating the majority of mortals, and trusts that those born of divine seed are both wise and strong enough to uphold his tenets properly. Pure devotees of Anu are rare, and few who cannot claim they are of the divine seed pay him any direct homage. Even the most pure sects spend more time focusing on the dictates of their rulers than anything else, content that they are listening to the proper mortal interpretations of Anu's divine law. Many followers of the Skyfather also revere Enlil; his

first born whom they believe confers providence, fate, and justice on the behalf of Anu.

**Responsibilities of the Clergy:** It is the responsibility of the priests to consecrate and protect the kingship of the descendents of the divine seed. Those of the seed must serve the integrity of Anu's vision of the world and ensure it reflects the eternal harmony of the heavens. In addition to political and judicial responsibilities, the clergy actively practices the arts of astrology, mathematics, and the measurement and documentation of time.

**Rights of the Clergy:** The doctrine of Anu's clergy is such that they must work at the right hand of the throne. While they are expected to uphold the law, those who are believed to be descendants from the divine seed are often given the grace to dictate legalities under the claim that they are acting in direct accordance to Anu's will.

**Restrictions of the Clergy:** Followers of Anu are forbidden to violate any royal decree or speak out against those of the divine seed, and doing so is considered heresy.

**Rituals:** Anu requires monthly sacrifices of grain, wine and water. Rituals involve astrological readings and tuning into the cosmos to receive insight. Clerics of Anu pray for their spells during the early evening when the stars are visible and properly aligned.

**Vestments:** Clerics of Anu dress very formally, in accordance with local fashion. During ceremonies, they wear thick off-the-shoulder robes of fine purple silk. They keep their hair cropped short, and wear rings bearing their holy symbol.

## Anu's Path of The Devout

**Devout Classes:** Aristocrat, cavalier, cleric, expert (judge), fighter, investigator, paladin, warpriest, and warrior.

**Devout Alignments:** LG, LN

**Favored Weapon:** heavy mace

**Devout Oath:** A devout of Anu must contribute a minimum 48 hours of legal service to his lugal per month. Examples of legal services include acting as a judge or serving as a juror or court guard.

**Devout Benefits:** Once per day a devout worshiper of Anu gains a +10 divine insight bonus to a single skill check, saving throw, or attack roll.

## Greater Avatar of Anu

CR 40

XP 314,880,000

LG Medium outsider (air, avatar, lawful, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses, blindsight 1 mile; Perception +61

**Aura** celerity (1 mile), fated (1 mile, AC +8 deflection), guidance (1 mile, +8), ordered presence (1 mile)

### DEFENSE

**AC** 86, touch 47, flat-footed 79 (+14 armor, +12 deflection, +6 Dex, +1 dodge, +2 insight, +16 luck, +16 natural, +9 shield)

**hp** 1,800 (40d10+1,400)

**Fort** +73, **Ref** +44, **Will** +56

**Defensive Abilities** avatar traits, fated, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51



**OFFENSE****Speed** 60 ft., fly 120 ft. (perfect)**Melee** *Scepter of the Cosmos* +54/+54/+49/+44/+39 (1d8+46 plus 1d6 fire plus 1 bleed/19-20 plus 1d10 fire) or *Scepter of the Cosmos* +50/+50/+45/+40/+35 (1d8+46 plus 1d6 fire plus 1 bleed/19-20 plus 1d10 fire), +5 *bashing adamantine heavy shield* +53/+48/+43 (1d8+39)**Ranged** 2 heavenly fire +46 touch (20d6; DC 72) or 2 lightning arcs +46 touch (20d6)**Special Attacks** axiomatic strike, understanding of the void +8**Spell-Like Abilities** (CL 40th; concentration +72)Constant – *analyze dweomer* (DC 58), *foresight* (self only), *greater arcane sight*, *true seeing*At will – *air walk*, *align weapon* (law only, DC 54), *astral self*, *bless*, *chain lightning* (DC 58), *commune*, *consecrate*, *control winds* (DC 57), *cosmic awareness*, *cosmic ray*, *daylight*, *dictum* (DC 59), *discern age* (DC 53), *dispel chaos* (DC 57), *elemental body IV* (air only), *elemental swarm* (air only), *gaseous form*, *glimpse of the reaper* (DC 57), *heavenly blessing* (DC 58), *hold monster* (DC 57), *holy aura* (DC 60), *holy sword*, *holy word* (DC 59), *magic circle against chaos* (DC 55), *meteor swarm* (DC 61), *obscuring mist*, *order's wrath* (DC 56), *past pain* (DC 55), *protection from chaos* (DC 53), *purge of might* (DC 61), *reverse gravity* (DC 6), *rings of withstanding* (DC 55), *ripening* (DC 60), *shield of law* (DC 60), *solar wind* (DC 56), *starlight*, *static fog*, *summon monster IX* (law only), *temporal bolts*, *temporal displacement*, *temporal strike*, *true seeing* (DC 59), *wall of time*, *whirlwind* (DC 60), *wind wall* (DC 55)**STATISTICS****Str** 48, **Dex** 23, **Con** 80, **Int** 25, **Wis** 47, **Cha** 79**Base Atk** +40; **CMB** +59; **CMD** 88**Feats** Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Exhausting Critical, Great Cleave, Greater Bull Rush, Greater Shield Focus, Greater Sunder, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical (heavy mace)\*, Improved Initiative, Improved Shield Bash, Improved Sunder, Improved Two-Weapon Fighting, Mobility, Power Attack, Quick Draw, Shield Focus, Shield Master, Shield Slam, Spring Attack, Tiring Critical, Two-Weapon Fighting, Weapon Focus (heavy mace)\*, Whirlwind Attack

(\*=bonus feat)

**Skills** Fly +57; **Other Skills** Strength +62, Dexterity +49, Intelligence +50, Wisdom +61, Charisma +77**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech**SQ domains** (air, cosmic, heaven, law, time)**ECOLOGY****Environment** any**Organization** solitary or nebulae (avatar of Anu plus 10 solars)**Treasure** special (*Horned Helm of Heaven*, *Scepter of the Cosmos*, +5 *heavy fortification full plate*, +5 *bashing adamantine heavy shield*, *belt of physical might* +6 [Str, Con])**SPECIAL ABILITIES****Electricity Healing (Ex)** Whenever a greater avatar of Anu is subjected to a damage dealing electricity effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.**ENKI (INTERMEDIATE DEITY)***The Demiurge, Keeper of Me***Symbol:** Overflowing vessel, staff with a ram's head, the number 40**Alignment:** Neutral Good**Portfolio:** Civilization, crafts, wisdom, magic, water,**Domains:** Good, Healing, Knowledge, Magic, Water**True Form:** Enki has no true form and is a master of shifting his appearance**Perceived Form:** Enki is most often perceived as a male human with shifting features.**Avatar Form:** Enki's typically uses his perceived form for his avatar.**Other Manifestations:** Any living creature**Allies:** Damkina (Spouse), Isimud (Subordinate)**Foes:** Tiamat loathes Enki and claims vengeance against him for her husband's death. While Enki isn't actively at war with Ishtar, he bears a slight grudge against her for tricking him into revealing some of the secrets of the Me.**Racial Preferences:** Any**Sacred Items:** Water from the Tigris or the Euphrates**Sacred Animals:** Tortoise, capricorn fish**Sacred Minerals:** Jade, turquoise**Divine Artifacts:** *Goat Rod*, *Robe of Waters*

**Mythology:** Enki (Ea as the Babylonians know him) is the son of Anu. He is the cleverest of the gods and is said to be very nearly omniscient as a result of his profound intelligence. His other important associations lie in magic, incantations, civilization, and fresh water. This latter aspect of Enki came into being when he slew the primordial deity, Apsu, and occupied the dead god's body as his abode. The Apsu, which can be translated to mean "abyss", has come to signify the vast volume of fresh water said to be found underneath the earth, only visible on the surface in areas such as swampland. As Enki became conjoined with the attributes of fresh water, by association he has come to represent nature itself.

His affiliation with creativity meant that he was to take part in the formation of the cosmos, not as the creator, but as the life giver and developer of the world. His early followers were located in Eridu, but his popularity rapidly spread to all parts of Mesopotamia. As the Keeper of Me (pronounced "meh"), Enki is seen as the introducer of civilization to mankind, originating at Eridu.

Ishtar is the tutelary deity of the city of Uruk, whose people desperately needed Me to ease the stresses of population growth and other social inadequacies for which they had no resolution. She endeavored to trick, then drug Enki and steal the Me from him to give to her worshippers. Enki, however, is not concerned with this deception, as he knows that the potency of Me does not diminish when proliferated, much like fire. In fact, his general benevolent disposition leads mortals to see Enki as their kindly guardian.

Finally, Enki is also the Patron of the Apkallu, or the Seven Sages. These antediluvian individuals are mortals of truly astounding genius and creativity. One of them is said to have penned the Epic of Gilgamesh



and another is Adapa, who founded the city of Eridu.

Enki's prime divine subordinate is the enigmatic Isimud. This being is depicted as having two faces, one facing forward the other backward, much like the Roman god Janus. His name infers a simultaneous female-male existence, which means "he" is neither male nor female but rather both. Isimud serves as Enki minister and as his messenger.

**Main Tenets of Faith:** Enki is the guardian and protector of the Me, the source of hidden truths from which springs forth the inspiration for mortal creativity and knowledge. While he acknowledges the value of withholding truths, he emphasizes that real progress must rely on the ideals and principles of past ingenuities. Only by understanding the true properties of all things, can one understand the importance of his own deeds and guide his intended fate. Enki guides the judgment of the faithful and reveals to them the properties of the living world so that they might adapt and prosper throughout its inevitable growth and change.

Enki's powers are often symbolized by the element of water, which is the primary source of all life. One

of its fundamental properties is its ability maintain its essence while mutating its form and its embrace of change. Enki's ability to emulate water by shifting forms is essential to his power and success. Embrace of change allows mortals to better adapt to fate. Fate is a property to be recognized, not memorized, for few mortals can withstand the true knowledge of their actions and those who know their own fates often have little hope. Recognizing fate for what it is allows one to live in the moment and adapt to it, like the river adapts to its bed. It allows fate to change and prevents stagnancy.

**Location of Faith:** Enki's temples are lavish and well constructed. They are always built alongside a large river and often have several flooded subterranean chambers. His largest temple is E-engurra, which is located at Eridu

**Sects:** In addition to his clergy, Enki is revered by arcane mystics whose study of incantation is beyond the achievements of the average priest.

**Responsibilities of the Clergy:** Water is one of the most important elements for sustaining life, therefore it is the responsibility of Enki's clergy to make sure that relations between mortals and Enki remain sound and





fresh water remains plentiful.

**Rights of the Clergy:** If accused of a crime a cleric of Enki can always choose to be tried by fate instead of a jury. Such a trial might consist of being bound and thrown into a raging river, being stripped naked and left alone in the woods for a week, or walking over hot coals. The design of the trial is still chosen by designated officers of the legal system.

**Restrictions of the Clergy:** Enki distains the use of omens, divinations, portents and any other magic that reveals the future and disregards the importance of fate. His clerics who choose the Knowledge domain substitute *divination* with *tongues*. He does not extend this restriction to divinations that reveal truth, merely those that predict or prophesize future events.

**Rituals:** Enki's most important rituals are ceremonial baptisms performed following birth or the creation of an object of notable beauty, efficiency, craftsmanship, or practicality. Clerics of Enki are responsible for the blessing and purification of water.

**Vestments:** Clerics of Enki maintain a deliberately inconsistent dress code and wear whatever suits them at a particular moment. However, they are notably partial to water-hued clothing, and jade and turquoise jewelry. Before performing ceremonies, many streak their hair and faces with blue woads.

## Enki's Path of the Devout

**Devout Classes:** Alchemist, arcanist, aristocrat, bard, cleric, druid, expert (alchemist, artisan, inventor, scientist), inquisitor, magus, sorcerer, and wizard.

**Devout Alignments:** CG, LG, NG

**Favored Weapons:** quarterstaff

**Devout Oath:** The devout of Enki must bath each day in purifying water. River water is preferred but magically created water is also acceptable.

**Devout Benefits:** Devout worshipers of Enki who pray while creating or crafting an item and dedicate the results of the work to Enki gain a +10 circumstance bonus to a single Craft skill check associated with the creation of the item. This benefit is only applicable once per day. Alternatively, the devout may gain the ability to *purify water* (caster level 1st) a number of times per day equal to her Charisma modifier (minimum 1/day).

## Intermediate Avatar of Enki

CR 30

XP 9,840,000

NG Medium outsider (avatar, native, water)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses, remote viewing; **Perception** +55

### DEFENSE

**AC** 50, touch 30, flat-footed 38 (+8 armor, +8 deflection, +11 Dex, +1 dodge, +12 natural)

**hp** 450 (30d10+150)

**Fort** +22, **Ref** +28, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic;

**Immune** cold; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 50 ft., swim 100 ft.

**Melee** *Goat Rod* +40/+35/+30/+25 (1d8+11/19-20) or *Goat Rod* +38/+33/+28/+23 (1d8+9/19-20), *Goat Rod* +38/+33 (1d6+7/19-20)

**Ranged** *icicle* +41 touch (15d6 half-cold, half-divine, once every 1d4-1 rounds)

**Special Attacks** disjuncting touch (DC 52), hand of the master (3, +56), lore keeper (DC 99)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *antimagic field*, *comprehend languages*, *cone of cold* (DC 44), *control water* (DC 45), *detect thoughts* (DC 39), *discern location*, *divination*, *elemental body IV* (water only), *elemental swarm* (water only), *find the path* (DC 43), *fog cloud*, *foresight* (DC 46), *greater dispel magic*, *horrid wilting* (DC 45), *ice storm*, *identify*, *imbue with spell ability* (DC 43), *legend lore*, *mage's disjunction* (DC 46), *magic mouth* (DC 39), *obscuring mist*, *protection from spells* (DC 45), *speak with dead* (DC 40), *spell resistance* (DC 42), *spell turning*, *true seeing* (DC 44), *water breathing* (DC 42)

**Sorcerer Spells Known** (CL 30th; concentration +52)

9th (7/day) – *gate*, *meteor swarm* (DC 48), *shapechange*

8th (7/day) – *demand* (DC 45), *etherealness*, *symbol of insanity* (DC 45)

7th (8/day) – *banishment* (DC 44), *greater scrying* (DC 44), *prismatic sphere* (DC 46)

6th (8/day) – *analyze dweomer* (DC 43), *disintegrate* (DC 45), *eyebite* (DC 43)

5th (8/day) – *baleful polymorph* (DC 44), *fabricate*, *major creation*, *mind fog* (DC 42)

4th (8/day) – *dimensional anchor*, *greater invisibility* (DC 41), *minor creation*, *resilient sphere* (DC 43)

3rd (9/day) – *fly* (DC 42), *haste* (DC 42), *lightning bolt* (DC 42), *protection from energy* (DC 40)

2nd (9/day) – *alter self*, *blur* (DC 39), *knock*, *mirror image*, *whispering wind*

1st (9/day) – *burning hands* (DC 40), *enlarge person* (DC 40), *magic missile*, *reduce person* (DC 40), *shield*

0 (at will) – *arcane mark*, *detect magic*, *light*, *mending* (DC 39), *message*, *open/close* (DC 39), *prestidigitation*, *read magic*, *resistance* (DC 37)

### STATISTICS

**Str** 18, **Dex** 32, **Con** 20, **Int** 63, **Wis** 54, **Cha** 33

**Base Atk** +30; **CMB** +34; **CMD** 64

**Feats** Brew Potion, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Greater Spell Focus (evocation, transmutation), Improved Critical (quarterstaff)\*, Improved Initiative, Magical Aptitude, Mobility, Power Attack, Scribe Scroll, Silent Spell, Spell Focus (evocation, transmutation), Spring Attack, Still Spell, Weapon Focus (quarterstaff)\*, Whirlwind Attack (\*=bonus feat)

**Skills** Acrobatics +44, Climb +37, Craft (alchemy) +59, Diplomacy +44, Knowledge (arcana) +69, Knowledge (engineering, history, planes, religion) +59, Perception +55, Sense Motive +55, Spellcraft +73, Survival +55, Swim +65, Use Magic Device +48; **Other Skills** Strength +22, Dexterity +29, Intelligence +44, Wisdom +40, Charisma +29

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (knowledge, magic, water)



## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Goat Rod, Robe of Waters, bracers of armor +8, circlet of persuasion, cloak of resistance +5, gem of seeing, ring of the ram, ring of telekinesis*)

## SPECIAL ABILITIES

**Cold Healing (Ex)** Whenever an intermediate avatar of Enki is subjected to a damage dealing cold effect it is healed 1 point for every 3 points of damage the cold effect would normally deal.

## ENLIL (GREATER DEITY)

*The Great Mountain, The Retributor*

**Symbol:** A pick or a mountain

**Alignment:** Lawful Neutral

**Portfolio:** Agriculture, consciousness, vengeance, wisdom

**Domains:** Balance, Destruction, Earth, Law, Plant

**True Form:** Pure energy

**Perceived Form:** A young man

**Avatar Form:** A young male farmer

**Allies:** Ninlil (Spouse)

**Foes:** Any chaotic

**Racial Preferences:** Any lawful aligned

**Sacred Items:** Tablets of Destiny

**Sacred Animals:** Lamb

**Sacred Plants:** Barley

**Sacred Minerals:** Diamonds

**Divine Artifacts:** *Diadem of Earthly Might, Tablet of Destinies*

**Mythology:** Enlil is part of the triumvirate of great gods, which also includes Anu and Enki. As Anu gradually began to take a lesser role in the affairs of mortals, Enlil assumed the position of ruler of the gods. His decisions are binding to the last, if not completely inflexible, which often makes him appear cruel and heartless. He insists upon an orderly and manageable universe, but mankind's increasing population and inevitable problems have forced Enlil to send various epidemics and catastrophes to curb their numbers. Anytime he has attempted to castigate mortals, however, Enki has foiled his plans by giving humanity resolutions to Enlil's retributions. He even helped Ziusudra overcome the global flood that Enlil finally loosed to exterminate all mankind, thus saving all humanity from genocide.

In his youth, Enlil was both vain and impetuous; through the lessons of life and the patience of his wife these shortcomings have been tempered.

**Main Tenets of Faith:** Enlil is the manifestation of force and energy, the inspired word born from silence and devotion. He is far reaching in his command and unstoppable in his conceptions. His word is holy law, he decrees destiny; what he names becomes form and reality. Enlil named the creations of Enki, thus giving them purpose and power. His wisdom is hidden in the unspoken words of the winds and fire. His judgment is harsh, absolute, and pragmatic. Enlil's decisions are binding to the last, if not completely inflexible,

which often makes him appear cruel and heartless. He insists upon an orderly and manageable universe, but mankind's increasing population and inevitable problems have forced Enlil to send various epidemics and catastrophes to curb their numbers. Enlil also has a benevolent side. He brings the gifts of consciousness, realization, and empowerment as represented by the physical manifestation of will. He is the creator of





farms and agriculture, and seeds the earth making it verdant and fruitful.

Enlil is faithfully married to Ninlil, goddess of the air, with whom he shares both his stature and divine rule. Enlil and Ninlil created the Me and appointed Enki to its guardianship.

**Location of Faith:** Enlil's largest cult center is at his Mountain House at Nippur, where his kingship is total and universal.

**Sects:** Many sects worship Enlil and Ninlil jointly.

**Responsibilities of the Clergy:** Enlil's clergy is responsible for hosting the high courts and maintaining and overseeing the ceremonies for the ascension of rulers by performing the blessings of wisdom upon them before they take the throne. They are also responsible for blessing fields, and the care of orphaned children.

**Rights of the Clergy:** Each year, the clergy is allotted their pick of the first harvest.

**Restrictions of the Clergy:** The alignment restriction for worshippers of Enlil is strictly Lawful Neutral. Only one who subscribes to this alignment can hope to comprehend the wisdom and vengeance of Enlil without suffering from remorse.

**Rituals:** Enlil's most prominent rituals are huge harvest feasts, they are celebrated publicly and are extremely popular. Clerics of Enlil must wash their faces in clean water before praying for their spells.

**Vestments:** Clerics of Enlil wear thick sturdy earth-toned garb over leather armor. During ceremonies they often paint themselves with mud, including their hair and faces. Before the mud dries they write prayers into it.

## Enlil's Path of the Devout

**Devout Classes:** Cleric, commoner (farmer), druid, expert (judge), fighter, inquisitor, warpriest, and warrior.

**Devout Alignments:** LN

**Favored Weapons:** heavy pick

**Devout Oath:** Divorce or spousal abandonment is forbidden to Enlil's devout followers. Those without their own children must adopt and care for an orphan.

**Devout Benefits:** Devout worshippers of Enlil have a +4 sacred bonus against diseases of all kinds. They also gain either the bonus feat Martial Weapon Proficiency (heavy pick) or the bonus feat Weapon Focus (heavy pick)

### Greater Avatar of Enlil

CR 40

XP 314,880,000

LN Medium outsider (avatar, earth, lawful, native)

**Init** +14; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +83

**Aura** balance the scales (1 mile), destructive (1 mile hardness -20, 100 ft. +20 damage), ordered presence (1 mile), protection (1 mile)

#### DEFENSE

**AC** 60, touch 33, flat-footed 49 (+11 armor, +12 deflection, +10 Dex, +1 dodge, +16 natural)

**hp** 1,800 (40d10+1,400)

**Fort** +57, **Ref** +32, **Will** +58

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—;

**Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft., burrow 120 ft. (natural), burrow 60 ft. (worked); earth glide

**Melee** +5 *brilliant energy speed heavy pick* +54/+54/+49/+44/+39 (1d6+110/19-20/x4) or wooden fist +48/+43/+38/+33 (2d10+101/17-20/x3) or wooden fist +46/+41/+36/+31 (2d10+101/17-20/x3), wooden fist +46/+41/+36 (2d10+90/17-20/x3)

**Ranged** 2 acid darts +50 touch (20d6+40 half-acid, half-divine)

**Special Attacks** axiomatic strike, bramble armor, destructive smite +40

**Spell-Like Abilities** (CL 40th; concentration +72)

Constant – *true seeing*

At will – *align weapon* (law only, DC 54), *animate plants*, *antipathy* (DC 61), *banishment* (DC 59), *barkskin*, *calm emotions* (DC 54), *command plants* (DC 56), *control plants* (DC 60), *dictum* (DC 59), *disintegrate* (DC 58), *dismissal* (DC 57), *dispel chaos* (DC 57), *divine arbitration*, *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *entangle* (DC 53), *equalization* (DC 60), *harm* (DC 58), *hold monster* (DC 57), *implosion* (DC 61), *inflict critical wounds* (DC 56), *magic circle against chaos* (DC 55), *magic stone* (DC 53), *order's wrath* (DC 56), *plant growth*, *prayer*, *protection from chaos* (DC 53), *rage*, *repel wood*, *shambler*, *shared fate* (DC 58), *shatter* (DC 54), *shield of law* (DC 60), *shout* (DC 56), *soften earth and stone*, *spike stones* (DC 56), *stone shape*, *stoneskin* (DC 57), *summon monster IX* (law only), *true strike*, *wall of stone* (DC 58), *wall of thorns*, *weighing the balance* (DC 53)

#### STATISTICS

**Str** 48, **Dex** 31, **Con** 80, **Int** 23, **Wis** 83, **Cha** 43

**Base Atk** +40; **CMB** +59 (+63 disarm, grapple, sunder, trip); **CMD** 92 (94 vs. disarm, grapple, sunder; cannot be tripped)

**Feats** Alertness, Animal Affinity, Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Disarm, Greater Grapple, Greater Sunder\*, Greater Trip, Greater Two-Weapon Fighting, Greater Weapon Specialization (heavy pick), Improved Critical (heavy pick)\*, Improved Disarm, Improved Grapple, Improved Initiative, Improved Sunder\*, Improved Trip, Improved Two-Weapon Fighting, Mobility, Power Attack, Spring Attack, Stand Still, Stealthy, Stunning Fist, Sundering Strike\*, Two-Weapon Fighting, Weapon Focus (heavy pick)\*, Weapon Specialization (heavy pick), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +73, Climb +82, Escape Artist +57, Handle Animal +63, Perception +83, Ride +57, Sense Motive +83, Stealth +57; **Other Skills** Strength +62, Dexterity +53, Intelligence +49, Wisdom +79, Charisma +59

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (balance, destruction, earth, law, plant)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Diadem of Earthly Might*, +5 brilliant energy



*speed heavy pick, +5 heavy fortification breastplate, belt of physical perfection +6)*

## SPECIAL ABILITIES

**Acid Healing (Ex)** Whenever a greater avatar of Enlil is subjected to a damage dealing acid effect it is healed an equal amount, and is *hasted* (as the spell) for 1 minute.

## ERESHKIGAL (INTERMEDIATE DEITY)

*The Black Goddess, Queen of Kur*

**Symbol:** A white skull missing the lower jaw

**Alignment:** Neutral Evil

**Portfolio:** Afterlife, ancestors, the dead, gloom, undead, underworld,

**Domains:** Darkness, Dead, Death, Evil, Trickery

**True Form:** A black-skinned young woman

**Perceived Form:** A black-skinned young woman or a black-skinned hag

**Avatar Form:** Same as perceived form

**Other Manifestations:** Any human female

**Allies:** Nergal (Spouse) Geshtinanna, Namtar, the Seven Keepers of the Hellgates, and the galass, undead

**Foes:** Tiamat, Ishtar

**Racial Preferences:** Human

**Sacred Items:** Bones and hair

**Sacred Minerals:** Geodes and other crystals

**Divine Artifacts:** *Dagger of Death, Key to the Hellgate*

**Mythology:** Ereshkigal is the daughter of Anu, the older sister of Ishtar, and the wife of Nergal. She is also



the original ruler of Kur after Tiamat forcibly brought her there at the dawn of creation. She settled into her new domain with little adjustment and soon swelled the legions of maleficent fiends with her own dark offspring, the most notable being the mighty Namtar. She was married at this point to an obscure god named Gugalanna, but he was killed shortly thereafter by an unknown assailant. During his funeral, Ereshkigal's sister, Ishtar, invaded the netherworld in an attempt to seize her chthonic sister's growing power. However, the semi-sentient nature of Kur dictated that as one passes through the seven debilitating Hellgates, one's power is gradually stripped until they are reduced to naked nothingness. Due to these demeaning processes, Ishtar had to face her enraged sister in her beautiful lapis lazuli throne room helpless and unclothed. Ereshkigal showed no mercy to her sister and imprisoned her in Kur, as she would a soul of the dead. Only the intervention of Enki led to Ishtar's release.

After this incident, Ereshkigal's realm suffered another invasion, but this time from an unstoppable force. Nergal brazenly entered Ereshkigal's dominion, managing mysteriously to avoid the enervating Hellgates, and bringing with him his retinue of Sebittu. He stationed his demon warriors around her throne room, to both prevent her escape and bar any aid. Nergal then proceeded to force his will upon Ereshkigal, overpowering her, and even threatening to kill the goddess of death. To save herself, she submitted to her dominator, and offered her hand in marriage and a share in the rule of Kur to Nergal. He accepted and the two have jointly ruled the netherworld ever since. Some surmise that Ereshkigal desired Nergal and so lured him to her realm. This would surely explain why he passed unscathed through the Seven Hellgates. Others, though, do not think that the power of the Black Goddess reaches that far, and that she was fortunate that the bold Nergal was so forgiving on that fateful night.

**Main Tenets of Faith:** Ereshkigal is the inner knowledge of mortal essence; she is the exposure of the soul, the inversion of the material world. She sees through life to the eternity beyond and is the master of its secrets. She is the threshold into the void and her knowledge reveals the transcendence of all deaths. She guides mortals back to the womb, combines all with her alchemy, unites lovers as one being, returns the child to its mother, and merges mortal enemies into eternal unions. She is the equalization of all strife, anguish, love, pain, age, joy, and sorrow. She is the mirror that casts no reflection, the revelation of truth beyond appearance, and she is the reality of death incarnate.

Ereshkigal offers the initiation into eternity. It is a most demanding achievement and requires the balance of inner and outer elements of mortal perfection and the integrity of mind, heart, body and soul.

**Location of Faith:** Ereshkigal's largest temples are the Ki-babbar-e and the Ki-nam-tar-ri-da, which are located beyond city limits. She also has a large sect at the Place of the Fate at Ur.

**Sects:** Ereshkigal's sect at Ur believes that crossing the threshold of death is necessary in order to understand



the will of all other gods. They hold elaborate death rituals whereby recipients are ritually drowned and revived in a symbolic conquest of death. Those who pass often enter the priesthood of other deities, most notably Enki, Ishtar, and Nergul.

**Responsibilities of the Clergy:** Clerics of Ershkigal are responsible for preparing bodies for death and performing funerary blessings. They may also be sequestered to interpret an individual's soul.

**Rights of the Clergy:** The clergy of Ershkigal are entitled to place bids for the vital organs and bones of the deceased. The deceased's immediate family can choose to accept or decline any bid.

**Restrictions of the Clergy:** Ershkigal's faithful are not permitted to participate in birth rituals, as their untimely presence is considered bad luck.

**Rituals:** Clerics of Ershkigal perform elaborate death blessings, painting bodies of the deceased with mystic blessings that reveal their essences to Nergal when they go before his judgment. Clerics of Ershkigal pray for their spells at sunset.

**Vestments:** Clerics of Ershkigal dress in simple clothing, usually in brown and gray tones, and wear ghastly jewelry made from the bones of small animals such as rats, and woven together with human hair. They are decidedly disheveled and corpselike as well. Some use coal to blacken deep circles around their eye sockets (which also irritates them and makes them bloodshot) others may have yellowed teeth or dirty fingernails.

## Ershkigal's Path of the Devout

**Devout Classes:** Adept, aristocrat, assassin, expert (merchant), inquisitor, rogue, and warrior.

**Devout Alignments:** CE, CN, NE

**Favored Weapons:** dagger

**Devout Oath:** A devout follower must compulsively mark every corpse she encounters with the symbol of Ershkigal, preferably by carving it into its flesh.

**Devout Benefits:** The devout of Ershkigal are warded against the undead. Undead with fewer HD than the devout follower treat her as if she is under the effect of a sanctuary spell with a caster level equal to the devout followers combined devout class levels.

### Intermediate Avatar of Ershkigal

XP 9,840,000

NE Medium outsider (avatar, evil, native)

**Init** +29; **Senses** darkvision 120 ft., low-light vision, avatar senses, grave sense 1 mile; **Perception** +38

#### DEFENSE

**AC** 69, touch 49, flat-footed 43 (+8 armor, +8 deflection, +25 Dex, +1 dodge, +5 luck, +12 natural)

**hp** 420 (30d10+120)

**Fort** +21, **Ref** +42, **Will** +22

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** good; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 60 ft.

**Melee** *Dagger of Death* +53/+53/+48/+43/+38 (1d4+32/17-20 plus 2d6 bleed) or bleeding touch +55 (8d6 bleed)

**Special Attacks** amplify death, channel negative energy (33/day, 120, DC 52), sneak attack +10d6

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (evil only, DC 39), *animate dead*, *antilife shell*, *blasphemy* (DC 44), *cause fear* (DC 38), *create greater undead*, *create undead*, *death knell* (DC 39), *death ward* (DC 42), *deathwatch*, *destruction* (DC 44), *dispel good* (DC 42), *final reward* (DC 45), *gentle repose* (DC 40), *magic circle against good* (DC 40), *protection from good* (DC 38), *restore life*, *slay living* (DC 42), *speak with dead* (DC 40), *status* (DC 39), *summon monster IX* (evil only), *unholy aura* (DC 45), *unholy blight* (DC 41), *wail of the banshee* (DC 46)

#### STATISTICS

**Str** 32, **Dex** 61, **Con** 18, **Int** 54, **Wis** 20, **Cha** 33

**Base Atk** +30; **CMB** +55 (+59 disarm); **CMD** 85 (87 vs. disarm)

**Feats** Agile Maneuvers, Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Deceitful, Dodge, Greater Disarm, Greater Feint, Greater Penetrating Strike (dagger), Improved Critical (dagger)\*, Improved Disarm, Improved Feint, Improved Initiative, Mobility, Penetrating Strike (dagger), Power Attack, Quick Draw, Spring Attack, Stand Still, Stealthy, Weapon Finesse, Weapon Focus (dagger)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +58 (+75 jumping), Bluff +48, Climb +44, Diplomacy +44, Disable Device +58, Disguise +48, Escape Artist +62, Intimidate +44, Perception +38, Sense Motive +38, Sleight of Hand +58, Spellcraft +55, Stealth +62, Swim +44, Use Magic Device +44; **Other Skills** Dexterity +43, Intelligence +40, Wisdom +23, Charisma +29

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (dead, death, evil), touch of life and death

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Dagger of Death*, *Key to the Hellgates*, +5 glamer greater shadow heavy fortification studded leather, belt of incredible dexterity +6, boots of striding and springing, bracers of resistance +5 [as cloak])

## ISHṬAR (INTERMEDIATE DEITY)

*The Morning and Evening Star, Lady of Love and War, Mother of Battle, the Virgin Goddess*

**Symbol:** A high pole made of reed stalks bound together, tapering upwards and rolled into a ring on the outside.

**Alignment:** Neutral

**Portfolio:** Birth, fertility, love, sex, vengeance, war

**Domains:** Affinity, Charm, Community, Healing, War

**True Form:** Ishtar is a perfectly formed female. She wears a tiered dress, a horned and tiered crown, and carries a staff of intertwined serpents. Behind her trails an eight-rayed star. She is always accompanied by twin dire celestial lions.

**Perceived Form:** Same as true form or as the morning and evening star.

**Avatar Form:** Same as true form.

**Other Manifestations:** 30 HD dire celestial lion



**Allies:** Ishtar is daughter of Sin and Ningal and the twin sister of Shamash. She infamous for her tumultuous affairs with other gods of the pantheon, most notably Anu, and has been married and divorced numerous times. Her current husband is Tammuz, a lesser deity of harvests.

**Foes:** Ishtar and Lilith are eternal enemies and she continues to thwart the demon's attempts to gain knowledge from the sacred Huluppu Tree. Enki still bears a slight grudge against the Ishtar for tricking him out of some of the Me.

**Racial Preferences:** Any

**Sacred Items:** Venus, the Morning Star and Evening Star

**Sacred Animals:** Lions

**Sacred Plants:** The Huluppu Tree, its seeds and its roots

**Sacred Minerals:** Sapphire

**Divine Artifacts:** *Breastplate of Sparkling Stones, Crown of the Plain, Garments of Ladyship, Necklace of the Morning and Evening Star, Ring of Sorcery, Rod of Lapis Lazuli.*

**Mythology:** Ishtar is the most important goddess during all Mesopotamian periods. She is known to the Sumerians as Inanna, the Queen of Heaven, and is the daughter of Anu. Together, father and daughter serve as the guardians of the city of Uruk, but her popularity has rapidly grown and she has come to be worshiped throughout Mesopotamia and even the surrounding regions. Ishtar is a complex deity, seemingly benevolent on one hand and exceedingly cruel on the other. She has come to represent many diverse subjects over time, notably the dichotomy of love and war.

Her lust and passion often directs her actions, and she also frequently steals the things she most desires. Once she realized that her city of Uruk was lagging behind in terms of civilization when compared to nearby Eridu, she casually invited Enki, the god of that city, to join her for a banquet at her palace. She proceeded to get him drunk and then stole the Me (civilization) from the sleeping Enki. Later, when she discovered that her sister, Ereshkigal, had been gradually increasing in personal power in her netherworld realm, Ishtar decided to sneak into Kur and seize that power from the unsuspecting death-goddess. Ishtar soon learned of her folly however, when one by one, the Seven Hellgates progressively sapped her divine endowments.

Finally, Ishtar had to face her sister powerless and accept Ereshkigal's judgment. Through the quick response of Ishtar's messenger, Ninshubur, Enki was alerted to this situation and intervened. He managed to secure her release, as long as Ishtar was able to locate a suitable replacement. When she returned to Uruk, she discovered her husband, Tammuz (known to the Sumerians as Dumuzi), enjoying his single life, unconcerned with the tribulations Ishtar had brought upon herself. Thus, she chose Tammuz as her replacement, which meant that her unfortunate husband has to descend into the underworld for half the year, every year. Since he is a fertility god, akin to the Phoenician deity Adonis, winter manifests when he is in Kur and summer returns

when he ascends again to the surface world.

It seems that long periods away from her husband have led Ishtar to adopt an appetite for promiscuity. Ishtar is often portrayed as a vicious sexual predator who callously uses men for her own carnal gratification, and then casually disposes of them later. In fact, she has gained quite a reputation for this; so much so, that when she proposed marriage to the mortal hero Gilgamesh, he flatly turned her down because of this infamy. Despite her many sexual encounters, Ishtar is forever a virgin. This is due to periodically bathing in her sacred pool that restores her virginity. Ishtar is served loyally by a pair of divine lions, as well as a pair of handmaidens, Kulitta and Ninatta, who play musical instruments as their mistress desires.

**Main Tenets of Faith:** Ishtar is the epitome of feminine power and the revelation of its triumph. She is the universal conqueror, and her will is indomitable. She has overcome the cold grasp of the Kur and is beyond the hold of death. She is neither a subordinate





nor subservient, and bows before no one. She revels in her sexuality, yet her virginity is unblemished by the touch of males and is ever renewed. She is the mirror of wholeness to which we must all gaze. Ishtar also possesses several of the Me, including the Me of Judgment, the Me of Self Awareness, and the Me of Religion, which she took from Enki; the most potent of these being the Me of Decisions, the divine essence that forces all mortal action to occur, without whose secrets all other tenets are meaningless.

**Location of Faith:** Like her father Anu, Ishtar's largest cult is at the Eanna at Uruk. Her followers also have well established temples at Nippur, Lagash, Shuruppak, Zabalam and Ur.

**Sects:** On occasion, a lugal or priest who is particularly devout to Ishtar will ritually marry himself to the goddess instead of taking a wife. Such a husband leaves no heir, though he is provided with several holy prostitutes who represent different aspects of the goddess form whom he is expected to provide for and treat with the utmost respect.

**Responsibilities of the Clergy:** Ishtar's clergy is responsible for the promotion of equality between the sexes. They are also sworn enemies of demons and actively seek them out and slay on sight. The temple of Ishtar also passes judgment and sentencing on those citizens accused of raping women, premarital sex, and abandoning their children. Those guilty must either marry and support their victims (including the payment of a dowry) or be beheaded. Sex with divine prostitutes is not considered premarital sex, but is instead considered a form of worship.

**Rights of the Clergy:** When traveling, Ishtar's clerics are given equal right and status within her temples.

**Restrictions of the Clergy:** Members of Ishtar's clergy are forbidden to denigrate members of the opposite sex. Male clergy members involved in acts of premarital sex or rape are excommunicated before their beheadings. Over the years, there have been certain male lugals that have felt threatened by the strength of Ishtar's divine femininity and her clergy's approach to the sexual equality of power. Such rulers have subjected Ishtar's followers to ridicule and persecution in attempt to denounce and humble the goddess.

**Rituals:** Ishtar's followers hold large monthly ceremonies in which she is extolled in lengthy hymns, myths, ritual invocations and courtly love poetry. Offerings consist of sheep and a variety of foods, made mostly with grain or flour specially prepared and blessed by clergy members. Her diviners also spend great effort tracking, recording and interpreting the location of Venus, her astrological sign. Ishtar's temples also practice the art of divine prostitution. Concubines consist of women who represent the living embodiment of their goddess and are available only to high-ranking patrons within the clergy and the royal family who have not yet taken a spouse. The cost of these services is donated to the temple. Ishtar's clerics pray for their spells by the light of the evening star.

**Vestments:** Clerics of Ishtar wear armor as part of

their religious garb and remain armed throughout ceremonies in emulation of Ishtar's preparedness and ability to defend herself.

## Ishtar's Path of the Devout

**Devout Classes:** Aristocrat, bard, cleric, commoner (slave), expert (sacred prostitute), fighter, inquisitor, skald, swashbuckler, warpriest, and warrior.

**Devout Alignments:** CN, LN, N, NG

**Favored Weapons:** longbow

**Devout Oath:** The devout of Ishtar must be female and can never take a husband. Should the devout bear a child, she is solely responsible for its welfare to the best of her ability and cannot receive child welfare benefits from the temple of Enlil or any other male dominated faith.

**Devout Benefits:** Worshipers of Ishtar gain a +2 bonus to Initiative; devout followers also gain a Martial Weapon Proficiency in either shortbow or longbow.

## Intermediate Avatar of Ishtar

CR 30

XP 9,840,000

N Medium outsider (avatar, native)

**Init** +18; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +60

**Aura** battle rage (1 mile), weapon master (1 mile)

### DEFENSE

**AC** 56, touch 33, flat-footed 41 (+11 armor, +8 deflection, +14 Dex, +1 dodge, +12 natural)

**hp** 450 (30d10+150)

**Fort** +22, **Ref** +31, **Will** +40

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 50 ft.

**Melee** *Rod of Lapis Lazuli* +69/+64/+59/+54 (1d8+77) or +5 *keen scimitar* +69/+64/+59/+54 (1d6+77/15-20)

**Ranged** +5 *distance icy burst speed composite longbow* +70/+70/+65/+60/+55 (1d8+63 plus 1d6 cold/19-20/x3 plus 2d10 cold)

**Special Attacks** dazing touch, rebuke death

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *blade barrier* (DC 43), *breath of life* (DC 42), *calm emotions* (DC 39), *charm monster* (DC 41), *charm person* (DC 38), *cure critical wounds* (DC 42), *cure light wounds* (DC 39), *cure moderate wounds* (DC 40), *cure serious wounds* (DC 41), *demand* (DC 45), *divine power, dominate monster* (DC 46), *flame strike* (DC 42), *geas/quest, greater magic weapon* (DC 41), *heal* (DC 44), *heroism* (DC 40), *insanity* (DC 44), *magic vestment* (DC 40), *mass cure critical wounds* (DC 46), *mass heal* (DC 46), *power word blind, power word kill, power word stun, regenerate* (DC 46), *spiritual weapon, suggestion* (DC 40)

### STATISTICS

**Str** 34, **Dex** 39, **Con** 20, **Int** 22, **Wis** 57, **Cha** 58

**Base Atk** +30; **CMB** +44; **CMD** 75

**Feats** Agile Maneuvers, Alertness, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Improved Critical (longbow)\*, Improved Initiative, Improved Precise Shot, Leadership, Manyshot, Mobility, Pinpoint Targeting, Point-Blank Shot, Power



Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse, Weapon Focus (longbow)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +47, Bluff +57, Climb +49, Handle Animal +57, Heal +56, Intimidate +57, Knowledge (arcana, local, nature) +39, Perception +60, Ride +47, Sense Motive +60, Spellcraft +39, Survival +56, Swim +49; **Other Skills** Dexterity +32, Intelligence +24, Wisdom +41, Charisma +42

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (charm, healing, war), fast friends, healer's blessing

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Breastplate of Sparkling Stones, Crown of the Plain, Garments of Ladyship, Necklace of the Morning and Evening Star, Ring of Sorcery, Rod of Lapis Lazuli, +5 distance icy burst speed composite [+12 Str] longbow, +5 keen scimitar, boots of striding and springing, belt of incredible dexterity +6*)

## LILITH (LESSER DEITY)

*The Hand of Ishtar, Anu's Demon Daughter, the Whore, Killer of Children*

**Symbol:** An owl

**Alignment:** Chaotic Evil

**Portfolio:** Desert, lust, manipulation, murder, night, nightmares, seduction

**Domain:** Chaos, Darkness, Desert, Evil, Trickery

**True Form:** A succubus demon

**Perceived Form:** same as true form

**Avatar Form:** Any human form, usually female.

**Other Manifestations:** A 20HD swarm of assorted desert vermin.

**Allies:** Lilu (Spouse), demons

**Foes:** Any of the Mesopotamian gods

**Racial Preferences:** Any evil aligned

**Sacred Items:** Baby's blood, owl feathers

**Sacred Animals:** Owls

**Sacred Plants:** Valerian root

**Sacred Minerals:** Crushed quartz, gold

**Divine Artifacts:** *Rod and Rings of the Night, Wings of the Desert*

**Mythology:** Lilith is the demonic offspring of Anu and the sister of Ishtar. Her name is Lamashtu in Sumer and Lilitu in Babylonia, but is better known as Lilith as defined in Kabbalistic mysticism. In all traditions however, she is a demoness of the night who dwells in the desolate wastelands, and unlike other demons in Mesopotamian mythology that served the gods as instruments of vengeance and wrath, practiced evil for its own sake and for her own agenda. Lilith is greatly feared for her tendency to invade the peaceful sleep of innocent children, preferably infants, and kill them without an external sign of injury. She also engages in intercourse with sleeping men to steal their virility, and her spouse, Lilu, who was very possibly an aspect

of Lilith herself, does the same to slumbering women to sire tiefling offspring. These nocturnal violations, coupled with her anathematic intention to murder babies, leaves Lilith a very unpopular deity, to say the least.

Many amulets and talismans have been created, and invocations composed, by the Mesopotamians to ward themselves from this depraved demoness. Despite this, an odd relationship exists between Lilith and her sister, Ishtar, who is by far the most loved and worshiped goddess. Ishtar, in her fertility role, is seen as the protector of mothers and their newborn children against threats posed by Lilith. Impotent men and women who fear pregnancy also invoke Ishtar, so that they might be guarded against Lilith's nighttime visits. Some sects hold that Lilith served as the protector of Ishtar's temple prostitutes, however this only further tarnishes her reputation, leading mortals to think of her as a hedonistic slut who safeguards the purveyors of fornication.

**Main Tenets of Faith:** The demoness is the power of the night, the power of seduction, and revels in the weakness of mortal lust. To those who appease her are revealed the powers of stealth, enigma, and trickery. However, she is fickle and manipulative and sees her clergy as pawns and





playthings, using and discarding them at whim.

**Location of Faith:** Lilith is not worshipped publicly, and her cults perform her rituals in seemingly random locations.

**Sects:** Lilith's faithful are disseminated into small sects that compete for her attention. They war upon themselves as much as they do against humanity.

**Responsibilities of the Clergy:** Lilith is revered by those seeking personal power and advantage, therefore she has no formal clergy. There only responsibility is the appeasement of the demoness and those who follow Lilith revere no other gods.

**Rights of the Clergy:** Clerics of Lilith are afforded no rights in society. In most cities her worship is forbidden with the punishment for worship ranging from exile to execution.

**Restrictions of the Clergy:** Lilith frowns on acts of kindness or those who break from her faith. She is not passive in these matters and retributively sends demons to slay those who she feels have dishonored her. Atonement spells have no redeeming affect for clerics that lose her favor.

**Rituals:** Lilith craves constant sacrifice and turns on those followers who do not make a continuous effort to please her. Her favorite sacrifices include smothered or poisoned infants and slaughtered goats. She also promulgates feral activities such as blood drinking and general lasciviousness. Due to the bloodiness of sacrificial rituals, they are often performed naked, both in emulation of the demoness and to avoid the incriminating evidence of bloody clothing. Lilith's clerics pray for their spells at midnight.

**Vestments:** Lilith worship is decisively covert; therefore her followers wear no standard garb. Occasionally, her followers might wear an owl feather, though one can be indicted for such public displays.

## Lilith's Path of the Devout

**Devout Classes:** Adept, aristocrat, assassin, expert (merchant), fighter, inquisitor, magus, mystic theurge, rogue, sorcerer, warrior, witch, and wizard.

**Devout Alignments:** CE, CN, NE

**Favored Weapons:** dagger

**Devout Oath:** In addition to drinking blood weekly, the devout of Lilith must taste the blood of an infant once per month.

**Devout Benefits:** Devoted followers of Lilith gain the use of *chill touch* - 3/week. The spell's caster level is equal to the devoted followers Charisma bonus (minimum 1); all saves Charisma based.

### Lesser Avatar of Lilith

XP 1,640,000

CE Medium outsider (avatar, native)

**Init** +18; **Senses** darkvision 240 ft., low-light vision, avatar senses, blindsight 120 ft.; **Perception** +24

#### DEFENSE

**AC** 45, touch 29, flat-footed 30 (+8 armor, +4 deflection, +14 Dex, +1 dodge, +8 natural)

**hp** 240 (20d10+40)

CR 25

**Fort** +14, **Ref** +26, **Will** +13

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Immune** good; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft., fly 100 ft. (good)

**Melee** +5 *unholy wounding dagger* +34/+29/+24/+19 (1d4+23 plus 1 bleed/17-20) or unarmed strike +28/+23/+18/+13 (1d3+18) or +5 *unholy wounding dagger* +32/+27/+22/+17 (1d4+23 plus 1 bleed/17-20), unarmed strike +26/+21/+16 (1d3+18)

**Ranged** +5 *unholy wounding dagger* +34 (1d4+23 plus 1 bleed/17-20) or +5 *distance speed hand crossbow* +34/+34/+29/+24/+19 (1d4+23/17-20)

**Special Attacks** corrupt the soul (DC 32), unholy strike

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *align weapon* (evil only, DC 24), *blasphemy* (DC 29), *create undead*, *dispel good* (DC 27), *magic circle against good* (DC 25), *protection from good* (DC 23), *summon monster IX* (evil only), *unholy aura* (DC 30), *unholy blight* (DC 26)

#### STATISTICS

**Str** 22, **Dex** 38, **Con** 15, **Int** 23, **Wis** 13, **Cha** 35

**Base Atk** +20; **CMB** +34; **CMD** 55

**Feats** Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (dagger\*, hand crossbow), Improved Initiative, Improved Two-Weapon Fight, Improved Unarmed Strike, Mobility, Power Attack, Rapid Reload (hand crossbow), Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger\*, hand crossbow), Whirlwind Attack (\*=bonus feat)

**Skills** Acrobatics +37, Bluff +35, Diplomacy +35, Disguise +35, Escape Artist +37, Fly +41, Intimidate +35, Knowledge (nature) +29, Perception +24, Sleight of Hand +37, Stealth +37; **Other Skills** Strength +19, Dexterity +37, Intelligence +29, Wisdom +24, Charisma +35

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (evil)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Rod and Rings of the Night*, *Wings of the Desert*, +5 *unholy wounding dagger*, +5 *distance speed hand crossbow*, *bracers of armor* +8, *dust of dryness*, *ring of chameleon power*)

## MARDUK (INTERMEDIATE DEITY)

*Glorious Word of Power, Guardian of the Four Quarters, Shepherd of the Stars, Lord of Life.*

**Symbol:** A triangular-headed spade

**Alignment:** Lawful Good

**Portfolio:** Compassion, humanity, perseverance, retribution, sovereignty, universal love, victory.

**Domains:** Air, Good, Law, Nobility, Protection

**True Form:** A young warrior wearing a crowned helmet and divine signet ring

**Perceived Form:** A young warrior with multiple eyes and ears.

**Avatar Form:** A colossal human male with multiple eyes and



ears that breaths fire.

**Other Manifestations:** a winged bull-centaur, the number 50

**Allies:** Sarpanitu (spouse), Nabu (son), Enki, Shamash

**Foes:** Tiamat

**Racial Preferences:** Any

**Sacred Items:** Lizard and snake skins

**Sacred Animals:** Goats, sheep

**Sacred Plants:** Olive tree

**Sacred Minerals:** Iron

**Divine Artifacts:** *Net of Doom, Weapons of the Winds*

**Mythology:** Marduk is the patron deity of the city of Babylon, where he is often known simply as Lord or Bel. The son of Enlil, Marduk is said to have possessed a two-fold divinity and a four-fold power, following the Mesopotamian belief that the son would always be greater than his father. He is the champion of a new generation of gods who came to embody many portfolios once represented by other deities. Many myths have been rewritten to glorify the Child of Day, always placing Marduk in the position of protagonist and relegating the original hero. Marduk's most pivotal role was played in the definition and shaping of the

cosmos at the birth of time.

As legend has it, Apsu, the primordial beast that slept beneath the earth, stirred at the continual commotion of the new gods. It threatened the gods, intending to annihilate them and bring silence to the cosmos. Enki faced the challenge and slew the beast, but inadvertently provoked Apsu's lover, Tiamat. To avenge her husband she amassed an army of abominations to lead against the young gods, but in the ensuing conflict she was killed by Marduk, who shaped the cosmos from her corpse. Mortals were borne out of this struggle, animated by the blood of Tiamat's generals, and created to serve the deities as a labor force. Marduk maintained universal order thereafter by remaining seated in his colossal temple of the E-sagila in Babylon. In later myths, he is tricked by Erra to leave his temple and world falls into absolute mayhem. Only when Marduk returns to his rightful position, does order return.

**Main Tenets of Faith:** Marduk allow the faithful to see that all creatures, living or dead, depend on each other for their existence and are united; this is the essence of universal love. Life is only granted strength by the power of death, and death is only change, not





the ending of existence. Compassion and love can be seen in all things and all beings, they are the fibers that bind the heavens and the worlds below. Power tempered with mercy is unbreakable. Marduk reveals the essence of creation; out of nothing he portrays beauty. Life loves death and they can never be broken, though both have many forms.

To the faithful, Marduk is benevolent and shows concern for mortals and their suffering. His visage strikes fear into evildoers and demons, and simple incantations of his name can stave off evil influences. His sense of compassion is as strong as his sense of justice and stoic impartiality. His mastery of the four winds helps the fields to green and the harvests to be plentiful. Marduk is a god of healing, regeneration and light, shimmering in rainbow colors, in whose glory His form is scarcely visible. He is the Shepherd of the Gods, keeping justice among them as well as ruling the four quarters of the world. He is the Master of Magic, particularly with regard to the banishing of demons and the focus of positive energies. When He speaks, fire blazes from his mouth.

**Location of Faith:** Marduk's sacred city is Babylon where he is worshipped at both his temple, E-sagila, and his ziggurat, E-temenaki.

**Sects:** Marduk is popular among the royal dynasties who view him as an exemplary icon to the virtues of dynastic succession, and revere him as the successor to his father Enlil's power. Contrary cults view Marduk as little more than the tool of his father, from whom his might descends. In such cults, Marduk is viewed only as a diluted embodiment of Enlil's influence. A third cult, lead by luminaries within his temple in Babylon, describe him as the arbiter of destiny.

**Responsibilities of the Clergy:** Marduk's clergy are the protectors of his cities and temples. They train and house a large number of soldiers in surplus of the lugal's troops.

**Rights of the Clergy:** Members of Marduk's clergy that are in good standing can request services of any citizen of middle or lower classes. High ranking clergy members can defy the secular law without repercussion, provided their defiance is held within the best interests of the church or city.

**Restrictions of the Clergy:** Withholding aid from his temples or cities, or deliberately deserting any of his divine causes, is considered heresy.

**Rituals:** The Akitu Festival is the most popular of Marduk's holidays as it celebrates the birth of Marduk and the taming of chaos. His followers often engage in ritual wrestling matches and similar games of skill. Marduk's clerics pray for their spells at dawn.

**Vestments:** Marduk's followers dress in simple clothing, often adorned with snake or lizard skins to represent his victory over the chaos dragon, Tiamat. His priests often shave their heads.

## Marduk's Path of the Devout

**Devout Classes:** Aristocrat, brawler, cleric, commoner (farmer, laborer, shepherd, slave), expert (judge) fighter,

monk, warpriest, warrior, and wizard.

**Devout Alignments:** LG, LN

**Favored Weapons:** sai

**Devout Oath:** Must devote at least one month's time per year to shepherding or aiding shepherds, during which time the devotee must sleep in the fields. The minimum increment for this oath is three nights.

**Devout Benefits:** Devout worshippers of Marduk gain a +4 competence bonus to all Spot checks and Exotic Weapon Proficiency (net) or Exotic Weapon Proficiency (sai).

### Intermediate Avatar of Marduk

**CR 30**

**XP 9,840,000**

LG Medium outsider (air, avatar, good, native)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +23 (15 ranks) or +38 (30 ranks)

**Aura** protection (100 ft., AC +7 deflection)

#### DEFENSE

**AC** 59, touch 38, flat-footed 50 (+8 armor, +19 deflection, +8 Dex, +1 dodge, +12 natural, +1 shield)

**hp** 510 (30d10+210)

**Fort** +46, **Ref** +47, **Will** +64

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** cold, electricity, evil; **Resist** acid 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 60 ft., fly 100 ft. (perfect)

**Melee Weapons of the Winds** +42/+37/+32/+27 (1d4+37 plus 1d6 electricity plus 1 bleed/19-20 plus 1d10 electricity) or unarmed strike +36/+31/+26/+21 (1d3+30) or *Weapons of the Winds* +40/+35/+30/+25 (1d4+37 plus 1d6 electricity plus 1 bleed/19-20 plus 1d10 electricity), *Weapons of the Winds* +40/+35/+30 (1d4+29 plus 1d6 electricity plus 1 bleed/19-20 plus 1d10 electricity) or unarmed strike +34/+29/+24/+19 (1d3+30), unarmed strike +34/+29/+24 (1d3+22)

**Ranged Net of Doom** +43 (see chapter 7) or lightning arc +38 touch (15d6; once every 1d4-1 rounds)

**Special Attacks** holy strike, purify the soul (DC 52), resistant touch (+7 resistance, resist 20)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *air walk*, *align weapon* (good only, DC 39), *antimagic field*, *blade barrier* (DC 43), *chain lightning* (DC 43), *control winds* (DC 42), *dispel evil* (DC 42), *elemental body IV* (air only), *elemental swarm* (air only), *gaseous form*, *holy aura* (DC 45), *holy smite* (DC 41), *holy word* (DC 44), *magic circle against evil* (DC 40), *mind blank* (DC 48), *obscuring mist*, *prismatic sphere* (DC 46), *protection from energy* (DC 40), *protection from evil* (DC 38), *repulsion* (DC 44), *sanctuary* (DC 38), *shield other* (DC 39), *spell immunity* (DC 41), *spell resistance* (DC 42), *summon monster IX* (good only), *whirlwind* (DC 45), *wind wall* (DC 40)

3/day – *quicken blade barrier* (DC 43), *quicken chain lightning* (DC 43)

#### STATISTICS

**Str** 38, **Dex** 26, **Con** 24, **Int** 39, **Wis** 60, **Cha** 61

**Base Atk** +30; **CMB** +44; **CMD** 71

**Feats** Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Sunder, Greater Trip, Greater Two-Weapon Fighting, Improved Critical (sai)\*, Improved Initiative,



Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Power Attack, Quick Draw, Quicken Spell-Like Abilities (*blade barrier*, *chain lightning*), Spring Attack, Stunning Fist, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sai)\*, Weapon Specialization (sai), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +41, Bluff +58, Climb +47, Craft (alchemy) +47, Diplomacy +58, Fly +49, Handle Animal +58, Knowledge (arcana, local, nature, planes, religion) +47, Perception +58, Ride +41, Sense Motive +58, Spellcraft +47, Stealth +41, Swim +47; **Other Skills** Dexterity +26, Intelligence +32, Wisdom +43, Charisma +43

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, good, protection)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Net of Doom*, *Weapons of the Winds*, *belt of physical perfection* +6, *boots of striding and springing*, *bracers of armor* +8, *headband of mental perfection* +6 [Fly, Perception, Stealth], *ring of spell turning*)

## SPECIAL ABILITIES

**Electricity Healing (Ex)** Whenever an intermediate avatar of Marduk is subjected to a damage dealing electricity effect it is instead healed 1 point for every 3 points of damage the effect otherwise deals.

## NABU (LESSER DEITY)

*Master of the Written Word, Far Traveler*

**Symbol:** A stylus and tablet

**Alignment:** Neutral Good

**Portfolio:** Literacy, literature, archives, scribes, heralds, perception, planning (symbols)

**Domain:** Good, Knowledge, Runes, Travel, Writing

**True Form:** He wears a horned cap, and stands with hands clasped, in the ancient gesture of priest/esshood.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Marduk (father), Tashmit (spouse) a merciful mediator, protector against evil and goddess of love and potency.

**Foes:** None

**Racial Preferences:** Any

**Sacred Items:** Cuneiform, and the stylus.

**Sacred Animals:** Winged dragon

**Sacred Plants:** Apple tree

**Sacred Minerals:** Clay

**Divine Artifacts:** *Stylus of Literacy*

**Mythology:** Marduk's minister and son, Nabu, was the Mesopotamian scribe god who was the patron of writing. His close affiliation with literacy inadvertently associated him with the collateral aspects of writing, such as literature, recordkeeping, and knowledge itself as gleaned from texts. He later became linked to Enki as a fellow deity of lore and wisdom, evolving into a sort of a librarian for the Lord of the Abzu. In time, Nabu's

prominence grew and his cult even spread beyond Mesopotamia. In fact, his worship outlasted ancient Mesopotamia and survived until approximately the second century AD.

**Main Tenets of Faith:** Nabu has profound influence over humanity. It is his duty to engrave the destiny of each person on the tablets of sacred record. While it is not Nabu who predestines the fate of mortals, his literary interpretation can easily empower or diminish the means a mortal is given to understand and execute his fate. Rather than a creator of knowledge, Nabu's is the power of its perception and interpretation. Nabu is he who can speak with all things, mortals and elements, using signs both direct and enigmatic. All nature is guided by laws, sickness, harvest, the beasts, fire and rain, and Nabu is the master of these laws, having written them all into his great books. To recognize, translate and understand those laws is to achieve the highest understanding of how mortals should act in accordance to the world. This is because all things can be connected through their own different languages, provided one knows the secret speech.

Beneath the auspices and teachings of Nabu, all





mortal knowledge is revealed by observing and interpreting all that passes in the material world. The external senses are trained to interpret so that the mind, heart, and soul cannot forget their true path.

**Location of Faith:** Nabu's largest cult is located at Borsippa, a suburb of Babylon. With the advent of that city's hegemony, the numbers of Nabu's worshippers have swelled.

**Sects:** Nabu's most fervent sects allege that it is he who has been entrusted with the Tablets of Destiny, pronouncing the Fate of humankind.

**Responsibilities of the Clergy:** Nabu's clergy is responsible for the drafting and notary of legal documents for both religious and judicial factions. They are also responsible for creating accurate historical records. Additionally, they can be sequestered to verify the authenticity of documents, legal exchanges and even items. Finally, it is their responsibility to perform blessings on architectural designs and foundation sites

**Rights of the Clergy:** The clergy of Nabu has free access to all public records, ledgers, legal contracts, and architectural plans.

**Restrictions of the Clergy:** Nabu's clergy are forbidden to destroy any knowledge they uncover, although in instances of volatile, obscene, vile, or sacred secrets, works may be placed under the sealed protection of the temple vaults. Likewise, creating false knowledge is also forbidden.

**Rituals:** Like most deities, Nabu's most prominent celebration takes place during the New Year's festival. On the sixth day of Akitu, a statue of Nabu is ceremoniously transported to Marduk's temple to symbolically visit his father. The statue is accompanied by his high priests who takes up residence in Marduk's temple. The following day, the priest celebrates the hymn of Nabu's liberation of Marduk from the Underworld. There is singing and feasting until the eighth day, when the statues of both father and son are paraded through the streets of Babylon to reenact their triumphant return to Babylon on the First Determination of Destiny. Kings and other rulers often hunt and slay wild oxen as an offering to Nabu's temples, in exchange for his blessing and guidance when making important decisions. Nabu's clerics pray for their spells at midday.

**Vestments:** Nabu's clergy dresses in long white robes, which are kept immaculate. They wear their hair long and males have long, squarely cropped beards.

## Nabu's Path of the Devout

**Devout Classes:** Aristocrat, cleric, expert (architect, bookmaker, draftsman, historian, mathematician, scribe), investigator, loremaster, pathfinder chronicler, and wizard.

**Devout Alignments:** Any non-evil

**Favored Weapons:** Dagger

**Devout Oath:** Devotees can never intentionally destroy knowledge or surrender knowledge into the hands of the corrupt.

**Devout Benefits:** Devout followers of Nabu gain a +3 competence bonus to all Knowledge skill checks.

## Lesser Avatar of Nabu

CR 25

XP 1,640,000

NG Medium outsider (avatar, native)

**Init** +6; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +39

**Aura** the gift of gab (1 mile)

### DEFENSE

**AC** 32, touch 19, flat-footed 29 (+5 armor, +4 deflection, +2 Dex, +1 dodge, +2 luck, +8 natural)

**hp** 320 (20d10+120)

**Fort** +22, **Ref** +18, **Will** +28

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** *Stylus of Literacy* +28/+23/+18/+13 (1d4+6/17-20) or *staff of power* +23/+18/+13/+8 (1d6+3)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *copy magical text*, *copy mundane text*, *erase*, *explosive runes* (DC 25), *greatest glyph of warding* (DC 31), *reduce to words* (DC 29), *restore book*, *restore page*, *symbol of insanity* (DC 30)

### STATISTICS

**Str** 13, **Dex** 15, **Con** 22, **Int** 41, **Wis** 34, **Cha** 23

**Base Atk** +20; **CMB** +22; **CMD** 40

**Feats** Agile Maneuvers, Alertness, Brew Potion, Combat Expertise, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Improved Critical (dagger)\*, Improved Initiative, Leadership, Magical Aptitude, Mobility, Power Attack, Scribe Scroll\*, Skill Focus (Knowledge [history, local]), Spring Attack, Weapon Finesse, Weapon Focus (dagger)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Craft (bookbinding, calligraphy, tabletmaking) +53, Diplomacy +29, Knowledge (history, local) +44, Linguistics +53, Perception +39, Profession (bookkeeper, librarian, scribe) +50, Sense Motive +39, Spellcraft +32, Use Magic Device +33; **Other Skills** Strength +14, Dexterity +15, Intelligence +28, Wisdom +25, Charisma +19

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (writing), linguistic ease

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Stylus of Literacy*, *staff of power*, *headband of vast intellect* +6 [Diplomacy, Perception, Sense Motive], *ring of spell turning*, *robe of the archmagi*)

## NERGAL (INTERMEDIATE DEITY)

*Lord of the Underworld, The Unsparing One, He Who*

*Prowls by Night*

**Symbol:** Pair of antelope horns or a scimitar crossed against the double-headed lion scepter.

**Alignment:** Lawful Evil

**Portfolio:** Death, decay, destruction, disease, doom, hardship, judgment, suffering, tribulations.

**Domain:** Dead, Death, Destruction, Evil, Law





**True Form:** A dark and weathered man with a look of profound sternness. He is dressed in black robes and carries a mace and sickle.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** 30 HD shadow

**Allies:** Ereshkigal (Spouse), Lash, Mamitu, the Sebittu, and the galas.

**Foes:** Righteous liberators of pain and suffering that do not acknowledge its worth.

**Racial Preferences:** Any evil aligned

**Sacred Items:** Diseased and decaying flesh and scars.

**Sacred Animals:** Antelopes, lions

**Sacred Plants:** Fungus

**Sacred Minerals:** Gold, obsidian

**Divine Artifacts:** *Mace of Baleful Destruction, Sickle of Sorrow*

**Mythology:** Nergal, son of Enlil and Ninlil, was once a solar deity that wielded great power but bore little influence. Erra, the god of destruction and violence, was the restless son of Anu and Ki who had once attempted to lead the world into utter chaos because he had become bored with structure and accord. At some point, Erra went too far in his anarchistic machinations. After tricking Marduk, he managed to send the cosmos into complete disorder, but this period was thankfully brief and reversible. It seems that after this event, Erra's prominence rapidly diminished, until Nergal was able

to absorb and subsume his very identity. Erra was no longer mentioned after this discrete appropriation. Flooded with his new found divine strength and growing prominence, Nergal, who was by no means a subtle or retiring god even before consuming Erra's persona, attended a banquet of the gods. Here, all the immortals were welcome, except for Ereshkigal, whom they feared because her Hellgates could strip even a god of his powers.

Offended by the lack of her invitation, she sent her messenger, the grim Namtar, to demand an explanation for this oversight. When the swaggering Nergal showed Ereshkigal's proxy no respect, and once she heard of it, the death-goddess became enraged and called for Nergal's death. Undaunted, Nergal and his fourteen Sebittu traveled to Ganzir and passed through the Seven Hellgates unmolested. When his initial attempts to diplomatically placate Ereshkigal failed and she refused to calm herself, the violently tempered Nergal lost his control and overpowered her. He threatened to end her life should she not accept his dominance, to which she promptly agreed. Ereshkigal had exchanged her survival for her vows in marriage and her rule of the underworld. Strangely enough, this bizarre manner of uniting two divine beings in sacred alliance worked very well, and the King and Queen of the World Below have ruled with little incident over the infernal fiends and souls of the dead ever since.

Ereshkigal seems to tolerate Nergal's two concubines,





Lash and Mamitu. The latter was the wife of Erra who Nergal “inherited”. The Sebittu are a mystery, mainly due to the fact that they served both Erra and Nergal when these deities were still two separate beings. This might indicate some kind of premonitory situation, but none can truly say. These demonic soldiers are detailed later in their own entry.

**Main Tenets of Faith:** Nergal is the divine hunter, the lugal of war and plagues. He is the suffering, pain, anguish, and burden that tax the limits of mortal existence. His methods are the divine trial and he judges mortals by their sufferings. By his will and judgment the Hellgates swing open to receive the passage of mortal souls. Nergal reveals the worth of peace, love, and healing by exposing mortals to their antithesis. He is justice employed to its bitterest measure. He is the burning war and destruction that forces humanity to reforge itself from its own ash. Nergal is the divine trial. His exposures slam mortals against the bitterness of their own lives until they break against them or succeed. His teachings challenge the faithful to reveal their own limits so that they will not be weak, and when they are they are inevitably forced to confront this weakness. He pushes mortals to surpass these limits by forgoing the useless constraints of ethics and preaches that in the unconscious mind sleeps the ability and answers of revelation and will. His laws reflect the inevitability of vengeance and death. One’s own weakness is to be smothered to ensure decisiveness and thorough action.

The law of Nergal is clear and precise, it is stronger than mortal law, it has consequence and should be feared, it has no mercy. It is arduous in function and form and ensures the obedience of the people. Those who test Nergal’s law are broken upon it for it is unyielding and those who wield his law are invincible for they are beyond the judgment of good and evil. They are the resolute fear in the eyes of those ignorant of his law, and they shall refuse to act until commanded, they shall be laid low with fear and ignorance, they will be laid low by Nergal’s judgments. Those who reveal themselves before Nergal fear not his judgment. The true warrior has no fear of the sword; the devout do not fear their sacrifices. Nergal is the incinerator, the wasteland, the plague of plagues, he is the revelation of limitation and his is the path to absolute truth.

**Location of Faith:** Though Nergal is not a beloved god, his role to mortal existence is crucial, therefore most cities have at least a small shrine or temple in his honor. His main temple is located in Kutha, the city nearest to the Hellgates.

**Sects:** His cult is being promoted by the kings of this dynasty.

**Responsibilities of the Clergy:** The clergy of Nergal is often responsible for judgment and sentencing of lawbreakers and carrying out capital punishment. They are also responsible for mentally preparing soldiers for war. In Kutha they also guard and guide the location of the Hellgates.

**Rights of the Clergy:** Should a clergy member be convicted of any crime, he is always given the right to

be sentenced by his brethren, whose punishments are often more harsh and cruel than the lugal’s.

**Restrictions of the Clergy:** Clerics are forbidden to attend birth rituals and wedding ceremonies as their appearance is often taken a sign of bad luck.

**Rituals:** Nergal’s rituals are tests of devotion and strength. They include exposing oneself to diseases, starvation, and suffering. At festivities in his honor, the faithful eat diseased or rotten meat. Ritual scarification and branding are also popular forms tribute, especially those who cast themselves with molten gold. Nergal prefers blood sacrifice above all others. His clerics pray for their spells at sunset.

**Vestments:** Clerics of Nergal favor dark clothing of the finest quality, which they then shred and deface. Many also ritually scar themselves in prominent areas of the face, chest, and forearms. During ceremonies they paint themselves with goat’s blood.

## Nergal’s Path of the Devout

**Devout Classes:** Adept, aristocrat, blackguard, cleric, expert (judge, mortician), fighter, inquisitor, warpriest, and witch.

**Devout Alignments:** LE, LN, N, NE

**Favored Weapons:** sickle

**Devout Oath:** Nergal’s devotees are forbidden to use healing magic for any purpose other than a rebuttal to wounds gained through combat or political treachery.

**Devout Benefits:** Devotee’s of Nergal gain the ability to cast *deathwatch* as a free action, 3/ week. The caster level for the spell is equal to the devotee’s Charisma modifier (minimum 1), all saves Charisma based.

## Intermediate Avatar of Nergal

CR 30

XP 9,840,000

LE Medium outsider (avatar, native)

**Init** +8; **Senses** darkvision 120 ft., low-light vision, avatar senses, grave sense; Perception +55

**Aura** destructive (1 mile hardness -20, 100 ft. +15 damage)

### DEFENSE

**AC** 46, touch 23, flat-footed 41 (+11 armor, +8 deflection, +4 Dex, +1 dodge, +12 natural)

**hp** 690 (30d10+390)

**Fort** +30, **Ref** +21, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 50 ft.

**Melee** *Sickle of Sorrow* +52/+47/+42/+37 (1d6+77/19-20) or *Mace of Baleful Destruction* +52/+47/+42/+37 (1d8+77 plus 1d6 fire/19-20 plus 1d10 fire) or *Mace of Baleful Destruction* +50/+45/+40/+35 (1d8+77 plus 1d6 fire/19-20 plus 1d10 fire), *Sickle of Sorrow* +50/+45/+40 (1d6+69/19-20) or bleeding touch +54 (8d6+30 bleed)

**Ranged** *Sickle of Sorrow* +40 (1d6+77/19-20)

**Special Attacks** amplify death, channel negative energy (33/day, 120, DC 52), destructive smite +30, touch of life and death

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *animate dead*, *antilife shell*, *cause fear* (DC 38), *create greater undead*, *create undead*, *death knell* (DC



39), *death ward* (DC 42), *deathwatch*, *destruction* (DC 44), *disintegrate* (DC 43), *earthquake*, *final reward* (DC 45), *gentle repose* (DC 40), *harm* (DC 43), *implosion* (DC 46), *inflict critical wounds* (DC 41), *rage*, *restore life*, *shatter* (DC 39), *shout* (DC 41), *slay living* (DC 42), *speak with dead* (DC 40), *status* (DC 39), *true strike*, *wail of the banshee* (DC 46)

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#### STATISTICS

**Str** 59, **Dex** 18, **Con** 36, **Int** 20, **Wis** 54, **Cha** 33

**Base Atk** +30; **CMB** +54 (+58 bull rush, sunder); **CMD** 77 (79 vs. bull rush, sunder)

**Feats** Cleave, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Cleave, Greater Bull Rush, Greater Sunder\*, Greater Two-Weapon Fighting, Greater Weapon Focus (heavy mace, sickle), Improved Bull Rush, Improved Critical (heavy mace, sickle\*), Improved Initiative, Improved Sunder\*, Improved Two-Weapon Fighting, Mobility, Power Attack, Spring Attack, Sundering StrikeB, Two-Weapon Rend, Weapon Focus (heavy mace, sickle\*), Weapon Specialization (heavy mace, sickle), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +37, Bluff +44, Climb +57, Diplomacy +44, Handle Animal +44, Intimidate +44, Knowledge (arcana, planes, religion) +38, Perception +55, Profession (mortician) +55, Sense Motive +55, Spellcraft +38, Stealth +37, Swim +57; **Other Skills** Dexterity +22, Intelligence +23, Wisdom +40, Charisma +29

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (dead, death, destruction)

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#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Mace of Baleful Destruction*, *Sickle of Sorrow*, +5 heavy fortification reflecting breastplate, darkskull, iron flask [glabrezu])

## SHAMASH (LESSER DEITY)

*The Shining One*

**Symbol:** Solar disk rising between two mountain peaks

**Alignment:** Lawful Neutral

**Portfolio:** Extispicy, insight, justice, law, oaths, omens, righteousness, sun

**Domain:** Fire, Law, Omen, Sun, Vigilance

**True Form:** A solemn man with a long, braided beard, and is swathed in heavy robes and radiating beams of light.

**Perceived Form:** Either the true form or the sun

**Avatar Form:** Same as true form

**Other Manifestations:** The sun or a 40HD fire elemental or a white stallion

**Allies:** Sin (father), Ishtar (twin sister), Aya (Spouse), Bunene (Subordinate)

**Foes:** Lawbreakers and those that defy the tradition of the ages.

**Racial Preferences:** Any

**Servitors:** Team of Celestial Horses

**Sacred Items:** Seat of Divine Justice

**Sacred Animals:** Horses

**Sacred Plants:** Barley

**Sacred Minerals:** Iron

**Divine Artifacts:** *Saw of Sun*, *Seat of Divine Justice*, *Solar Chariot*, *Vestment of Radiance*

**Mythology:** Shamash was the son of the moon-god, Sin, and gradually became the chief solar deity of Mesopotamia. Shamash rode his Solar Chariot across the heavens everyday, emerging from between the twin-peaked mountain, Mashu, in the east, and exiting through the Gate of Heaven on the western horizon at dusk. His daily sojourn across the sky allowed him to witness all that lay beneath him with absolute clarity. He came to be regarded as one who could easily discern righteousness and truth, who was a fair arbitrator and judge, and capable of penetrating even the closest guarded secrets. His omnipresence also allowed him to watch over travelers and adventurers, and he was known to be a patron of the mighty hero Gilgamesh, even helping him in his battle against Humbaba. However, Shamash had another grander aspect to his divinity—his role as the compiler of the first written laws. He appears on the famous basalt stele, the Law Code of Hammurabi, in an effort to legitimize the validity of the list of edicts. Shamash's son, Bunene, served as both his charioteer and minister.

**Main Tenets of Faith:** Shamash is the living embodiment of the sun. He is its unfettered brilliance that marks each day with fruitfulness and warmth. He is the shimmering glory of the uplifted soul of morality, he is the righteousness that shines in the darkness and reveal truth and kindness. Flowers turn their heads to gaze upon him, birds herald his coming with song. Beneath him, all are warmed and made whole and all life grows when he passes.

Shamash is the divine judge of both gods and mortals. Each day he drives his flaming chariot across the sky and each night he travels to Kur and all come before his throne to seek his justice. The truth of Shamash is burning and fiery and exposes those who would belie the justices of their fellow man, his integrity is impartial and his judgment is pure. He is the salvation of those who have lost hope, who have been abandoned by the laws of men or seek compensation from the supernatural. He binds the dead and demons to his justice. Within his light, Shamash sees all and the knowledge of his sight is revealed to the faithful. He inspires the oracle with inspiration, he exposes the omen with clarity. He is the universal truth, he is the ultimate integrity.

Shamash is warden to the stars, they are his gift to mortals and offer them his guidance while he journeys through Kur. Shamash does not tolerate mortals who ignore their conscience, those who are capable of committing acts of deceit, greed, and murder. Those guilty of such acts violate the natural order and are divinely punished by suffering a spiritual death. By admitting his guilt and shame, the mortal prays for a plant of birth, that is, a chance for spiritual rebirth, and is guided to the path that will take him there.

**Location of Faith:** Shamash is most revered in the



cities of Sippar and Larsa. His temples bear the name E-babbar, which means white house.

**Sects:** Some sects of Anu do not acknowledge Shamash's identity independently and consider him little more than Anu's herald. Other sects portray him as the spirit of law who acts in accordance to the will of Marduk or Adad.

**Responsibilities of the Clergy:** Shamash's clergy are responsible for the reading and interpretation of omens and divinations, and create advisories based on interpretations to present to the lugal. They appoint or act as judges and use omens or astrological means to interpret existing law when it lacks clarity, and are the sole judges and punishers of oath breakers.

**Rights of the Clergy:** Clerics of Shamash are permitted to sell their talents as astrologers and masters of extispicy.

**Restrictions of the Clergy:** Clerics of Shamash take a vow of truthfulness and consider lying paramount to heresy.

**Rituals:** The most common rituals associated with Shamash are extispicy rituals, or the reading of entrails. These are performed upon request, rather than at a specific time or holiday and Shamash's clerics usually charge a fee for such a service. There are two more rituals popularized by Shamash's clergy, The Ritual of

Solar Consciousness and The Ceremony of the Serpent and the Eagle.

**Ritual of Solar Consciousness:** During this ritual, the lugal binds himself at the top of the ziggurat and stares into the sun until he passes out, he remains there until the evening comes and he revives beneath the stars. The stars are read and predictions are made for the lugal, and if the omens are favorable, he procreates a new royal line.

**Ceremony of the Eagle and the Serpent:** During this ritual, a serpent and an eagle are released in the temple, each animal bearing the representation of a conflicting aspect of the mortal soul. The eagle is capable of bearing the soul to heaven, while the venomous serpent pulls him down. The creatures fight, and the winner reveals the current state of the individual's soul, so he may seek proper council or remedy. Shamash's clerics pray for their spells at sunrise.

**Vestments:** Clerics of Shamash favor heavy robes bordered with symbolic patterns, and broad iron collar necklaces bearing his holy symbol, the disk of the sun. They wear their hair cut to a single, even length and males have square cut beards.

## Shamash's Path of the Devout

**Devout Classes:** Aristocrat, adept, cavalier, cleric, commoner (farmer, fortune-teller), druid, expert (astrologer, judge), inquisitor, paladin, fighter, warpriest, warrior, witch, and wizard.

**Devout Alignments:** LG, LN

**Favored Weapons:** short sword

**Devout Oath:** Devotees must make daily divinations and must always consult additional divinations before undertaking major and possibly life-threatening actions. They must accept the fate of their readings, for better or for worse.

**Devout Benefits:** When reading entrails of a freshly killed animal during the casting of an augury or divination spell, your maximum chance of a meaningful reply increases to 95%. They also gain Weapon Proficiency (serrated short sword).

### Lesser Avatar of Shamash

CR 25

XP 1,640,000

LN Medium outsider (avatar, native)

**Init** +5; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +38

**Aura** nimbus of light (1 mile)

#### DEFENSE

**AC** 32, touch 16, flat-footed 30 (+8 armor, +4 deflection, +1 Dex, +1 dodge, +8 natural)

**hp** 240 (20d10+40)

**Fort** +19, **Ref** +18, **Will** +32

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** *Saw of Sun* +26/+26/+21/+16/+11 (1d6+25 plus 3 bleed/17-20 plus 2d6 bleed)

**Special Attacks** sun's blessing (DC 32, 60d6)





## Spell-Like Abilities (CL 20th; concentration +32)

At will – *endure elements* (DC 23), *fire seeds* (DC 28), *fire shield*, *flame strike* (DC 27), *heat metal* (DC 24), *prismatic sphere* (DC 31), *searing light*, *sunbeam* (DC 29), *sunburst* (DC 30)

## STATISTICS

**Str** 34, **Dex** 23, **Con** 35, **Int** 13, **Wis** 15, **Cha** 22

**Base Atk** +20; **CMB** +32; **CMD** 53

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Critical Focus, Dazzling Display, Dodge, Greater Disarm, Improved Critical (short sword)\*, Improved Disarm, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Quick Draw, Scribe Scroll, Shatter Defense, Spring Attack, Weapon Focus (short sword)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +24, Climb +37, Diplomacy +37, Heal +38, Intimidate +43, Knowledge (local, planes, religion) +32, Perception +38, Profession (judge) +53, Sense Motive +38, Spellcraft +32, Swim +29; **Other Skills** Dexterity +14, Intelligence +22, Wisdom +28, Charisma +27

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (sun)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Saw of Sun*, *Seat of Divine Justice*, *Solar Chariot*, *Vestment of Radiance*, *headband of mental prowess* +6 (Int, Wis; Acrobatics, Climb, Swim))

## SIN (GREATER DEITY)

*The Luminary Lord*

**Symbol:** Crescent moon with the horns pointing upwards or three circles arranged in a triangular fashion, with the “point” facing downward

**Alignment:** Neutral

**Portfolio:** Change, fate, journeys, moon, story-telling, time,

**Domain:** Darkness, Moon, Omen, Time, Travel

**True Form:** A pale and silvery male figure, with unidentifiable features wearing deep green robes.

**Perceived Form:** Same as true form or the moon.

**Avatar Form:** A male human with unremarkable features that seem to shift every few days.

**Other Manifestations:** The Moon

**Allies:** Ningal (spouse), Shamash and Ishtar (children)

**Foes:** None

**Racial Preferences:** Any female

**Sacred Items:** The moon

**Sacred Animals:** Firefly

**Sacred Plants:** White lotus

**Sacred Minerals:** Silver

**Divine Artifacts:** *Axe of the Eclipse*

**Mythology:** The Babylonian moon god Sin, or Nanna as he was called by the Sumerians, was the progeny of Enlil and Ninlil. Sin’s wife was Ningal, a relatively popular goddess in her own right, and their most noteworthy offspring were the twins Ishtar and Shamash. Sin was the moon and his benevolent light

shone upon and guided those who journeyed at night to escape the harsh sun, as was the tradition of caravans. The moon also assumed an important position in Mesopotamian astrology, becoming especially significant during eclipses. Omens of all kinds were the concern of Sin, and he was the oracle of the gods. The last king of Babylon, the infamous Nabonidus, was said to be a fanatical devotee of Sin. He abandoned his royal duties to undergo a decade-long self-imposed exile into the Arabian desert in response to an omen he received from the moon god.

Sin’s most important contribution to the Mesopotamians was his regimented changes and cyclical movement through the sky. By these changes, they learned to regulate time and foretell the coming seasons. To aid in these measures, they made accurate calendars and elaborate star charts. As a result, they were extremely successful in predicting coming changes and could manage decisive records of all other happenings down to specific months and days.

**Main Tenets of Faith:** Sin is the Moon, the master of time; he is at once young and old. Through his ever-changing state is renewed and through his journey he illuminates primeval darkness. He extols the qualities of change, and his shape is never the same in two days. He is the wisdom of the aged and impetuosity of the young lover. He is the ruler of fate. Sin glides cautiously through the night sky, dissolving from one form to the next, peeling aside the doors of An allowing time to leak through. He attunes the world to the cycles. He pulls the tides forth and marks the coming spring rain. He marks the birth of children and bonds women by their sacred blood.

The awareness of time is Sin’s gift and by marking his changes, he unlocks the concept of the future, the past, and all eternity. It is the future, which lies ahead of every mortal, while his past always closes in from behind. Through devout observation, we are shown remembrances, which enlighten future endeavors. He values greatly the arts of song and storytelling, those arts kept sacred in the minds of the devout and passed on through the ages. Song allows the faithful to synchronize with his cycles and story forms a respite for sacred pasts, before the world was given the blessing of the written word.

**Location of Faith:** Sin was most prominently worshipped in Ur. His temple there was called the E-kishnugal. His followers also made pilgrimages to Duku- Holy Mound where fates were lamented.

**Sects:** Though rare, there are a few male sects devoted to Sin that act as mercenary caravan guards. Such sects are nomadic and share no affiliations with city temples.

**Responsibilities of the Clergy:** The primary responsibility of Sin’s clergy is to mark the changes of the moon, and record them on sacred calendars. They also provide care and treatment for birthing mothers

**Rights of the Clergy:** None

**Restrictions of the Clergy:** Sin’s clergy is matriarchal, and while it is possible for males to enter his services it is extremely rare. The top rank in his clergy is the



divine princess, a position always held by a woman.

**Rituals:** Sin's followers celebrate each phases of the lunar cycle with small sacrifices of grain and beer and storytelling, music, and dancing. Music is incredibly important to Sin's worship, allowing mortals to keep time to his cycles. Storytelling and oratories are also paramount in these celebrations as they reveal the past in order to help mortals adapt to the future. Sin's two largest festivals are the spring festival and the fall harvest feast, which are celebrated with massive performances. Special rituals also coincide with lunar eclipses, during which Sin is called to perform in the Kur. During such times, the faithful pray for his safe return and powerful incantations are recited to protect the faithful in his absence. The most elaborate of Sin's rituals is the annual pilgrimage between Ur and Nippur, made entirely at night. Sin's clerics always pray for their spells at first moonlight.

**Vestments:** Clerics of Sin favor deep green, hooded robes and openly wear his holy symbol on silver necklaces. Beneath them, they seem to prefer leather armor dyed black and studded with silver, to look like the night sky.



## Sin's Path of the Devout

**Devout Classes:** Adept, bard, cleric, expert (astrologer, merchant, midwife), fighter, loremaster, sorcerer, warpriest, and warrior.

**Devout Alignments:** CN, LN, N, NG, NE

**Favored Weapons:** handaxe

**Devout Oath:** Each night, Sin's devotees must observe the moon at its crowning height (usually around midnight) and kneel and say a prayer of devotion. The prayer is a full round action that provokes attacks of opportunity.

**Devout Benefits:** Sin's devotees gain Low-Light Vision 60ft. and Martial Weapon Proficiency (handaxe). Devout worshippers of Sin gain a +2 insight bonus to any Survival checks made at night.

**Special:** Devout must be female.

### Greater Avatar of Sin

CR 40

XP 314,880,000

N Medium outsider (avatar, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, eyes of darkness, nightsight; Perception +91

**Aura** celerity (1 mile), fortune (1 mile), guidance (1 mile, +8), nightsight (1 mile), read (1 mile, +8)

#### DEFENSE

**AC** 76, touch 60, flat-footed 43 (+12 deflection, +16 Dex, +1 dodge, +16 insight, +5 luck, +16 natural)

**hp** 680 (40d10+280)

**Fort** +50, **Ref** +59, **Will** +75

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 55

#### OFFENSE

**Speed** 180 ft.; dimensional hop

**Melee** *Axe of the Eclipse* +67/+67/+62/+57/+52 (1d6+49/19-20/x3 plus sickened 1 minute plus exhausted)

**Special Attacks** shadow summons (4d4 shadows or 1d3+1 dread shadows), touch of darkness (DC 72), werepower (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +88)

At will — *astral projection*, *augury*, *blur* (DC 54), *cheat destiny*, *circle of moonlight* (DC 57), *commune*, *confusion* (DC 56), *contact other plane*, *crushing despair* (DC 56), *curse of lycanthropy* (DC 59), *deeper darkness*, *dimension door* (DC 56), *discern age* (DC 53), *divination*, *fate*, *find the path* (DC 58), *fly* (DC 55), *glimpse of the reaper* (DC 57), *glitterdust* (DC 54), *greater divination*, *greater shadow conjuration* (DC 59), *greater shadow evocation* (DC 60), *greater teleport* (DC 59), *insanity* (DC 59), *locate object*, *longstrider*, *lunar veil*, *nondetection* (DC 56), *obscuring mist*, *past pain* (DC 55), *phase door*, *prophecy*, *ripening* (DC 60), *shades* (DC 61), *shadow walk* (DC 58), *silence* (DC 54), *silverkiss*, *silverskin*, *static fog*, *telekinesis* (DC 57), *teleport* (DC 57), *temporal bolts*, *temporal displacement*, *temporal strike*, *wall of time*

#### STATISTICS

**Str** 23, **Dex** 42, **Con** 25, **Int** 43, **Wis** 74, **Cha** 75

**Base Atk** +40; **CMB** +72 (+76 sunder); **CMD** 117 (119 vs. sunder)

**Feats** Agile Maneuvers, Blind-FightB, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Critical Mastery, Dodge,



Exhausting Critical, Forge Ring, Greater Sunder, Improved Blind-Fight\*, Improved Critical (handaxe)\*, Improved Initiative, Improved Sunder, Lunge, Magical Aptitude, Mobility, Power Attack, Run, Sickening Critical, Skill Focus (Knowledge [nature, planes]), Spring Attack, Stand Still, Stealthy, Tiring Critical, Weapon Finesse, Weapon Focus (handaxe)\*, Weapon Specialization (handaxe), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +79 (+143 jumping), Escape Artist +79, Knowledge (nature, planes) +81, Spellcraft +79, Stealth +79, Use Magic Device +94; **Other Skills** Strength +65, Dexterity +75, Intelligence +75, Wisdom +91, Charisma +91

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** agile feet, domains (darkness, moon, omen, time, travel)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Axe of the Eclipse*, *cloak of resistance* +5)

### TIAMAT (GREATER DEITY)

*Chaos Mother, the Ocean Swell, the Spirit of Chaos, the Chaos Dragon, Gleaming One, the Avenger*

**Symbol:** A sinuous dragon

**Alignment:** Chaotic Evil

**Portfolio:** Primordial chaos, the oceans, salt water, dragons, abominations

**Domain:** Abomination, Chaos, Destruction, Evil, Sea

**True Form:** Colossal Female Dragon with greenish black scales, long curved horns, scimitar-like talons and three rows of dagger length teeth.

**Perceived Form:** As true form

**Avatar Form:** As true form

**Other Manifestations:** Tiamat is also known to manifest in the form of a single large serpent or a swarm of small writhing snakes.

**Divine Allies:** None

**Divine Foes:** Tiamat bears extreme malice towards all other gods, particularly Enki, who is credited with slaying her husband Apsu.

**Racial Preferences:** Any

**Sacred Items:** Salt water

**Sacred Animals:** Dragons, lizards, serpents

**Sacred Plants:** Kelp

**Sacred Minerals:** Salt

**Mythology:** In the Babylonian creation myth the Enuma Elish, Tiamat, was the first being to emerge from the primordial Chaos, embodying this disorder of the furious ocean. She was the distaff expression of the dimorphic existence of the cosmos at the time, the male aspect being her spouse, Apsu, the fresh groundwater. Together they engendered various generations of gods, which ultimately included Anu, who in turn begot his divine offspring. With the sudden proliferation of young and vigorous gods, the cosmos shook with ceaseless activity.

All this noise and restlessness greatly disturbed

Apsu, who determined to destroy his progeny, both direct and indirect. He attempted to enlist the aid of his wife, Tiamat, who seemed uncharacteristically patient and passive. Enki, the Wily One, faced the threat of Apsu and killed the Great Sleeper Below. Tiamat was duly distressed to discover her mate dead, and urged into action by her first born, the old gods, she went about creating an army of grotesque abominations to assault the young gods. With her general, Kingu, she led this horde into action. Chosen to challenge this force was Marduk, son of Enki, who was invested with the collective power of all the young gods. In a battle of cosmic proportion, Marduk stopped the army of Chaos and killed Tiamat the Avenger. He split her corpse apart to shape the sky and the earth, and created the great rivers, the Tigris and the Euphrates, from her eyes, and the great Zagros Mountains from her breast.

**Main Tenets of Faith:** What aspects of worship do followers tend to follow or believe in and why? For example, do they pay tribute in hopes of gaining the deity's favor or because it is considered to ward off ill luck?

Tiamat is the personification of the wild untamed chaos, she is the soul of the Apsu. She is the primeval force of the universe, older than the gods and older than their laws. Her faithful cannot allow themselves to be condemned to the constraints of those who would bind their actions and wills with law, for law is the antithesis of freedom, law is the conception of manipulative gods and kings who seek to empower themselves through the subjugation of others. Chaos is the antecedent of law, it is its ironic foundation; therefore the pretense that civilization is built on law is a myth, for it is the sea of chaos which gave birth to all. The gods and their followers deny chaos its truth, they preach against their mother and demand worship from mortals, they teach mortals their lies and turn them from chaos, transforming them to weak, dominated creatures and substitute their free will with fate. This is their heresy for which they all must be destroyed. All must return to the womb of chaos, all must be reborn.

**Location of Faith:** Formal worship of Tiamat is outlawed by civilization. Her sects remain in hidden and secluded locations, usually near marshes or seawater. Some sects also form covert networks throughout major cities for the purpose of sowing dissension and riots, and carrying out ritual assassinations.

**Sects:** Over the centuries, Tiamat's role and relationship to civilization has changed drastically. Since her worship is decisively decentralized and unorganized, there is a drastic variance to the practices of her sects. The most profound examples worship Tiamat in prior and more benevolent forms, such as Nammu. Sects focusing on her alternate aspects are rare, however they are usually permitted within the boundaries of civilization, albeit under the moderate surveillance of the authorities.

**Responsibilities of the Clergy:** Follower's of Tiamat are expected to help fulfill her vengeance on the gods and civilization by participating in its sabotage.



**Rights of the Clergy:** Among their own, worshippers of Tiamat allot each other the right of free will and free action. They follow a policy of group-anarchy and are responsible for policing their own actions in relationship to each other. They do not require verbal justification for their actions, even if they appear contrary to the intentions of others.

**Restrictions of the Clergy:** Followers of Tiamat consider active participation in civilization to be heresy. Charges of participation include attending religious services, holding public office, paying city taxes, entering into legal contracts, or indenturing slaves.

**Rituals:** Tiamat prefers human sacrifices above all other forms of appeasement. Among her favorites are figures of judicial and religious power and the decimation of property caused by ritual arson.

**Vestments:** Clerics of Tiamat have been known to wash with salt water. Then they dry in the sun so that the salt crystallizes on their bodies and clothes, and they twist their hair so that it dries in clumpy spikes.

### Tiamat's Path of the Devout

**Devout Classes:** Adept, barbarian, bloodrager, cleric, fighter, rogue, sorcerer, and warpriest.

**Devout Alignments:** CE, CN, NE

**Favored Weapons:** scimitar

**Devout Oath:** True devotees of Tiamat wash in salt water only and let it harden on their bodies. They spike their hair in dried salt and refuse any food not from the sea.

**Devout Benefits:** A devotee of Tiamat can consume salt water as if it were fresh water. A devout worshipper of Tiamat also gains the ability to cast *protection from law* (Caster level 3rd) a number of time per day equal to her Charisma modifier (1/day minimum), or gains a +1 bonus to attack and damage rolls when making a sneak attack against a civilized opponent.

### Greater Avatar of Tiamat

CR 40

XP 314,880,000

CE Colossal outsider (avatar, chaos, evil, native)

**Init** +8; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +59

**Aura** destructive (1 mile, hardness -20; 100 ft., +20 damage), terrifying form (DC 88)

#### DEFENSE

**AC** 50, touch 20, flat-footed 44 (+12 deflection, +4 Dex, +2 dodge, +30 natural, -8 size)

**hp** 2,000 (40d10+1,600)

**Fort** +62, **Ref** +27, **Will** +38

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, good, law, sonic; **SR** 51

#### OFFENSE

**Speed** 90 ft., fly 330 ft. (perfect), swim 150 ft.

**Melee** 2 bites +69 (12d6+145/19-20 plus 2d6 bleed), 2 claws +69 (6d8+110/19-20 plus 2d6 bleed), 2 wings +67 (6d6+75/19-20 plus 2d6 bleed), tail slap +68 (6d8+145/19-20 plus 2d6 bleed)

**Ranged** 2 sea splashes +36 touch (20d6+40 half-acid, half-divine)





**Space** 40 ft.; **Reach** 30 ft. (40 ft. with bite and tail slap)

**Special Attacks** anarchic strike, breath weapon, chaos effect (DC 108), corrupting touch, crush (8d8+112, DC 108), destructive smite +40, tail sweep (60 ft. half-circle, 4d8+112, DC 108), trident of warning (DC 88)

**Spell-Like Abilities** (CL 40th; concentration +88)

Constant – *haste* (self only)

At will – *align weapon* (chaos and evil, DC 70), *alter self*, *animate objects*, *black tentacles*, *blasphemy* (DC 75), *chaos hammer* (DC 72), *cloak of chaos* (DC 76), *clone*, *create undead*, *detect magic*, *discern location*, *disintegrate* (DC 74), *dispel good/law* (DC 73), *dolphin companion*, *earthquake*, *enlarge person* (DC 69), *find the path* (DC 74), *giant vermin*, *grotesque*, *harm* (DC 74), *horrid wilting* (DC 76), *implosion* (DC 77), *inflict critical wounds* (DC 72), *kelp snare* (DC 70), *magic circle against good/law* (DC 71), *protection from good/law* (DC 69), *pyrotechnics* (DC 70), *rage*, *red tide* (DC 75), *releasing the kraken*, *salt spray* (DC 74), *shape reef*, *shapechange*, *shatter* (DC 70), *shout* (DC 72), *suggestion* (DC 71), *summon monster IX* (chaos and evil), *touch of chaos* (DC 75), *true strike*, *tsunami* (DC 73), *unholy aura* (DC 76), *unholy blight* (DC 72), *wall of fire*, *water walk* (DC 71), *word of chaos* (DC 75), *writhing tendrils*

#### STATISTICS

**Str** 107, **Dex** 19, **Con** 90, **Int** 25, **Wis** 43, **Cha** 42

**Base Atk** +40; **CMB** +96 (+100 bull rush); **CMD** 124 (126 vs. bull rush)

**Feats** Awesome Blow, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dodge, Exhausting Critical, Flyby Attack, Greater Bull Rush, Greater Penetrating Strike (bite), Hover, Improved Bull Rush, Improved Critical (bite, claw, scimitar\*, tail slap, wing), Improved Initiative, Mobility, Multiattack, Penetrating Strike (bite), Power Attack, Snatch, Spring Attack, Tiring Critical, Weapon Focus (bite, scimitar\*), Whirlwind Attack, Wingover

(\* = bonus feat)

**Skills** Fly +55; **Other Skills** Strength +91, Dexterity +47, Intelligence +50, Wisdom +59, Charisma +59; **Racial Modifiers** Fly and Stealth are unaffected by size

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (abomination, chaos, destruction, evil, sea)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special

#### SPECIAL ABILITIES

**Breath Weapon (Ex)** All avatars of Tiamat can replicate the breath weapons of all chromatic dragons (black, blue, green, red, white) dealing twice the damage as a great wyrm. Each breath weapon has a range ten times that of a standard great wyrm, and can be used once per round as a free action. A greater avatar of Tiamat's breath weapon has a save DC of 108, which includes a +20 racial bonus, and is Strength-based.

## Lesser Known Gods

### ANZU

**Demigod**

**The Untamed Beast**

**Alignment:** Chaotic Neutral

**Portfolio:** Animals, primal essence

**Domain:** Animals, Chaos, Destruction, Strength, War

Anzu is an ancient god-like being who represents the antithesis of civilization. He appears as an anthropomorphic lion-headed eagle. Anzu has dominion over the wild beasts, feral creatures, and all that is untamed. He is not widely worshipped in the civilized world, but held in great reverence by its barbarous outsiders.

### ISHUM

**Demigod**

**The Zealous Slaughterer**

**Alignment:** Chaotic Evil

**Portfolio:** Fire, Slaughter, Terror, Warlords

**Domain:** Chaos, Evil, Fire, Vigilance, War

Ishum is rogue demigod who first appeared under the services of Anu as the general of the Sebittu, a mysterious group of divine warriors that currently serve Nergal when he raises his cry for war. He appears as a fire-skinned, well-muscled warrior brandishing a spear that drips with envenomed fire. Ishum is credited with raising the lands with a great deluge and in the process, altering the array of the moon and stars. His intentions are beyond human morality and he acts on whim more than maliciousness. Ishum is seldom praised or consulted except in times of war and conquest. He gives guidance to those who would conquer and lay waste to their enemies. His blessings are those of violent victory and he demands that his followers show neither fear nor mercy in combat. He prefers sacrifices on the field and extreme acts of bravery. Ishum's most devout warriors coat themselves in toxic venoms before entering combat and light ablaze all that stand before them, leaving smoldering wastes behind. Ishum is often worshipped in conjunction with Nergal or at his shrines.

### nammu

**Greater Deity**

**Mother of all Creation**

**Alignment:** Chaotic Neutral

**Portfolio:** Creation

**Domain:** Chaos, Cosmic, Craft, Sea, Time

Nammu is the beginning of religious consciousness in Mesopotamia. As the Mother of all Creation, her presence remains timeless. She is the personification of fertility and it is her womb from which heaven and earth, and the gods of the universe, were birthed. She



is a goddess without a spouse, and represents the self-procreating womb of the universe, the primal matter, and the power of the female sex as the ultimate creator. It was Nammu who proposed the creation of mortals in order to serve the gods. Many sects believe Nammu and Tiamat are the same being, and that when acts of rebellion and defiance of the gods welled her vengeance, she chose the name Tiamat and transformed herself into the avenging dragoness. Her largest cult is located in Ur, though they also maintain the temple E-engurra in Eridu.

## NINHURSAG-KI

*Lesser Deity*

**Alignment:** Neutral

**Portfolio:** Alchemy, birth, femininity, vitality

**Domain:** Artifice, Balance, Earth, Healing, Plant

Ninhursag-Ki is the daughter of Nammu and Anu. She represents the divine aspects of birth and femininity and the physical reality of the living earth. She is the Earth Mother, in whose womb all precious things grow, from the Great Gods and Goddesses, metals, and beasts to all that blossoms. She is married to Enki and works with him on a level of equality, both passionately and creatively. Much like the rearing of children, he helps to nurture and shape those things to which she gives birth.

Ninhursag-Ki has small shrines in most of the major cities, but her largest temples are the Kish sanctuary, Lagash and Tell Obeid. Her priestesses also hold the responsibility of the coronation of the lugal in Uruk. Some sects refer to Ninhursag-Ki as the holy body of Anu's soul in very first days of the beginnings of existence.

## NINLIL

*Lesser Deity*

*Goddess of Air and Wind*

**Alignment:** Chaotic Good

**Portfolio:** Air, forgiveness, matrimony, maturation, responsibility, wind.

**Domain:** Air, Chaos, Charm, Community, Good

Ninlil, the goddess of the winds, is the feminine counterpart and soul partner of Enlil. She is an imposing queen who wields equal power alongside her husband, with whom she shares the duties and tenets of godhood. She is the epitome of feminine assertiveness, and never challenges the law of the gods when it fails to protect its subjects.

The story of Ninlil and Enlil's coupling is crucial to understanding women's rights in Mesopotamian society. Before their matrimony, Enlil was an arrogant, conceited, and selfish god. The young goddess Ninlil sought his affection, but Enlil, unable to control his youthful urges, raped her. Ninlil sought the highest law and demanded her rapist be punished. She demanded justice for herself and her unborn child, but she also demanded the restoration of her dignity and nobility. For his crime, the great gods condemned Enlil to the underworld, where he was imprisoned until he could find a way to

repent for his crime. In disguise, Enlil approached her three times to seek her affection without revealing his identity; and though she judged him harshly, he planted a new seed within her after each seduction. In the end it is Enlil, the powerful god, who is forced to repent and beg for Ninlil's forgiveness, a test of immense humility. Through these encounters the anger and loss Ninlil had been burdened with was transformed, and through her acceptance, she healed and saved Enlil. She was the catalyst of action, as both deities changed and grow to respect each other fully. In the end, they returned to the heavens as Goddess and God to become the exemplary devoted and loving couple.

Ninlil is very much beloved, by both her followers and her divine offspring. She is widely sought for counsel and the granting of requests, in the form of votive rituals or offerings. Her priestesses are keepers of secret bonds of matrimony and are called upon to perform marriage services. Her largest cult is in Nippur. Her sacred animal is the lion.

## NINURTA

*Demigod*

*The Farmer Turned Warrior, Lord Plough and Master of the Fields*

**Alignment:** Neutral Good

**Portfolio:** Agriculture, defense, determination, loyalty

**Domains:** Good, Luck, Plant, Protection, Vigilance

Ninurta, the son of Enlil and Ninlil, represented both the divine knowledge of bearing fruit from seed and defending the fields and city from foreign invaders. Thus, out of necessity, he was designated to the dual role of the farmer-turned-warrior. As the divine farmer, he brought guidance, determination, and prosperity to the fields. As the divine warrior, he displayed loyalty, courage, and commitment to the defense the land.

In settlements over which Ninurta was patron, both the lugal and the community were held to the divine standards of hard labor and strong defense. The lugal was expected to behave as Ninurta incarnate, exercising just rule and guaranteeing his people divine blessings, prosperity, and peace. The lugal was expected to perform as a living example of spiritual perfection, the attainment of which would open the way to eternal life.

Ninurta's most sacred gift to mortals is called the Farmer's Almanac, a manual written in cuneiform on how to cultivate barley. The composition is a series of instructions addressed by a father to his son for the purpose of guiding him throughout his yearly agricultural chores. The instructions begin with the flooding of the fields in the early summer and end with the threshing and winnowing of the freshly harvested crops the following spring. Detailed passages concern maintenance and protection of the fields as well as irrigation techniques vital to success in the arid climate.

Ninurta's largest cult was the temple E-sumesa at Nippur. His primary symbol is the plough, as well as his mace Sharur. His sacred plant is barley and his sacred animal is the ox.







## Chapter Five:

# Norse Mythology

Norse Mythology conjures pictures of raging gods locked in an eternal struggle which ultimately results in their downfall and destruction. Their religion is full of ill-fated omens, violent struggles, and the rambunctious celebration of the actions of the present. More so than any other religions, the Norse gods embodied the ideals and characteristics of those who worshiped them. This is especially true in their prominent lack of immortality. In accordance to this factor, the avatar statistics for the Norse Gods could just as easily represent the Gods themselves, though if played as such they would not be reformed upon their destruction.

The Norse gods are divided into two major groups, the Aesir and Vanir, in addition to the giants who came before them. Some believe the Vanir gods represent an older pantheon of indigenous people whom the invading Aesir encountered. After a millennia long war, both sides agreed to an exchange of three gods who would live with the other tribe to further peace between them. While the four Vanir who came to live with the Aesir are Aegir, Njord, Frey and Freya, nothing is known of the four Aesir who went to the Vanir. It is believed that in the end, the Aesir eventually overcame and assimilated the Vanir.

**Aesir Traits (Ex):** Those of the Aesir bloodline possess the following additional racial traits:

- **Fated:** the source of Aesir power is inextricably bound to predetermined fate (see Ragnarok). Each deity's fate is listed in his description.
- +2 dodge bonus to Armor Class against creatures of the giant subtype.

**Vanir Traits (Ex):** Those of the Vanir bloodline possess the following additional racial traits:

- **Faerie Blood:** For all magical effects related to race, a Vanir is affected by those that solely function for dwarves, elves, and fey, as well as those that would normally effect an outsider. This includes ancestral weapons enchanted to racial bloodlines as well as increased vulnerability to items that target those races, such as bane weapons.
- +2 racial bonus against enchantment and illusion spells.
- +2 racial bonus to all Craft checks related to stone or metalworking.

Unlike the deities of other religions, the Norse gods are mortal and can be killed and require the aid of special enchantments in order to retain their youth and strength.

## COSMOLOGY

The Norse cosmology is centered around Yggdrasil, the Tree of Life. It functions as an axis for the planes and

its roots and branches extend throughout the cosmos. It is also home to a number of divine and semi-divine creatures and beasts that live among its roots and branches. Yggdrasil is a living organism and requires care. Three sisters, known as the Norns or fates, tend to it. The planes pierced by its roots are surrounded by the Great Sea (best represented by the elemental plane of water), the planes touched by its middle branches are coterminous to the Elemental Plane of Air, and the planes reached by the upper branches are coterminous with the Astral Plane. There are nine major realms and a few dozen lesser planes.

### Midgard (The Realm of Mortals)

One of Yggdrasil's roots connects to Midgard. Midgard is simply the land where mortals dwell, which is surrounded by the Great Sea. It represents the Prime Material Plane. Midgard has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Normal

**Size:** Finite

**Morphic Traits:** Alterable Morphic

**Alignment Traits:** Mildly Neutral Aligned

**Magic Traits:** Normal Magic

**Separate:** All planes except as noted below

**Coterminous:** The Great Sea

**Coexistent:** The Astral Plane, the Ethereal Plane

### Asgard (The Realm of the Aesir)

Another of the world tree's roots connects to Asgard, the home of the Aesir. Asgard is vast plane comprised of several smaller kingdoms, each of which reflects the aesthetics of a deity or dominant inhabitant and houses their great halls including Valhalla. Surrounding the entire plane is a massive stone wall, further ensconced by a wild and ancient forest called Mirkwood. Asgard ascends from the roots of the Tree of Life up into its highest branches. Asgard has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Normal

**Shape:** A great tree

**Size:** Finite, Layered

**Morphic Traits:** Divinely Morphic, Magically Morphic

**Alignment Traits:** Mildly Neutral Aligned

**Magic Traits:** Normal Magic

**Separate:** All Planes except as noted below.

**Coterminous:** The Great Sea, Alfheim

**Coexistent:** The Astral Plane, the Ethereal Plane, the Plane of Shadow, the Elemental Plane of Air

### Alfheim (Land of the Light Elves)

Connected to Yggdrasil's highest branches is Alfheim, a wild and glorious garden kingdom inhabited entirely by light elves over which Frey is sovereign. Alfheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless





**Size:** Finite

**Morphic Traits:** Highly Morphic

**Alignment Traits:** Mildly Chaotic Aligned

**Magic Traits:** Wild Magic

**Separate:** All planes except as noted below.

**Coterminous:** Asgard

**Coexistent:** The Astral Plane, the Ethereal Plane, the Elemental Plane of Air

## Vanaheim (The Land of the Vanir)

Vanaheim is the birthplace of the Njord and the rest of the Vanir. Though Vanaheim is part of the cosmology, it is separate from the rest of the planes and it lies on the far side of the Great Sea. There are implications that it is fated to survive Ragnarok and that the Vanir among the Aesir will be permitted to return there. Vanaheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite

**Morphic Traits:** Magically Morphic

**Alignment Traits:** Mildly Good and Chaotic Aligned

**Magic Traits:** Limited Magic

**Separate:** All planes except for the Great Sea

**Coterminous:** The Great Sea

## Muspelheim (The Land of Fire)

The burning domain of the fire giants, Muspelheim is separated from Asgard by the Great Sea. It is believed the universe was created when Muspelheim collided with Niflheim, the land of ice (see below). In Norse mythology, Muspelheim replaces the Elemental Plane of Fire. Muspelheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite

**Morphic Traits:** Highly Morphic

**Elemental/Energy Traits:** Fire-Dominant

**Alignment Traits:** Mildly Evil and Lawful Aligned

**Magic Traits:** Enhanced Magic (all spells with the fire descriptor are Maximized and Enlarged); Impeded Magic (all spells that use or create water, including spells from the Water domain and spells summoning water creatures, elementals or outsiders with the water subtype are impeded)

**Separate:** All planes except as noted below

**Coterminous:** The Great Sea

**Coexistent:** The Astral Plane, the Ethereal Plane

## Niflheim (The Land of Ice)

Niflheim is a frigid wasteland beyond the land of the giants. Within Niflheim is Hel's domain, the realm of the dead. Like the goddess, it is divided into two parts: Hel, a place of eternal peace and calmness where good souls are taken and Hifhel, a realm of torment and punishment where those who have lived evil and dishonorable lives are brought. Niflheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite, Layered

**Morphic Traits:** Alterable Morphic

**Elemental/Energy Traits:** Mildly Negative-Dominant (Hel), Mildly Positive-Dominant

**Alignment Traits:** Mildly Evil Aligned (Hel), Mildly Good Aligned (Hifhel)

**Magic Traits:** Limited Magic (Hel), Enhanced Magic (Hifhel)

**Separate:** Jotenhiem, Vanahiem

**Coterminous:** Asgard, Midgard, Jotenheim

**Coexistent:** The Astral Plane, the Ethereal Plane

## Jotenheim (the Realm of Giants)

It is unclear how Jotenhiem formed but its landscapes have properties of both Niflheim and Muspelheim, though each extreme serves to calm the harshness of the other. Jotenheim is the province of the tribe of giants and their kin who wage endless war against the Aesir and are fated to destroy them at Ragnarok. Jotenheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Normal

**Size:** Finite

**Morphic Traits:** Alterable Morphic

**Alignment Traits:** Mildly Evil Aligned

**Magic Traits:** Normal Magic

**Separate:** Midgard, Nidavellir, Svartalheim

**Coterminous:** Asgard, Muspelheim, Niflheim, The Plane of Shadow

**Coexistent:** The Astral Plane, the Ethereal Plane

## Nidavellir (the Land of the Dwarves)

In the fiery and dark chasm beneath Yggdrasil's roots is the land of the dwarves. Here they tirelessly work their great forges and jealously guard the secrets of their arcane metallurgy. Nidavellir has the following planar traits:

**Gravity:** Heavy Gravity

**Time:** Timeless

**Size:** Finite

**Morphic Traits:** Magically Morphic

**Elemental/Energy Traits:** Mildly Earth-Dominant

**Alignment Traits:** Mildly Lawful Aligned

**Magic Traits:** Enhanced Magic (All spells with the Transmutation description are Maximized and Enlarged)

**Separate:** All planes except those noted below

**Coterminous:** Yggdrasil's Roots

**Coexistent:** The Elemental Plane of Earth, Svartalheim (the Land of the Dark Elves)

In the deepest blackness beneath Yggdrasil is Svartalheim, a massive and elaborate kingdom of the dark elves, whose blood has been tinged with the tribes of the Jotens and Dwarves. They are a bitter people, devoted to arcane sorceries, Loki, and coming of Ragnarok during which time they plot to rise up and claim the lands of the sun and plunge the entire world



into darkness and enslavement. Svartalfheim has the following planar traits:

**Gravity:** Normal Gravity

**Time:** Timeless

**Size:** Finite

**Morphic Traits:** Alterable Morphic, Highly Morphic, Divinely Morphic, Magically Morphic

**Elemental/Energy Traits:** Mildly Negative-Dominant.

**Alignment Traits:** Mildly Evil Aligned

**Magic Traits:** Enhanced Magic (all spells with the Enchantment descriptor are maximized and enlarged)

**Separate:** All planes except those noted below

**Coterminous:** Yggdrasil's roots

**Coexistent:** The Plane of Shadow

Minor Locations

**Bifrost (The Rainbow Bridge):** The mystical bridge of flame and rainbows spans the Great Sea between Asgard and Midgard. It connects to Asgard at Himinbjorg and is faithfully guarded by Heimdall. It is also the path taken by spirits who seek to enter Valhalla.

**Mimir's Well:** In a secluded space beneath one of Yggdrasil's roots lies the head of Mimir. Odin buried it in a well, and subsequently it has become a mystic source of great wisdom. Each day the gods cross Bifrost to hold counsel at the well.

Other Planes of Existence

**The Astral Plane:** The Astral Plane is coexistent with the length of Yggdrasil, existing as a silvery atmosphere between the upper realms.

**Ethereal Plane:** The Ethereal Plane is coexistent with all planes. It is largely the province of traveling spirits, however those practicing Seidhr also travel through it to commune with ancestors and peer into other worlds during the creation of prophesies. It is mildly good aligned.

**Plane of Shadow:** The Plane of Shadow functions as an inverse to the Ethereal Plane and is mildly evil aligned.

**The Elemental Plane of Air:** This plane surrounds Yggdrasil and is coexistent with it.

**The Elemental Plane of Water:** The Elemental Plane of Water is also called the Great Sea. It surrounds Yggdrasil, connecting it to the surrounding planes, acting as a cosmic barrier between them.

## THE LEGEND OF RAGNAROK

The Legend of Ragnarok, also known as The Twilight of the Gods, is a time where the forces of evil, led by the vile Loki, rise up and march against the gods of Asgard; heralding the destruction of the universe. This end of the world will be preceded by three separate ice age winters, known as Fimbulwinters on Midgard, with no summers falling between them. Each of these ice ages will incur progressively greater hardships and conflicts upon mankind.

The first Fimbulwinter shall yield an Axe-age where wars break out and weapons will be wielded and

destroyed. The second winter, a Sword-age, will see the conflicts grow worse and father shall fight son in battle. All of Midgard will be at war at this time. The final Fimbulwinter, a Wind-age, sees all morals of man break down. Siblings will partake in incestuous acts. Mothers will abandon their husbands and seduce their own sons while brothers rip at each other's hearts. It will be the beginning of the end.

The wolf Skoll shall devour the sun while his brother Hati consumes the moon plunging the earth into eternal darkness. The stars in the heavens will fall and Midgard will tremble causing mountains and trees to crumble to the ground. Monsters such as the Fenris Wolf shall break free signaling the beginning of the Wild Hunt. The cock Fjalar will crow to the giants and the golden cock Gullinkambi will crow to the gods. A third will crow to raise the dead led by Nidhogg the dragon.

The Fenris Wolf will run loose dragging his jaws upon the earth and the heavens above while his sibling, Jormungand, the Midgard Serpent, will revolt and cause massive tidal waves to flood the shores as he makes his way towards land, spewing his venomous breath. The serpent's thrashing will send waves that free the trapped ship Naglfar in the north. With the giant Hymir as the commander, the ship made from dead men's nails will sail the frost giants towards the battlefield.

Loki, escaping his bonds, will helm a second ship from the south out of the realms of the dead, carrying the sons of Hel. The fire giants, led by Surt, will leave Muspelheim in the south and ride across the rainbow bridge, Bifrost, until it crumbles beneath them. Carrying a huge sword that blazes like the sun, Surt will then scorch the earth in fire.

Heimdall will sound Gjallar, his mighty horn, across the nine worlds warning the gods and calling the sons of Odin and heroes from Valhalla to the battlefield. From all corners of the world, gods, giants, dwarves, demons and elves will ride towards the huge plain of Vigrid where the last battle will be fought. The Yggdrasil Tree will tremble from Heimdall's horn and a single man and woman shall take shelter under its leaves as the earth quakes from the sounds of war. Soon after, Odin will ride away on his mount, Sleipner, to seek counsel from the head of Mimir for advice on the best course of action for the impending battle.

Odin will attack the Fenris Wolf, but after a long drawn out battle, the cunning creature will catch the All-Father in his jaws and swallow him whole. Odin's son Vidar will avenge the death of his father by stepping on Fenris' bottom jaw and grasping the upper jaw until the wolf is torn asunder.

Thor will battle the Midgard Serpent and succeed in slaying it. However, as the serpent dies, it will release a cloud of poisonous vapors. Thor will take nine steps back only to fall over dead from inhaling the venomous cloud.

Frey will battle Surt, the guardian of Muspelheim. Surt will cut him down because Frey has given his sword to Skirnir, his messenger. Tyr, the one-handed, will seek out and fight the great hound Garm and they will kill each other. Heimdall and Loki, age-



old enemies, will meet for a final time with neither surviving the encounter.

Surt will then fling fire in every direction, igniting the nine worlds with friends and foes perishing in the inferno. Only the Yggdrasil Tree and the two humans beneath it will survive as the sky falls into a pit of flame and the earth sinks into the sea. Some of the gods will miraculously survive while others are reborn.

A new beginning will come after the world's destruction. The earth emerges out of the sea and flourishes vigorously. The sons and daughters of the Aesir and Vanir will survive to meet in council on the plain of Ida where Asgard once was. Odin's sons, Vidar and Vali will meet there along with the sons of Thor who become heirs to their father's hammer, Mjolnir. Balder, the beloved god, and his brother Hod will return from Hel and join the rest, while Hoenir will predict what is to become of the new world. Bor's sons, Vili and Ve, will be sent to the heavens to rule with the rest.

The new ruling gods will congregate and recall past memories of Ragnarok. Treasures once belonging to the Aesir will be found scattered upon the grassy plains and looked upon with amazement. Gimle will once again house the gods in peace and bounty.

Wickedness and misery will no longer exist but good and evil will continue. There will be a region in Hel called Nastrond, the shore of the dead and the dragon Nidhogg will survive and continue to gnaw on the bodies of the deceased.

The man and woman who sheltered themselves under Yggdrasil will be called Lif and Lifthrasir and they will nourish themselves with dewdrops and give birth to many children who will repopulate the earth. Man and gods will exist together happily. From the great Ash, new rays of light will come from the skies above as a daughter, born by the sun before the wolf swallowed her, comes into being. This is how it all ends and how it all begins.

## LIFE IN MIDGARD

Midgard is a land of high crags, vicious seas, and long winters. Its people are hardened and practical. They are resilient farmers and fisherman, able bodied warriors, mighty revelers, and above all else they are survivors. Norse society is class-based into three groups- noble, freeman, and slave. The gods of the Norsemen are all pervading and play an active role in daily life. Prayers and sacrifices are offered on a daily basis. Like their gods, the Norsemen define themselves by tribe. The family is likewise extremely important, with a strong emphasis on the tribe as an extension of the family. Most live in fortified villages, though there are a few larger port cities. Religion is the predominant source of law and citizens follow a loose code based on virtues such as wisdom, courageousness, truthfulness, strength and determination. They believe that the soul is assigned new life after death that is based on an individual's behavior in his mortal life. Large annual festivals are an extremely important part of the culture, and many

tribes travel to central destinations to exchange goods, find spouses, share knowledge, and compete in games.

## The Gods of the Norse

### AEGIR (INTERMEDIATE DEITY)

Vanir

**God of the Seas and Oceans; The Concealer**

**Symbol:** Golden cup

**Alignment:** Chaotic Neutral

**Portfolio:** Ale, drowning, oceans and seas, storms

**Domains:** Chaos, Destruction, Sea, Trickery, Water

**True Form:** A tall muscular-man wearing a crown of seaweed

**Perceived Form:** Same as true form or as a raging storm

**Avatar Form:** Same as perceived form

**Other Manifestations:** 30HD water elemental, 20HD Kraken

**Allies:** Logi (brother), Ran (wife/sister), The Nine Waves (daughters)

**Foes:** Njord

**Racial Preferences:** Any

**Sacred Items:** Ale, kettle

**Sacred Animals:** Merfolk, Nixie

**Sacred Plants:** Kelp

**Sacred Minerals:** Aegirine

**Divine Artifact:** *Coral Club*

**Mythology:** Aegir is the god of the sea, seashore and ocean. He is the true personification of the seas, both good and bad. His anger causes storms that sink ships while the calm of the ocean reflects his peaceful and passive nature. Skalds say that a ship that has been wrecked "sailed into Aegir's wide jaws". He is known for rising out of the waters during a storm and crushing a ship with his long, claw-like fingers or swooping over the tops of the waves and capsizing ships and their crews. His wife, Ran, would then use her net to drag the men from the decks of the ships down to their watery grave. Sailors would often sacrifice prisoners to Aegir before setting sail in hopes of avoiding his anger and fury.

Aegir's hall is located in the waters under the isle of Hlsey. There he entertains the other gods with ale that he brews especially for the occasion in a great kettle brought by Thor. During the winter when the gods visit, Aegir has become known for his great hospitality. Gold was put on the floor of the hall to provide light (hence the name "Aegir's fire" to mean gold coins) and the cups in his hall always magically refilled themselves. Aegir has two servants that reside in the hall and attend the visiting gods, Fimafeng and Eldir.

Aegir is usually depicted as a god with a crown made of seaweed and surrounded by nixies and merfolk. He has nine daughters who are collectively referred to as The Waves because of their association and influence with waves and currents.

**Main Tenets of Faith:** Aegir is a notoriously fickle god, full of jealousy and anger as well a peace and mirth. Those that seek his favor do so out of fear as much as reverence. Most are sailors or fishermen that





pray for safe passage through his angry waters. His clerics are notably loners and the organization of a formal church is virtually non-existent. Aegir is also a noted alemaster and is revered by brewers and merrily toasted during feasts and at drinking halls.

**Location of Faith:** Aegir's largest shrines and statues are located in port towns. Many ships also have small shrines or statues onboard. He has several drinking halls built in his honor.

**Sects:** Smaller sects worship Aegir's more destructive aspects, while others (mostly inlanders) worship him for his prowess of ale brewing.

**Responsibilities of the Clergy:** Clerics of Aegir are responsible for appeasing the wrath and temperament of their god by preparing his offerings and interpreting his omens. They are most commonly employed by ocean going ships and coastal settlements.

**Rights of the Clergy:** Clerics suffer no decrease of personal honor from acts of aggression or destruction that occur as a direct result of a fit of drunkenness. However, they are still responsible for restitution to those that they might injure, vandalize, or defame.

**Restrictions of the Clergy:** The lack of central

organization among Aegir's clerics is restricting in that they have few resources and little pull within mainstream politics.

**Rituals:** Aegir has few formal rituals, instead he is sacrificed to in response to his omens. Aegir prefers libations of ale and sacrifices of animal blood, spilled into his waters. Before praying for their spells, Aegir's clerics wash their hands in salt water.

**Vestments:** Aegir's clerics tie their hair with kelp and wear jewelry made from coral and seashells.

## Aegir's Path of the Devout

**Devout Classes:** adept, barbarian, cleric, commoner (fisherman), druid, expert (brewer), expert (sailor), fighter, hunter, ranger, warpriest, and warrior.

**Devout Alignments:** CG, CN, CE

**Favored Weapons:** greatclub

**Devout Oath:** Those who dedicate themselves to Aegir eat only food from the sea, bread and ale. They must eat seafood at least once per day.

**Devout Benefits:** Devout followers of Aegir can cast *water breathing* (self only) once per day, as a 5th level caster.

## Intermediate Avatar of Aegir

**CR 30**

**XP 9,840,000**

CN Medium outsider (avatar, chaotic, native, vanir, water)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +59

### DEFENSE

**AC** 42, touch 30, flat-footed 30 (+8 deflection, +11 Dex, +1 dodge, +12 natural)

**hp** 960 (30d10+660)

**Fort** +39, **Ref** +28, **Will** +22

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** cold, law; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 50 ft., swim 100 ft.

**Melee** *Coral Club* +39/+39/+34/+29/+24 (3d8+47 plus 2d6 plus 5 temporary Con damage/19-20) or +5 *icy burst shocking burst greatclub* +39/+34/+29/+24 (1d10+47 plus 1d6 cold plus 1d6 electricity/plus 1d10 cold plus 1d10 electricity)

**Ranged** +5 *aberration bane distance keen thundering composite longbow* +48/+48/+43/+38/+33 (1d8+32/19-20/x3 plus 2d8 sonic) or *icicle* +52 touch (15d6 half-cold, half-divine, once every 1d4-1 rounds) or *sea splash* +52 touch (15d6 half-acid, half-divine, once every 1d4-1 rounds)

**Special Attacks** anarchic strike, chaos effect (DC 72), trident of warning (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (chaos only, DC 39), *animate objects*, *chaos hammer* (DC 41), *cloak of chaos* (DC 45), *cone of cold* (DC 42), *control water* (DC 43), *dispel law* (DC 42), *dolphin companion*, *elemental body IV* (water only), *elemental swarm* (water only), *fog cloud*, *horrid wilting* (DC 45), *ice storm*, *kelp snare* (DC 39), *magic circle against law* (DC 40), *obscuring mist*, *protection from law* (DC 38), *red tide* (DC 44), *releasing the kraken*, *saltspray* (DC 43), *shape reef*, *summon*



*monster IX (chaos only), tsunami (DC 42), water breathing (DC 40), water walk (DC 40), word of chaos (DC 44)*

## STATISTICS

**Str** 54, **Dex** 33, **Con** 55, **Int** 18, **Wis** 20, **Cha** 32

**Base Atk** +30; **CMB** +52 (+56 disarm); **CMD** 82 (84 vs. disarm)

**Feats** Agile Maneuvers, Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Far Shot, Great Cleave, Greater Disarm, Improved Critical (greatclub)\*, Improved Disarm, Improved Initiative, Mobility, Point-Blank Shot, Power Attack, Rapid Shot, Sickening Critical, Spring Attack, Weapon Focus (greatclub\*, longbow), Weapon Specialization (greatclub), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +44, Diplomacy +37, Handle Animal +37, Heal +55, Intimidate +37, Knowledge (local, nature, planes) +38, Perception +59, Ride +55, Sense Motive +59, Stealth +55, Survival +55, Swim +52; **Other Skills** Dexterity +40, Intelligence +23, Wisdom +40, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (chaos, sea, water)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Coral Club*, +5 aberration bane distance keen thundering composite [+ Str] longbow, +5 icy burst shocking burst greatclub, boots of levitation, bracers of armor +8, orb of storms, pearl of the sirines, ring of water walking, scarab of protection)

## SPECIAL ABILITIES

**Cold Healing (Ex)** Whenever an intermediate avatar of Aegir is subjected to a damage dealing cold effect it is healed 1 point for every 3 points the effect would otherwise deal.

## BALDER (INTERMEDIATE DEITY)

Aesir

*The Dying God; God of Light and Tears*

**Symbol:** Sun

**Alignment:** Lawful Good

**Portfolio:** Beauty, charisma, light, love, masculinity, peace, rebirth

**Domains:** Charm, Good, Knowledge, Law, Sun

**True Form:** An attractive male sheathed in bright white light

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Odin (father), Frigg (mother), Nanna (wife), Forseti (son), Thor (brother)

**Foes:** Loki, undead

**Racial Preferences:** Any

**Sacred Items:** Mead, tears

**Sacred Animals:** Horse

**Sacred Plants:** Flax, sunflower

**Sacred Minerals:** Amber

**Divine Artifact:** *Mace of Holy Brilliance*

**Mythology:** Balder, whose name means "The Glorious," was the son of Odin and Frigg and brother to Thor. Considered to be a very handsome and wise god, he was worshipped as the god of light because

his beauty was so great that light shined from within him. He was beloved by all the other gods. One night he had a dream foretelling his death. When he told the rest of the Aesir of this dream, they sought to protect him. Frigg exacted an oath from fire and water, iron and all kinds of metals, stones, earth, trees, ailments, beasts, birds, poison, and serpents, that they would not harm Balder.

Because it was so young, only mistletoe wasn't asked not to harm the god. Loki found this out and tricked Balder's blind fraternal twin, Hod, into throwing a dart made of mistletoe at the god. It struck Balder's heart and he died instantly. His wife, Nanna, died of grief and heartache at the news of his death and was burned with him on the funeral boat. Hermod the Bold rode to the Underworld to ask Hel to release Balder so he might live again. Hel agreed on the condition that all living things shed a single tear for him. One giantess named Thokk (who was Loki in disguise) refused and doomed Balder to his death. Legends of Ragnarok declare that Balder will return to life at that time and lead the world into a new age.

**Main Tenets of Faith:** Balder is a most beloved





god. His followers seek his insight to resolve conflicts peacefully, and to invoke calmness and tranquility. He brings warmth and comfort, but at the same time he is a defender of the spirit. He keeps away angry ghosts. By following his examples, his followers hope to guard their souls against evil and malicious thoughts so that they can be reborn again in Hel and live in peace for eternity.

**Location of Faith:** Balder is often worshipped in conjunction with the other Aesir and his statues can be found in their temples. His own shrines and temples are common only in larger settlements.

**Sects:** One of Balder's most devout sects prophesizes that his death is necessary in order that he should be reborn after Ragnorok and rule mankind in the dawn of the new age.

**Responsibilities of the Clergy:** Balder's clergy is responsible for blessings and consecrations of new settlements and warding off evil spirits.

**Rights of the Clergy:** His clergy are permitted to take a spouse without paying a full dowry.

**Restrictions of the Clergy:** Members of Balder's clergy are forbidden to touch mistletoe

**Rituals:** Balder's rituals are simple and free from long liturgies. His temples are always kept immaculately clean and many of his prayers are about cleansing. He prefers offerings of mead-soaked bread and cheeses. Balder's clerics pray for their spells at first light.

**Vestments:** Balder's clerics often wear chainmail or white robes with gold trim. They keep themselves noticeably spotless.

## Balder's Path of the Devout

**Devout Classes:** Cavalier, cleric, paladin and warpriest.

**Devout Alignments:** LG, LN, NG

**Favored Weapons:** heavy mace

**Devout Oath:** Each night, those following the path of Balder burn a blessed candle, shedding light until dawn.

**Devout Benefits:** Devotee's of Balder gain a +2 sacred bonus to Turning Checks against undead. They can cast *light* spells spontaneously and can cast *ghost touch* once per week.

### Intermediate Avatar of Balder

CR 30

XP 9,840,000

LG Medium outsider (aesir, avatar, good, native)

**Init** +9; **Senses** darkvision 120 ft., low-light vision, avatar senses, remote viewing; Perception +55

**Aura** nimbus of light (1 mile)

#### DEFENSE

**AC** 59, touch 24, flat-footed 53 (+14 armor, +8 deflection, +5 Dex, +1 dodge, +12 natural, +9 shield)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +22, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic;

**Immune** evil; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** *Mace of Holy Brilliance* +39/+34/+29/+24 (1d8+32/19-20) or +5 *disruption heavy mace* +39/+34/+29/+24 (1d8+32/19-20) or +5 *flaming burst*

*heavy mace* +39/+34/+29/+24 (1d8+32 plus 1d6 fire/19-20 plus 1d10 fire) or *Mace of Holy Brilliance* +35/+30/+25/+20 (1d8+32/19-20), +5 *bashing heavy steel shield* +38/+33/+28 (1d8+28 plus bull rush)

**Special Attacks** holy strike, lore keeper (DC 75), purify the soul (DC 52), sun's blessing (DC 52, 90d6)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (good only, DC 39), *blade barrier* (DC 43), *comprehend languages*, *detect thoughts* (DC 39), *discern location*, *dispel evil* (DC 42), *divination*, *endure elements* (DC 38), *find the path* (DC 43), *fire seeds* (DC 43), *fire shield*, *flame strike* (DC 42), *foresight* (DC 46), *heat metal* (DC 39), *holy aura* (DC 45), *holy smite* (DC 41), *holy word* (DC 44), *legend lore*, *magic circle against evil* (DC 40), *prismatic sphere* (DC 49), *protection from evil* (DC 38), *searing light*, *speak with dead* (DC 40), *summon monster IX* (good only), *sunbeam* (DC 44), *sunburst* (DC 45), *true seeing* (DC 44)

3/day – *empowered quickened blade barrier* (DC 43), *empowered quickened flame strike* (DC 42)

#### STATISTICS

**Str** 33, **Dex** 20, **Con** 32, **Int** 15, **Wis** 55, **Cha** 54

**Base Atk** +30; **CMB** +41; **CMD** 65

**Feats** Combat Expertise, Combat Reflexes, Dodge, Double Slice, Empower Spell-Like Ability (blade barrier, flame strike), Forge Ring, Greater Shield Focus, Greater Two-Weapon Fighting, Improved Critical (heavy mace)\*, Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fight, Leadership, Mobility, Power Attack, Quicken Spell-Like Ability (blade barrier, flame strike), Shield Focus, Shield Master, Shield Slam, Spring Attack, Two-Weapon Fighting, Weapon Focus (heavy mace)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +38, Diplomacy +55, Heal +55, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) 55, Perception +55, Spellcraft +35; **Other Skills** Strength +29, Dexterity +23, Intelligence +20, Wisdom +40, Charisma +40

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (good, knowledge, sun)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Mace of Holy Brilliance*, +5 *disruption heavy mace*, +5 *flaming burst heavy mace*, +5 *heavy fortification full-plate*, +5 *bashing heavy steel shield*, *cloak of displacement* [major], *ring of elemental command* [fire])

## BRAGI (LESSER DEITY)

Aesir

**God of poetry, Eloquence and Song**

**Symbol:** Drum, Lyre

**Alignment:** Neutral

**Portfolio:** Eloquence, poetry, song, stories

**Domains:** Luck, Music, Nobility, Travel, Writing

**True Form:** A young traveler with runes cut into his tongue.

**Perceived Form:** As true form





**Avatar Form:** As true form

**Other Manifestations:** None

**Allies:** Odin (father), Idunn (spouse), nearly all of the Aesir and any warrior who fights on the battlefield

**Foes:** Loki

**Racial Preferences:** Any

**Sacred Items:** Lyre, harp, horn, drum

**Sacred Animals:** Dog

**Sacred Plants:** Amaranth

**Sacred Minerals:** Green beryl

**Divine Artifact:** *Lyre of Ballads and Remembrance*

**Mythology:** Bragi is the son of Odin and the giantess Gunlod. He is married to Idunn, the keeper of the Golden Apples of Youth. He is the recorder of warrior's deeds in battle and chief poet to Odin. He is greatly admired for his inspiration and eloquence with words and considered to be very wise by the other gods. Odin refers to him as "one who knowest everything well." Bragi is a levelheaded god who has a flair for the dramatic when he recites a poem or tells an epic tale to the other members of the Aesir. He is fated to die at Ragnarok although prophecies do not foretell how it is



that he will die.

**Main Tenets of Faith:** Those lacking eloquence and in need of aid with words and communication seek Bragi's blessings. Politicians and wise men sacrifice to him before holding public counsel, as do those who need assistance speaking with a spouse or relative concerning money. He is a patron to storytellers, skalds and historians, all who seek to appease him by creating great works. Oddly enough, he is also fond of drunks whom he will occasionally bless with moments of sharp humored clarity.

**Location of Faith:** Bragi has no formal clergy, instead those individual cleric/bards that worship him travel the country in search of new tales and heroes, spreading their own works.

**Sects:** A small sect along the southwest shore doesn't believe Bragi to be a god, but instead worships him as an aspect of Odin.

**Responsibilities of the Clergy:** Bragi's cleric/bards are responsible for historical documentation and entertainment of the people.

**Rights of the Clergy:** Bragi's clerics are granted asylum and protection in any settlement and can wander the lands freely without fear. This benefit is not extended to prevent prosecution for criminal acts.

**Restrictions of the Clergy:** All of Bragi's clerics are trained bards and must first take at least a single level of the bard class. He also demands his clerics to remain impartial to all but their works, therefore they remain staunchly neutral in all affairs and are forbidden to offer counsel, except by presenting historical examples. His clerics also sing or chant all verbal components to their spells and cannot take the Silent Spell feat.

**Rituals:** Bragi's rituals are intrinsically tied to the creation of sagas and songs, a process considered most holy. Their instruments are considered their divine focus. Bragi's clerics pray for their spells in the mid-morning over breakfast.

**Vestments:** Bragi's followers often dress as a bard, preferring the simple clothes of a traveler, a large pack and an instrument. They often wear their holy symbol in the form of a brooch.

## Bragi's Path of the Devout

**Devout Classes:** Bard and cleric

**Devout Alignments:** N

**Favored Weapons:** light crossbow

**Devout Oath:** Devout followers must compose at least one saga per week.

**Devout Benefits:** Followers of Bragi's path gain an inherent +2 bonus to all Knowledge skill checks (including Bardic Knowledge)

**Lesser Avatar of Bragi**

**CR 25**

**XP 1,640,000**

N Medium outsider (aesir, avatar, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +35

**DEFENSE**

**AC** 45, touch 27, flat-footed 38 (+10 armor, +4 deflection, +6



Dex, +1 dodge, +6 luck, +8 natural)  
**hp** 320 (20d10+120)  
**Fort** +24, **Ref** +24, **Will** +30  
**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic;  
**Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

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**OFFENSE**


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**Speed** 40 ft.

**Melee** +5 *brilliant energy distance returning dagger*  
 +31/+26/+21/+16 (1d4+24/19-20)

**Ranged** +5 *distance icy burst light crossbow*  
 +30/+30/+25/+20/+15 (1d8+24 plus 1d6 cold/17-20 plus  
 1d10 cold) or +5 *brilliant energy distance returning dagger*  
 +31 (1d4+24/19-20)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *aid, break enchantment, freedom of movement*  
 (DC 26), *miracle* (DC 31), *mislead* (DC 28), *moment of*  
*prescience, protection from energy* (DC 25), *spell turning,*  
*true strike*

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**STATISTICS**


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**Str** 13, **Dex** 23, **Con** 22, **Int** 15, **Wis** 34, **Cha** 35

**Base Atk** +20; **CMB** +32; **CMD** 48

**Feats** Agile Maneuvers, Alertness, Brew Potion, Combat  
 Expertise, Combat Reflexes, Craft Wondrous Item, Dodge,  
 Improved Critical (light crossbow)\*, Improved Initiative,  
 Improved Precise Shot, Mobility, Point-Blank Shot, Power  
 Attack, Precise Shot, Rapid Reload (light crossbow), Rapid  
 Shot, Spring Attack, Weapon Finesse, Weapon Focus (light  
 crossbow)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Appraise +25, Bluff +35, Knowledge (arcana, nature,  
 religion) +25, Perception +39, Perform (oratory, sing,  
 stringed instruments) +45, Perform (all others) +35, Sense  
 Motive +29, Spellcraft +25; **Other Skills** Strength +14,  
 Dexterity +19, Intelligence +15, Wisdom +25, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal;  
 truespeech

**SQ** bit of luck (1/round), domain (luck), good fortune (1/round)

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**ECOLOGY**


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**Environment** any

**Organization** solitary

**Treasure** special (*Lyre of Ballads and Remembrance*, +5  
*distance icy burst light crossbow*, +5 *brilliant energy*  
*distance returning dagger*, +5 *heavy fortification scale*  
*mail*, *boots of speed*, *cloak of displacement* [major], *ring*  
*of invisibility*)

## FORSETI (LESSER DEITY)

Aesir

**God of Justice and Reconciliation**

**Symbol:** Scales, sword

**Alignment:** Lawful Neutral

**Portfolio:** Communication, honesty, justice, reconciliation

**Domains:** Balance, Knowledge, Law, Omen, Protection

**True Form:** Forseti is an older man of modest build  
 wearing the long robes of justice. He walks barefoot and has  
 deep set green eyes.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Balder (father)

**Foes:** None

**Sacred Items:** Eagle feathers

**Sacred Animals:** Eagle

**Sacred Plants:** Fennel

**Sacred Minerals:** Electrum

**Divine Artifact:** *Helm of Arbitration*

**Mythology:** Forseti is the god of justice, the one who  
 “stills all strife”. Once he passes judgment, no being  
 can resist the sentence passed upon them. The son of  
 Balder, he resides in Glitnir, a hall with a silver roof  
 supported by pillars of red gold, which also serves as  
 his court of justice. Here he spends his days arbitrating  
 and settling the differences of both men and gods. It  
 is said that he is so eloquent and persuasive with his  
 words that he has never been unable to reconcile even  
 the most bitter of enemies nor has he ever been accused  
 of being unfair in his judgments. Because of his fairness,  
 the elves made a sword just for him that never became  
 dull. This sword was used in court to secure the verdict  
 and to “cut the lie from the face of the accused” (or  
 witness). The Keeper of the Sword was a magistrate  
 named Magda, who serves as Forseti’s right hand.





**Main Tenets of Faith:** Forseti's worshippers pray to him to grant them justice and protect their rights. Those facing trial may pray for merciful judgments. Those who desire reconciliation with a broken relationship also seek his blessings.

**Location of Faith:** Forseti has few formal temples; instead his clergies convene at a meeting hall, a town longhouse, or another public location where judiciary functions take place. Such meeting areas also house a small shrine or statue of the deity.

**Sects:** A small sect reveres Forseti as a god of righteous vengeance and travels as a group of warriors, bent on bringing martial justice to those they believe have been wronged.

**Responsibilities of the Clergy:** Clergy members must serve as judiciaries and arrange for the settling of disputes and arguments.

**Rights of the Clergy:** The word of any member of Forseti's clergy is truthful and binding without legal formality.

**Restrictions of the Clergy:** The clergy must remain impartial and unbiased and make judgments based on fact, not emotion. They are forbidden from public displays of strong emotion and sentiment. Deliberately breaking of one's word is grounds for excommunication.

**Rituals:** Holding court is considered a sacred ritual as are any other judiciary responsibilities. Forseti's clerics pray for their spells before bed.

**Vestments:** Long, dull red robes.

## Forseti's Path of the Devout

**Devout Classes:** Cavalier, cleric, expert (judge), paladin, fighter, warpriest, and warrior.

**Devout Alignments:** LE, LG, LN, N

**Favored Weapons:** longsword

**Devout Oath:** The devotee must attempt to settle all disputes between members of the same tribe, family, or friends that take place in his presence or he knows about.

**Devout Benefits:** Favored classes gain a +4 circumstance bonus to all Sense Motive skill checks.

### Lesser Avatar of Forseti

CR 25

XP 1,640,000

LN Medium outsider (aesir, avatar, lawful, native)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +40

**Aura** ordered presence (1 mile)

#### DEFENSE

**AC** 38, touch 21, flat-footed 31 (+4 deflection, +6 Dex, +1 dodge, +8 natural, +9 shield)

**hp** 240 (20d10+40)

**Fort** +14, **Ref** +18, **Will** +27

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Immune** chaos; **Resist** acid 20, cold 20, electricity 20, fire 30, sonic 20; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** +5 *flaming burst holy longsword* +26/+21/+16/+11 (1d8+23 plus 1d6 fire/17-20 plus 1d10 fire) or +5 *disruption adamantine light mace* +26/+21/+16/+11 (1d6+23/19-20)

**Special Attacks** axiomatic strike

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *align weapon* (law only, DC 24), *dictum* (DC 29), *dispel chaos* (DC 27), *hold monster* (DC 27), *magic circle against chaos* (DC 25), *order's wrath* (DC 26), *protection from chaos* (DC 23), *shield of law* (DC 30), *summon monster IX* (law only)

#### STATISTICS

**Str** 34, **Dex** 23, **Con** 35, **Int** 13, **Wis** 15, **Cha** 22

**Base Atk** +20; **CMB** +26; **CMD** 47

**Feats** Alertness, Combat Expertise, Combat Reflexes, Dodge, Greater Shield Focus, Improved Critical (light mace, longsword\*), Improved Initiative, Iron Will, Leadership, Mobility, Persuasive, Power Attack, Shield Focus, Skill Focus (Diplomacy, Sense Motive), Spring Attack, Weapon Focus (light mace, longsword\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Diplomacy +45, Heal +36, Intimidate +29, Knowledge (arcana, history, nobility, religion) +24, Perception +40, Profession (judge) +36, Sense Motive +46, Spellcraft +24;

**Other Skills** Strength +19, Dexterity +19, Intelligence +14, Wisdom +26, Charisma +25

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (law)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Helm of Arbitration*, +5 *flaming burst holy longsword*, +5 *disruption adamantine light mace*, +5 *heavy fortification heavy steel shield*, ring of elemental command [fire])

## FREY (GREATER DEITY)

Yanir

**God of Nature; God of Weather**

**Symbol:** Cloud

**Alignment:** Lawful Neutral

**Portfolio:** Agriculture, elves, fey, harvest, herbalism, nature, weather

**Domains:** Air, Healing, Law, Plant, Weather

**True Form:** Frey is a slender, beardless male with long flaxen hair and pretty elfish features. He is usually seen wearing light armor and carrying a longsword.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Freya (sister/consort), Njord (father), the Aesir, the light elves, dwarves, fey

**Foes:** Loki, Giants

**Racial Preferences:** Any

**Sacred Items:** Honey, mead

**Sacred Animals:** Boar

**Sacred Plants:** Clover, wheat

**Sacred Minerals:** Mithril

**Divine Artifact:** *Giant's Bane Greatsword*, *Folding Longship*

**Mythology:** Frey rules over Alfheim, land of the light elves. He's a member of the Vanir and son of Njord and



brother to Freya. He owns a ship given to him by Loki named Skidbladnir. This vessel is big enough to carry all the gods of Asgard, yet when it is not in use, it can be dismantled and folded into an object so small that it can be kept inside a pocket. He owns a chariot steered by a gold-bristled boar named Gullinbursti whose bristles shed radiant light that facilitates Frey's travel through darkness. This boar was fashioned by two dwarfs named Brokk and Eitri who crafted magical treasures for the gods. Legends say that at Ragnarok, Frey will be killed by the fire giant Surt for lack of a sword.

**Main Tenets of Faith:** Frey is a Vanir whose bonds to nature are strong and his worship is spread between both humans and fairy races. Certainly he is most popular with the light elves over whose realm he lords. Humans who follow his teaching are those that live close to the land. They ask for his blessing for lush harvests and healthy crops. His faith preaches a unity with the land based on natural order and balance. He despises giants, aberrations, and all other destructive perversions of nature.

**Location of Faith:** Frey worship is widespread, especially among the common folk and those that

work the land. He is often worshiped in tandem with his sister. He has few formal temples, but he is most popularly worshiped at shrines in wild and natural places of great beauty. Still, his message is not unheard of in larger settlements and a tremendous temple is constructed in his honor at Upsalla.

**Sects:** Some noble families claim to be direct descendants of Frey's blood.

**Responsibilities of the Clergy:** Frey's clergy strives to teach man of his strong connection to nature and show him the importance of natural balance and order. They must also actively defend against giants.

**Rights of the Clergy:** Frey's clergy is provided a bag of grain from the seasonal harvest of each family within their settlement.

**Restrictions of the Clergy:** His clergy is restricted from spending prolonged time within large settlements, and in such locations, temple clergy are frequently rotated.

**Rituals:** Most of Frey's rituals are harvest blessings. His most sacred holiday is Winter Solstice where offerings are made for the fruitfulness of the coming year. Boars are favored at such feasts and mead flows freely. The slaying of a giant is also cause for feasting. Frey's clerics pray for their spells over a cup of mead, which they consume following the prayers.

**Vestments:** Light armor and animal furs.

## Frey's Path of the Devout

**Devout Classes:** Fighter, ranger and warrior.

**Devout Alignments:** LG, LN, NG, N

**Favored Weapons:** longsword

**Devout Oath:** Each year the devotee must undergo a quest to slay a giant.

**Devout Benefits:** Fighters and rangers who worship Frey gain an inherent +1 attack bonus against giants.

## Greater Avatar of Frey

**CR 40**

**XP 314,880,000**

LN Medium outsider (air, avatar, lawful, native, vanir)

**Init** +36; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +75

**Aura** ordered presence (1 mile)

### DEFENSE

**AC** 85, touch 55, flat-footed 52 (+14 armor, +12 deflection, +32 Dex, +1 dodge, +16 natural)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +54, **Will** +54

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft., fly 120 ft. (perfect)

**Melee** *Krugen* +50/+45/+40/+35 (2d6+62/19-20) or +5 *icy burst shocking burst mithral longsword* +68/+63/+58/+53 (1d8+66 plus 1d6 cold plus 1d6 electricity/17-20 plus 1d10 cold plus 1d10 electricity) or +5 *distance keen returning wounding dagger* +66/+61/+56/+51 (1d4+43 plus 1 bleed/17-20) or wooden fist +61/+56/+51/+46 (2d10+58/17-20/x3) or +5 *icy burst shocking burst mithral longsword* +66/+61/+56/+51 (1d8+47 plus 1d6





cold plus 1d6 electricity/17-20 plus 1d10 cold plus 1d10 electricity), +5 *distance keen returning wounding dagger* +64/+59/+54 (1d4+32 plus 1 bleed/17-20) or wooden fist +59/+54/+49/+44 (2d10+58/17-20/x3), wooden fist +59/+54/+49 (2d10+58/17-20/x3)

**Ranged** +5 *brilliant energy distance giant bane keen thundering composite longbow* +75/+75/+70/+65/+60 (1d8+21/19-20/x3 plus 2d8 sonic) or +5 *distance keen returning wounding dagger* +77 (1d4+21 plus 1 bleed/17-20) or 2 lightning arcs +72 touch (20d6) or 2 storm bursts +72 touch (100d6 plus bull rush)

**Special Attacks** axiomatic strike, bramble armor, lightning lord (8/round, 20d6, DC 72), rebuke death

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *air walk*, *align weapon* (law only, DC 54), *animate plants*, *barkskin*, *breath of life* (DC 57), *call lightning* (DC 55), *chain lightning* (DC 58), *command plants* (DC 56), *control plants* (DC 60), *control weather*, *control winds* (DC 57), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *dictum* (DC 59), *dispel chaos* (DC 57), *elemental body IV* (air only), *elemental swarm* (air only), *entangle* (DC 53), *fog cloud*, *gaseous form*, *heal* (DC 59), *hold monster* (DC 57), *ice storm*, *magic circle against chaos* (DC 55), *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *obscuring mist*, *order's wrath* (DC 56), *plant growth*, *protection from chaos* (DC 53), *regenerate* (DC 61), *repel wood*, *shambler*, *shield of law* (DC 60), *sleet storm*, *storm of vengeance* (DC 61), *summon monster IX* (law only), *wall of thorns*, *whirlwind* (DC 60), *wind wall* (DC 55)

## STATISTICS

**Str** 42, **Dex** 74, **Con** 43, **Int** 23, **Wis** 75, **Cha** 25

**Base Atk** +40; **CMB** +72 (+76 disarm); **CMD** 111 (113 vs. disarm)

**Feats** Agile Maneuvers, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Disarm, Greater Two-Weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword)\*, Improved Disarm, Improved Initiative, Improved Precise Shot, Improved Two-Weapon Fighting, Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Spring Attack, Stand Still, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword)\*, Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Fly +83; **Other Skills** Strength +59, Dexterity +75, Intelligence +49, Wisdom +75, Charisma +50

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (air, healing, law, plant, weather), healer's blessing

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Krugen* [*The Giant's Bane*], *Skidbladnir* [*The Folding Longship*], +5 *brilliant energy distance giant bane keen thundering composite* [+16 Str] *longbow*, +5 *distance keen returning wounding dagger*, +5 *icy burst shocking burst mithral longsword*, +5 *glamered heavy fortification*

*full-plate*, *boots of speed*, *cloak of displacement* [major], *gloves of arrow snaring*, *ring of elemental command* [air]

## SPECIAL ABILITIES

**Electricity Healing (Ex)** Whenever a greater avatar of Frey is subjected to a damage dealing electricity effect it is healed an amount equal to the damage the effect would otherwise deal. A greater avatar of Frey is *hasted* (as the spell) for 1 minute whenever it is subjected to any kind of electricity effect.

## FREYA (INTERMEDIATE DEITY)

*Vanir*

*Leader of the Valkyries*

**Symbol:** Sword

**Alignment:** Lawful Neutral

**Portfolio:** Battle, femininity, fertility, seidhr magic, sensuality, war.

**Domains:** Charm, Heaven, Law, Seidhr, War

**True Form:** Freya is a very desirable looking woman with a sensuous and athletic build. Like her brother, she has long golden hair and smooth, elfish features.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** A falcon

**Allies:** Frey (brother), Njord (father), Valkyries

**Foes:** Loki, Giants

**Racial Preferences:** Any

**Sacred Items:** Acorns, garlands, oak leaves

**Sacred Animals:** Cat, falcon

**Sacred Plants:** Oak

**Sacred Minerals:** Mithril

**Divine Artifact:** *Feathered Coat of Journeys*

**Mythology:** Freya is the daughter of Njord and sister to Frey. Of all the goddesses in Asgard, she is the most beautiful. She is revered as the "bride of the Vanir" and has a reputation as a flirt. She enjoys love poetry and uses her love lore ability on many gods and creatures of the underworld. Loki has accused her of having an incestuous relationship with her brother Frey (which is known to be acceptable among the Vanir, but not the Aesir). Her most prized possession is the Necklace of the Brisings. She bartered sexual favors in order to obtain it by promising to spend one evening with each of the four dwarfs who crafted it. There are no magical attributes linked with this piece of jewelry, so therefore vanity alone caused her to treasure it. When Odin had Loki take it away from her, Freya started a war in retaliation. She lives in Folkvang (which means battlefield) and each day chooses half of the slain warriors to split with Odin as she rides through the battlefield in her cat-drawn chariot with her Valkyries by her side. Like Odin, Freya is a leader of souls as well as a sorceress. She is known as the priestess who taught seidhr magic to the Aesir.

**Main Tenets of Faith:** Freya is the embodiment of both femininity and strength. Her followers are mostly females, and in particular strong single or widowed women who own land. As a goddess of fertility, worshippers pray to her for strong and plentiful fields and resilient crops. Men sacrifice to her against



impotence and for charms to make them more enticing to potential partners. Both sexes ask for her blessing in intimate relationships. Warriors, especially women, sacrifice to her for luck in battle, blade blessings, and honorable deaths

**Location of Faith:** Freya's worship is widespread, and she is especially popular among the lower classes. Though she has temples specifically devoted to her, she is often worshipped in tandem with her brother.

**Sects:** Matriarchal tribes of warrior women have formed fringe sects dedicated to the worship Freya. Their doctrines support female supremacy and dominance inspired by her brief war against Odin.

**Responsibilities of the Clergy:** Freya's clergy's first duty is to spread teachings in the name female empowerment through the arts of war, sorcery, and sensuality.

**Rights of the Clergy:** The clergy of Freya is matriarchal based. Those with husbands have first rights of land ownership, choice of household wealth, and choice of family heir, should a legal dispute occur.

**Restrictions of the Clergy:** Freya's clerics sometimes suffer from prejudice and disdain of those males in the tribe that feel threatened or intimidated by powerful women.

**Rituals:** Among females, Freya's most common rituals are associated with *seidhr*, the secret art of divination and prophesy. *Seidhr* rituals are usually performed before large cauldrons in which mystical herbs are brewed. Sometimes the brew is consumed, other times it is used for its odors or as a scrying device. Universally, she is worshiped with rings of garlands and food sacrifices of mead, meat, and cheese. Her holy day is Friday. Her clerics pray for their spells at noon.

**Vestments:** Freya's clerics favor light armor and heavy feather-trimmed cloaks. They wear their hair long, but braided into twin braids and then they tie them both together in the back so that they do not fly into their faces during combat.

## Freya's Path of the Devout

**Devout Classes:** Cavalier, cleric, fighter, inquisitor, paladin, ranger, sorcerer, witch, and wizard.

**Devout Alignments:** LG, LN, N, NG

**Favored Weapons:** longsword

**Devout Oath:** Freya's devoted followers swear oaths to never speak ill of a woman and to plant a sapling each spring.

**Devout Benefits:** Devout followers can use *seidhr* techniques to commune with her to cast *augury* once per day as a 4th level cleric. The casting requires a boiling cauldron as a focus and a secret mix of herbs as a material component.

### Intermediate Avatar of Freya

CR 30

XP 9,840,000

LN Medium outsider (avatar, native, vanir)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +23 (15 ranks) or +38 (30 ranks)

**Aura** battle rage (1 mile), fated (1 mile, +5), weapon master (1 mile)

#### DEFENSE

**AC** 66, touch 41, flat-footed 54 (+11 armor, +8 deflection, +11 Dex, +1 dodge, +11 luck, +12 natural, +2 shield)

**hp** 630 (30d10+330)

**Fort** +39, **Ref** +39, **Will** +33

**Defensive Abilities** avatar traits, fated, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 brilliant energy giant bane vorpal mithral longsword +53/+48/+43/+38 (1d8+49/17-20) or +5 distance keen returning wounding dagger +51/+46/+41/+36 (1d4+45 plus 1 bleed/17-20) or +5 brilliant energy giant bane vorpal mithral longsword +51/+46/+41/+36 (1d8+49/17-20), +5 distance keen returning wounding dagger +49/+44/+39 (1d4+37 plus 1 bleed/17-20)

**Ranged** +5 distance keen returning wounding dagger +46 (1d4+29 plus 1 bleed/17-20) or heavenly fire +41 touch (15d6 half-fire, half divine, once every 1d4-1 rounds)

**Special Attacks** evil eye (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *augury*, *blade barrier* (DC 43), *bless*, *commune*, *consecrate*, *contact other plane*, *daylight*, *divine power*, *flame strike* (DC 42), *foresight* (DC 46), *greater divination*,





greater magic weapon (DC 41), greater prying eyes, heavenly blessing (DC 43), holy aura (DC 45), holy sword, holy word (DC 44), legend lore, locate object, magic vestment (DC 40), power word blind, power word kill, power word stun, purge of might (DC 46), scrying (DC 42), spiritual weapon, tongues (DC 41)

## Witch Spells Prepared (CL 30th; concentration +52)

9th – dominate monster (2, DC 46), elemental swarm, mass hold monster (DC 46), storm of vengeance (2, DC 46), summon monster IX (2)  
 8th – mass charm monster (2, DC 45), mass cure serious wounds (2, DC 45), mind blank (DC 45), moment of prescience, resurrection (2)  
 7th – chain lightning (2, DC 44), greater teleport (2, DC 44), harm (2, DC 44), heal (2, DC 44)  
 6th – cone of cold (2, DC 43), greater dispel magic (3), greater heroism (2, DC 43), mass suggestion (2, DC 43)  
 5th – break enchantment (3), dominate person (2, DC 42), mind fog (2, DC 42), waves of fatigue (2)  
 4th – black tentacles (2), dimension door (2, DC 41), discern lies (3, DC 41), lesser geas (2, DC 41)  
 3rd – bestow curse (2, DC 40), heroism (2, DC 40), lightning bolt (3, DC 40), ray of exhaustion (2, DC 40)  
 2nd – daze monster (2, DC 39), hold person (3, DC 39), touch of idiocy (3), zone of truth (2, DC 39)  
 1st – burning hands (2, DC 38), charm person (2, DC 38), enlarge person (2, DC 38), mount (4)  
 0 (at will) – detect magic, guidance (DC 37), mending (DC 37), stabilize (DC 37)

## STATISTICS

**Str** 59, **Dex** 32, **Con** 33, **Int** 18, **Wis** 20, **Cha** 54

**Base Atk** +30; **CMB** +54 (+58 bull rush, sunder); **CMD** 95 (97 vs. bull rush, sunder)

**Feats** Brew Potion\*, Cleave, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Two-Weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Bull Rush, Improved Critical (longsword)\*, Improved Initiative, Improved Sunder, Improved Two-Weapon Fighting, Leadership, Mobility, Power Attack, Quick Draw, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword)\*, Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +44, Climb +57, Craft (alchemy) +37, Diplomacy +55, Fly +44, Handle Animal +55, Intimidate +55, Knowledge (arcana, nobility, planes) +37, Perception +38, Ride +44, Sense Motive +38, Spellcraft +37, Swim +57; **Other Skills** Dexterity +29, Intelligence +22, Wisdom +23, Charisma +40

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (heaven, seidhr, war), potions of power

## ECOLOGY

**Environment** any

**Organization** solitary or team (1 intermediate avatar of Freya plus 6 valkyries)

**Treasure** special (*Feathered Coat of Journeys*, +5 distance keen returning wounding dagger, +5 brilliant energy giant bane vorpal mithral longsword, +5 heavy fortification

breastplate, belt of giant strength +4, horn of valhalla [iron], ring of force shield, rod of thunder and lightning)

## SPECIAL ABILITIES

**Heaven Domain** Unlike normal, intermediate avatars have a team of 6 valkyries instead of 3 solars.

## FRIGG (GREATER DEITY)

Aesir

**Queen of the Heavens; Earth Mother**

**Symbol:** Mountain

**Alignment:** Lawful Good

**Portfolio:** Birth, love, marriage, motherhood, oaths, pregnancy, women

**Domains:** Earth, Good, Healing, Law, Protection, Vigilance

**True Form:** Frigg is a stunning woman of exquisite grace and beauty.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Balder (son), Bragi, Hodr, Hermod, Odin (spouse), Thor, Tyr, Vidar

**Foes:** Loki

**Racial Preferences:** Any

**Sacred Items:** Oathrings

**Sacred Animals:** Sparrows

**Sacred Plants:** Heather, leeks

**Sacred Minerals:** Coal, diamond

**Divine Artifact:** *Necklace of Fellowship*

**Mythology:** Frigg, daughter of Fjorgyn, is the goddess of love, fertility, marriage, and motherhood. She is known as the Earth Mother or the Queen of the Heavens to many and is married to Odin, the All-Father, despite his continued relations with his mistress, Rind. She can see the future and knows that Odin and Rind will produce the vengeance bringer for the death of her most beloved son, Balder. Frigg resides in her own hall named Fensalir (translates to White Halls). Being the patroness of marriage and motherhood, she is often called upon to assist women in labor and help with the naming of children.

Frigg is able to see the destinies of everyone, but does not reveal what she sees in those visions to anyone. Unlike Odin, her body is protected from the same sacrifices he was forced to make because of her naiveté and strong connection with the earth. That very connection allows her to enable the changing of the seasons, and for the earth to be reborn every spring. Her greatest duty as a goddess, however, is to serve as the enforcer of oaths.

To the Norse, oaths are a sacred thing and to break one invites all manner of consequences. Oath breakers are treated as the most heinous of criminals, even beyond those of thief or murderer. Frigg's retribution is absolute and swift in these matters, especially for those who break the oath of marriage or confidence. Actions may be forgiven, but an oath that is broken is a smudge on the spirit of the oathbreaker and may never be fully cleansed or purged. Followers of Frigg find that their word and deed are held to the highest





possible level and expects the same of others in their dealings. Loyalty to your word and kin come first, followed by clan, lord and then king.

**Main Tenets of Faith:** Frigg's followers pray to her for strength in commitment and oaths, specifically those concerning matrimony. The majority of her followers are female and indeed, the bulk of their concerns are healthy childbirth. Men consult her wisdom during the fabrication and implementation of legal oaths that cover topics of inheritance, slaves, and land ownership. Oathswearing is most important in smaller communities with few laws and minimal government.

**Location of Faith:** As the wife of the All-father, Frigg worship is universal. Frigg is most often worshipped in tandem with her husband Odin. Many temples are erected in honor of them both, but more commonly her shrines and statues are erected inside her husband's temples. Few temples are dedicated to her alone.

**Sects:** The most infamous of Friggs sects are the oathkeepers, a group of fanatical priestesses dedicated extracting retribution on those who have broken a sacred oath.

**Responsibilities of the Clergy:** Frigg's clergy is also

responsible for overseeing the administration of public oaths and the exchange of oathrings; large rings of gold or silver used to sanctify and bind oaths and vows such as marriages and legal proceedings. Oathrings are given to the temple and worn on the arm or neck of the priestess or statue of the god in whose name the oath is sworn.

**Rights of the Clergy:** Frigg's clergy are well-respected members of the community and their personal word is considered as strong as an oath.

**Restrictions of the Clergy:** A cleric of Frigg must make their own oath to serve her faithfully and present an oathring to one of her temples. Deliberately breaking this oath is cause for excommunication.

**Rituals:** Frigg Blot occurs during late summer. It is a festival of feasting and blessings for the coming winter and the celebration of the homecoming of tribal warriors returned from summer raids. Consecrations are performed with holy water, splashed with fresh leek stalks. Frigg's clerics choose when to pray for spells

**Vestments:** Frigg's priestesses dress in fine robes.

## Frigg's Path of the Devout

**Devout Classes:** Cleric, druid, hunter, paladin, and ranger.

**Devout Alignments:** LG

**Favored Weapons:** longsword

**Devout Oath:** Devout followers of Frigg follow the same restrictions as her clergy.

**Devout Benefits:** Favored classes of Frigg gain a +1 foresight bonus to their Wisdom scores.

## Greater Avatar of Frigg

**CR 40**

**XP 314,880,000**

LG Medium outsider (aesir, avatar, earth, lawful, native)

**Init** +11; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +159

**Aura** allied defense (1 mile, AC +32 insight), danger sense (1 mile), ordered presence (1 mile), protection (1 mile, +10)

### DEFENSE

**AC** 82, touch 46, flat-footed 74 (+11 armor, +28 deflection, +7 Dex, +1 dodge, +16 natural, +9 shield)

**hp** 1,040 (40d10+640)

**Fort** +70, **Ref** +61, **Will** +86

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft., burrow 120 ft. (natural), burrow 60 ft. (worked); earth glide

**Melee** +5 *brilliant energy holy speed longsword* +54/+54/+49/+44/+39 (1d8+46/17-20) or +5 *disruption icy burst heavy mace* +53/+48/+43/+38 (1d8+46 plus 1d6 cold/plus 1d10 cold) or +5 *brilliant energy holy speed longsword* +50/+50/+45/+40/+35 (1d8+46/17-20), +5 *bashing heavy steel shield* +57/+52/+47 (1d8+39) or +5 *disruption icy burst heavy mace* +49/+44/+39/+34 (1d8+46 plus 1d6 cold/plus 1d10 cold), +5 *bashing heavy steel shield* +57/+52/+47 (1d8+39)

**Ranged** +5 *distance keen shocking burst thundering composite longbow* +50/+50/+45/+40/+35 (1d8+24 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic) or 2 acid darts +47 touch (20d6, half-acid, half-divine)



**Special Attacks** axiomatic strike, rebuke death, resistant touch (resistance +10, energy immunity)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *alarm*, *align weapon* (law only, DC 54), *antimagic field*, *breath of life* (DC 57), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *detect scrying*, *dictum* (DC 59), *dispel chaos* (DC 57), *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *everlasting guardian*, *eyes on the world* (DC 59), *forbiddance* (DC 58), *glyph of warding* (DC 55), *heal* (DC 59), *hold monster* (DC 57), *inkling*, *magic circle against chaos* (DC 55), *magic stone* (DC 53), *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *mind blank* (DC 60), *order's wrath* (DC 56), *prismatic sphere* (DC 61), *protection from chaos* (DC 53), *protection from energy* (DC 55), *regenerate* (DC 61), *repulsion* (DC 59), *sanctuary* (DC 53), *shield of law* (DC 60), *shield other* (DC 54), *soften earth and stone*, *spell immunity* (DC 56), *spell resistance* (DC 57), *spike stones* (DC 56), *stone shape*, *stoneskin* (DC 57), *summon monster IX* (law only), *symbol of stunning* (DC 59), *true seeing* (DC 59), *wall of stone* (DC 58)

#### STATISTICS

**Str** 49, **Dex** 25, **Con** 42, **Int** 23, **Wis** 74, **Cha** 81

**Base Atk** +40; **CMB** +59 (+63 bull rush); **CMD** 105 (107 vs. bull rush)

**Feats** Alertness, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Far Shot, Greater Bull Rush, Greater Shield Focus, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical (longsword)\*, Improved Initiative, Improved Precise Shot, Improved Shield Bash, Improved Two-Weapon Fighting, Leadership\*, Mobility, Mounted Combat, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shield Focus, Shield Master, Shield Slam, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (longsword)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Diplomacy +88, Perception +159, Sense Motive +79;  
**Other Skills** Strength +62, Dexterity +50, Intelligence +49, Wisdom +75, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (earth, healing, law, protection, vigilance), healer's blessing

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Necklace of Fellowship*, +5 brilliant energy holy speed longsword, +5 disruption icy burst heavy mace, +5 distance keen shocking burst thundering composite [+19 Str] longbow, +5 heavy fortification chainmail, +5 bashing heavy steel shield, belt of giant strength +6, boots of levitation, cloak of alluring charisma +6 [as headband], helm of teleportation)

#### SPECIAL ABILITIES

**Acid Healing (Ex)** When a greater avatar of Frigg is subjected to a damage dealing acid effect it is healed an amount equal to the damage the effect would normally deal. A greater avatar of Frigg is *hasted* (as the spell) whenever it is subjected to an kind of acid effect for 1 minute.

## HEIMDALL (INTERMEDIATE DEITY)

Aesir

**The Watcher; Guardian of the Rainbow Bridge**

**Symbol:** Horn in front of a rainbow

**Alignment:** Lawful Good

**Portfolio:** Alarms, defense, guardians, protection, watchfulness, warning

**Domains:** Good, Law, Protection, Strength, Vigilance

**True Form:** A tall and muscular warrior dressed in shining armor and carrying a great horn. His teeth are made of gold.

**Perceived Form:** Same as true form.

**Avatar Form:** Same as true form.

**Other Manifestations:** None

**Allies:** All Aesir except Loki

**Foes:** Giants

**Racial Preferences:** Any

**Sacred Items:** Dew or frost, horns, rainbows

**Sacred Animals:** Horses

**Sacred Plants:** Birch

**Sacred Minerals:** Gold

**Divine Artifact:** *Gjallar* (Horn of the Watch)

**Mythology:** Heimdall is the guardian of the rainbow bridge, Bifrost. There he watches for the coming of the frost giants at Ragnarok, at which time he will sound his horn *Gjallar*. He is innocent and graceful due to his beauty and goodness. Heimdall possesses a steed with a golden mane called Goldtuft that provides him with the swiftest transport to and from the bridge. In the Ragnarok legend, he and Loki are said to kill each other. He never sleeps, can see in the dark, and can hear the grass growing in the fields. His dwelling place is Himinbjorg (which means heavenly mountains).

**Main Tenets of Faith:** Strength of vigilance is a dominant theme with Heimdall's followers. He is often the driving force behind mortal patience, and he toughens both moral fiber and common sense. Others watch his omens carefully, heeding his warnings and the analysis of potential threats. They also sacrifice to him as an aid in developing more personal independence and clarity in times of darkness.

**Location of Faith:** Heimdall's largest temples are inland, near larger mountains, and those areas that specifically receive a fair amount of precipitation, mists, and fogs. Mountains are also sacred, and he has monks who run small shrines at magnificent heights.

**Sects:** Small sects of mercenaries dedicated to Heimdall hire themselves out as elite guards.

**Responsibilities of the Clergy:** Clerics are expected to guard the gateways of their settlements and sound warnings and alarms. They often take the nightshift and shifts that are tougher and less desirable to commoners whom they consider incompetents.

**Rights of the Clergy:** Following a guard shift, Heimdall's clerics are granted a day of rest and solitude during which they are only disturbed in the gravest emergencies.

**Restrictions of the Clergy:** Clergy members are restricted from sitting during guard duty.

**Rituals:** Rainbows are considered a great omen, and



their appearance causes true followers to drop to their knees in prayer. His clerics pray for spells when the sun is low in the sky, either early morning or early evening, when rainbows appear more frequently.

**Vestments:** Heimdall's clerics favor heavy armor and sometimes wear cold tooth caps.

## Heimdall's Path of the Devout

**Devout Classes:** Brawler, cavalier, cleric, fighter, monk, paladin, warpriest, and warrior.

**Devout Alignments:** LG, LN

**Favored Weapons:** longsword

**Devout Oath:** Heimdall's devotees swear an oath of protection concerning the defense of tribe, kin, and allies. He must always defend a flanked or fallen comrade even at the expense of his own safety.

**Devout Benefits:** Devout followers of Heimdall gain the ability of darkvision 60 ft. Devout clerics also gain Martial Weapon Proficiency (longsword).

### Intermediate Avatar of Heimdall

XP 9,840,000

LG Medium outsider (aesir, avatar, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +119

**Aura** allied defense (1 mile, AC +11 insight), danger sense (1 mile)

#### DEFENSE

**AC** 42, touch 30, flat-footed 30 (+14 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 450 (30d10+150)

**Fort** +22, **Ref** +39, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** evil; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 *flaming burst ghost touch thundering longsword* +50/+45/+40/+35 (1d8+64 plus 1d6 fire/17-20 plus 1d10 fire plus 1d8 sonic) or unarmed strike +43/+38/+33/+28 (1d3+37)

**Special Attacks** holy strike, purify the soul (DC 52)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *alarm*, *align weapon* (good only, DC 39), *blade barrier* (DC 43), *bull's strength* (DC 39), *clenched fist*, *crushing hand*, *detect scrying*, *dispel evil* (DC 42), *enlarge person* (DC 38), *everlasting guardian*, *eyes on the world* (DC 44), *forbiddance* (DC 43), *glyph of warding* (DC 40), *grasping hand*, *holy aura* (DC 45), *holy smite* (DC 41), *holy word* (DC 44), *inkling*, *magic circle against evil* (DC 40), *magic vestment* (DC 40), *protection from evil* (DC 38), *righteous might*, *spell immunity* (DC 41), *stoneskin* (DC 42), *summon monster IX* (good only), *symbol of stunning* (DC 44), *true seeing* (DC 44)

#### STATISTICS

**Str** 53, **Dex** 55, **Con** 20, **Int** 18, **Wis** 54, **Cha** 32

**Base Atk** +30; **CMB** +51 (+55 disarm, sunder); **CMD** 92 (94 vs. disarm, sunder)

**Feats** Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Greater Disarm, Greater Sunder, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword)\*, Improved Disarm, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (longsword)\*, Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +54, Handle Animal +44, Intimidate +44, Knowledge (arcana, history, local, nature, planes, religion) +37, Perception +119, Ride +55, Sense Motive +59, Spellcraft +37, Stealth +45, Swim +54; **Other Skills** Dexterity +40, Intelligence +22, Wisdom +40, Charisma +29

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech





**SQ domains** (good, strength, vigilance), might of the gods  
+30, strength surge (21, +21)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Gjallar [Horn of the Watch], +5 flaming burst ghost touch thundering longsword, +5 heavy fortification adamantine full-plate, boots of speed, cloak of elvenkind, immovable rod, staff of defense*)

## MEL (INTERMEDIATE DEITY)

Aesir

**Goddess of the Underworld**

**Symbol:** Face that is painted half black and half white

**Alignment:** Neutral Evil

**Portfolio:** Bliss, damnation, death, eternity, ecstasy, punishment, suffering

**Domains:** Dead, Death, Evil, Magic, Time

**True Form:** A woman whose face and body are divided into the colors black and white

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** Any other known forms that the deity assumes.

**Allies:** Loki (father), Fenris (brother), Jormungand, Giants

**Foes:** Balder, Thor, Odin

**Racial Preferences:** Any

**Sacred Items:** Bone dust, blood, puss

**Sacred Animals:** Rats

**Sacred Plants:** Yew

**Sacred Minerals:** Onyx

**Divine Artifact:** *Crown Helm of Spirits*

**Mythology:** Hel is the daughter of Loki and the giant Angurboda. She is the sister of the Fenris Wolf and Jormungand, the Midgard Serpent. Her realm is Niflheim, the Underworld, and her hall is Elvidnir (which means misery). She is described as being half white and half black and rules Niflheim with a ruthlessness that makes her father proud. At Ragnarok, she gives her father a ship filled with her warriors so he may wage war upon the other gods. Her fate at Ragnarok is not mentioned, but it is assumed that she survives and continues to fill her hall with the dead from that war.

**Main Tenets of Faith:** Death is inescapable, even to the gods, and she who masters its secrets is all-powerful. Most pray to her to be merciful to ancestors that have passed over to her realm or for painless death. Those of more evil inclinations worship her personal power, specifically power over death. They seek to manipulate the will of their ancestors and twist reality for their own means. They knowingly accept that they will go to Niflheim after death and suffer eternal punishment, and through their own schemes they hope to delay their own death by offering the deaths of others.

**Location of Faith:** Those who formally worship Hel outside the scope of the pantheon build small temples in secluded areas or basements. Some build small temples near graveyards and function as their

protectorates, taking tithes from visitors.

**Sects:** Hel has a small alternate sect that worships her positive aspects. They actively seek to aid souls into living righteously and preach of the afterlife of eternal bliss.

**Responsibilities of the Clergy:** Hel's clergy works actively to fill her halls in Niflheim. They actively prevent great warriors from dying in combat, so that they may continue to slay the weak and foolish.

**Rights of the Clergy:** Hel's clergy are often paid respect out of fear, and few wish to take a direct public stand against them.

**Restrictions of the Clergy:** Hel's clergy are forbidden to show mercy, however they must avoid killing opponents in righteous combat to prevent those souls from going to Valhalla.

**Rituals:** Hel has a fierce bloodlust and is appeased only by living sacrifices which she expects monthly. Humans are favored but she readily accepts most medium-sized creatures. Those who worship her in conjunction with the rest of the pantheon may offer her a cup of blood from one of the feast sacrifices during a blot ceremony. Hel's clerics pray for their spells at night.

**Vestments:** A robe, half white and half black.





## Hel's Path of the Devout

**Devout Classes:** Assassin, cleric, blackguard, rogue, and shadowdancer.

**Devout Alignments:** LE, NE, N

**Favored Weapons:** short sword

**Devout Oath:** Devotees of Hel must forsake their tribes and have their tribes forsake them. The most common method is to commit an act of violence or murder against another tribe member.

**Devout Benefits:** Devotees of Hel gain the ability to *slay living* (as a 6th level cleric) once per day upon a successful melee or sneak attack. Use of the ability must be declared prior to attack.

### Intermediate Avatar of Hel

**CR 30**

**XP 9,840,000**

NE Medium outsider (aesir, avatar, evil, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses, grave sense 1 mile; **Perception** +59

#### DEFENSE

**AC** 64, touch 41, flat-footed 41 (+11 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +39, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Immune** good; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 *brilliant energy speed unholy wounding short sword* +50/+50/+45/+40/+35 (1d6+34 plus 1 bleed/17-20 plus 2d6 bleed) or +5 *ghost touch icy burst shocking burst speed short sword* +50/+50/+45/+40/+35 (1d6+34 plus 1d6 cold plus 1d6 electricity/17-20 plus 1d10 cold plus 1d10 electricity plus 2d6 bleed) or +5 *brilliant energy speed unholy wounding short sword* +48/+48/+43/+38/+33 (1d6+34 plus 1 bleed/17-20 plus 2d6 bleed), +5 *ghost touch icy burst shocking burst speed short sword* +48/+48/+43/+38 (1d6+26 plus 1d6 cold plus 1d6 electricity/17-20 plus 1d10 cold plus 1d10 electricity plus 2d6 bleed) or *bleeding touch* +52 (8d6 bleed)

**Ranged** +5 *distance flaming burst speed unholy hand crossbow* +57/+57/+52/+47/+42 (1d4+5 plus 1d6 fire/19-20 plus 1d10 fire plus 2d6 bleed)

**Special Attacks** amplify death, channel negative energy (20/day, 120, DC 52), corrupt the soul (DC 52), touch of life and death, unholy strike

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *align weapon* (evil only, DC 39), *animate dead*, *antilife shell*, *blasphemy* (DC 44), *cause fear* (DC 38), *create greater undead*, *create undead*, *death knell* (DC 39), *death ward* (DC 42), *deathwatch*, *destruction* (DC 44), *dispel good* (DC 42), *final reward* (DC 45), *gentle repose* (DC 40), *magic circle against good* (DC 40), *protection from good* (DC 38), *restore life*, *slay living* (DC 42), *speak with dead* (DC 40), *status* (DC 39), *summon monster IX* (evil only), *unholy aura* (DC 45), *unholy blight* (DC 41), *wail of the banshee* (DC 46)

#### STATISTICS

**Str** 37, **Dex** 55, **Con** 32, **Int** 18, **Wis** 54, **Cha** 20

**Base Atk** +30; **CMB** +43 (+47 trip); **CMD** 84 (86 vs. trip)

**Feats** Alertness, Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Double Slice, Greater Trip, Greater Two-Weapon Fighting, Improved Critical (short sword)\*, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Power Attack, Rapid Reload (hand crossbow), Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (short sword)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Bluff +38, Diplomacy +38, Disable Device +55, Disguise +38, Escape Artist +55, Intimidate +38, Knowledge (local) +37, Linguistics +37, Perception +59, Perform (act) +38, Sense Motive +59, Sleight of Hand +55, Stealth +70, Use Magic Device +38; **Other Skills** Strength +31, Dexterity +40, Intelligence +22, Wisdom +40, Charisma +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (dead, death, evil)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Crown-Helm of Spirits*, +5 *brilliant energy speed unholy wounding short sword*, +5 *ghost touch icy burst shocking burst speed short sword*, +5 *distance flaming burst speed unholy hand crossbow*, +5 *glamered greater shadow heavy fortification breastplate*, belt of giant strength +4, boots of speed, cloak of displacement [major], gloves of arrow snaring)

## IDUNN (LESSER DEITY)

Aesir

**Goddess of Eternal Youth; Goddess of Spring and Youthfulness**

**Symbol:** Golden apple tree

**Alignment:** Neutral Good

**Portfolio:** Innocence, immortality, rebirth, spring, youth

**Domains:** Balance, Good, Healing, Plant, Time

**True Form:** A beautiful maiden with long red hair.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Bragi (spouse), the Aesir, Frey, Freya, and Njord

**Foes:** Giants

**Racial Preferences:** Any

**Sacred Items:** Bragi (spouse), The Aesir

**Sacred Animals:** Oxen

**Sacred Plants:** Apple, fern

**Sacred Minerals:** Hematite

**Divine Artifact:** *Wand of Sylvan Springs*, *Golden Apples of Youth*

**Mythology:** Idunn is the flaxen-haired goddess who provides the golden apples to the other gods that gives them their eternal youth. Married to Bragi, she is considered one of the most beautiful and fairest maidens in Asgard. She is the healer of the gods and has come to be associated with spring, her name





praised in rites celebrating the breaking of the snows and the coming warmth.

Idunn was once betrayed to Thiazzzi, the giant, by Loki in exchange for his own life. Thiazzzi kidnapped her while he was in the form of an eagle and took her far from her sacred orchard. When the rest of the Aesir heard of this act, Loki was brought before them and ordered to journey to Jotunheim and bring her back or suffer torture and death. Using Freya's magical falcon cloak, Loki stole into Thiazzzi's castle and retrieved Idunn. When Thiazzzi heard Loki, he gave chase in the form of an eagle and nearly caught Loki. The rest of the Aesir were standing ready and lit a firewall as soon as Loki was past. Thiazzzi could not avoid the flames and had his feathers burned so badly he fell to the ground where the Aesir converged upon him and beat him until he was dead. Thus, Loki had redeemed himself for the time being.

**Main Tenets of Faith:** Worshippers of Idunn seek her blessings against one of the most brutal forces of the universe—time. Even the gods pay her respect and praise, as she is the keeper of the secrets of eternal youth and rejuvenation. She is the patron of the aged,

sick, and wounded who make offerings to her for quick recovery, long lives, and painless deaths. Those who serve her clergy are mostly female, and feel her calling at a young age.

**Location of Faith:** Idunn's clergy has no central location, rather it is fractured into different areas throughout the land. Most of her priestesses stay with their birth tribes.

**Sects:** Idunn has no alternate sects.

**Responsibilities of the Clergy:** Idunn's clergy act as the healers of their communities. They practice the arts of herbalism and first aid, saving their healing magic for those in greatest need. In addition, they often preside over the rites of spring.

**Rights of the Clergy:** None

**Restrictions of the Clergy:** Clerics of Idunn are forbidden to deny any human who requests their services, but they are not required to actively seek out those in need of healing.

**Rituals:** Apple harvest is sacred to Idunn. Idunn's clerics pray for their spells in the morning.

**Vestments:** Idunn's clerics tend to wear long flowing garments with ornate trim. They favor neutral tones. Those whose hair is not naturally blond try to streak it blond with lemons and marigold.

## Idunn's Path of the Devout

**Devout Classes:** Cleric, druid and expert (healer).

**Devout Alignments:** LG, N, NG

**Favored Weapons:** quarterstaff

**Devout Oath:** Same restrictions as those of her clergy (see above).

**Devout Benefits:** Favored classes of Idunn age at one-half their normal rate even if subjected to aging spells and the like. Spellcasters gain the ability to spontaneously cast *cure light*, *medium*, and *serious wounds* spells as a cleric of equal level, three times per week.

## Lesser Avatar of Idunn

CR 25

XP 1,640,000

NG Medium outsider (aesir, avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +39

### DEFENSE

**AC** 43, touch 27, flat-footed 30 (+8 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 240 (20d10+40)

**Fort** +14, **Ref** +24, **Will** +24

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** +5 *ghost touch shocking burst speed darkwood quarterstaff* +26/+26/+21/+16/+11 (1d6+32 plus 1d6 electricity/19-20 plus 1d10 electricity) or unarmed strike +26/+21/+16/+11 (1d3+18)

**Ranged** +5 *distance icy burst speed thundering sling* +37/+37 (1d4+11 plus 1d6 cold/plus 1d10 cold plus 1d8 sonic)

**Special Attacks** rebuke death

**Spell-Like Abilities** (CL 20th; concentration +32)



At will – *breath of life* (DC 27), *cure critical wounds* (DC 27), *cure light wounds* (DC 24), *cure moderate wounds* (DC 25), *cure serious wounds* (DC 26), *heal* (DC 29), *mass cure critical wounds* (DC 31), *mass heal* (DC 31), *regenerate* (DC 31)

3/day – *quicken heal* (DC 29)

#### STATISTICS

Str 34, Dex 23, Con 35, Int 13, Wis 15, Cha 22

Base Atk +20; CMB +32; CMD 53

**Feats** Agile Maneuvers, Alertness, Combat Expertise, Combat Reflexes, Craft Staff, Craft Wand, Craft Wondrous Item, Deflect Arrows, Dodge, Improved Critical (quarterstaff)\*, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Quicken Spell-Like Ability (*heal*), Self-Sufficient, Spring Attack, Weapon Finesse, Weapon Focus (quarterstaff)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Climb +29, Handle Animal +29, Heal +39, Knowledge (nature) +24, Perception +39, Ride +35, Sense Motive +39, Spellcraft +24, Survival +39, Swim +29; **Other Skills** Dexterity +25, Intelligence +14, Wisdom +25, Charisma +19

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domain** (healing), healer's blessing

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Wand of Sylvan Springs*, +5 ghost touch shocking burst speed darkwood quarterstaff, +5 distance icy burst speed thundering sling, boots of speed, bracers of armor +8, glove of storing [2], ring of spell turning, staff of defense)

### LOKI (GREATER DEITY)

Giant

**The Trickster; Father of Lies; God of Mischief and Trickery; God of Fire**

**Symbol:** Mask

**Alignment:** Chaotic Evil

**Portfolio:** Fire, lies, mischief, trickery

**Domains:** Chaos, Destruction, Evil, Fire, Trickery

**True Form:** Loki has a wiry build with slightly misshapen, elfish features

**Perceived Form:** Same as true form.

**Avatar Form:** Same as true form or any possible form he chooses

**Other Manifestations:** A natural shapechanger, Loki often appears in any number of animal forms

**Allies:** Giants, Fenris, Jormungand

**Foes:** Odin

**Racial Preferences:** Any except Dwarf

**Sacred Items:** Masks

**Sacred Animals:** Salmon

**Sacred Plants:** Mistletoe

**Sacred Minerals:** Ruby

**Divine Artifact:** *Mask of Deception*

**Mythology:** Loki is a giant who became a member of the Aesir when Odin made him a blood brother. He is a mischief-maker and often referred to as the Father of Lies. Loki is a shape-shifter, and his form is always

changing so that he can perform his mischief. After causing the death of Balder, Loki was punished and bound with chains deep beneath the earth for being a conspirator in Balder's slaying. Loki's wife Sigyn (not the mother of his offspring) devotes her life to sheltering him by holding a bowl below the serpents that drip venom on Loki's face. It is said that every time Sigyn goes to empty the dish, the venom causes Loki to go into spasms, causing the earth to quake. According to legend, he will be freed at the time of Ragnarok and die fighting Heimdall as they kill each other.

Loki is indeed the most evil among the residents of Asgard. He is called "Foe of the Gods, Forger of Evil, Cheat of the Gods, and Contriver of Balder's Death". He is an ambiguous character, for he provides others with advice in one occasion and then tries to defy and hinder them in the next. His plan to destroy the gods of Asgard and the universe is no secret for it is foretold that his hideous children will be active in the coming of Ragnarok. He has three offspring by a giantess named Angurboda: the wolf Fenris, the Midgard serpent Jormungand, and Hel, who reigns over the realm of the dead.

**Main Tenets of Faith:** Most pay respect to the power





of Loki within the context of the Norse pantheon. While he has performed monumental acts in favor of the Aesir, ultimately it is he that will bring their downfall. Few of those that follow the teachings of Loki openly admit their faith. Rather, they seek to emulate the god's mastery of the art of deception, working solely for the fulfillment of their own greedy desires. They hope to impress him with their scams and treacheries and offer him sacrifices so they can pull them off. Some even go so far as to incorporate ritual elements into acts of arson, thievery, slander and murder in hopes of expounding Loki's greatness.

**Location of Faith:** Loki's followers are widespread, but discreet about their worship. Shrines and statues in his honor exist in several of the larger pantheistic temples, but those entirely devoted to him are few and covertly hidden in remote locations.

**Sects:** Loki worship is entirely divided into different small sects, most of which distrust each other. Each sect has its own agenda, some work towards speeding the coming of Ragnarok, others with less grand visions simply run embezzling rings or act as hired assassins.

**Responsibilities of the Clergy:** Loki has no formal clergy and the chaotic nature of his followers obscures any definitive responsibilities.

**Rights of the Clergy:** Though not a true right, Loki's name invokes great fear among the common people. Clerics open about their beliefs are often given wide berth, for fear of the wraith they might call upon those that cross them.

**Restrictions of the Clergy:** Clerics of Loki have a difficult time getting anyone to trust them, and few people will deal with them openly on any matter.

**Rituals:** Loki prefers his sacrifices burnt alive, to which his followers are often attributed acts of ritual arson. He also appreciates acts of thievery made against the temples of his fellow Aesir. Clerics of Loki pray for their spells at sunset.

**Vestments:** Clerics of Loki have no standard garb, however most favor dark clothing and wear masks during rituals.

## Loki's Path of the Devout

**Devout Classes:** Arcane Trickster, cleric, rogue, and sorcerer.

**Devout Alignments:** CE, CN, LE, NE

**Favored Weapons:** shortsword

**Devout Oath:** Devotee's of Loki vow to engage in an act of ritual arson once per month. They usually target great halls and warships, rather than private residences, as they are accessible to the public and make easier targets.

**Devout Benefits:** Devout followers of Loki gain the ability to *alter self*, once per day.

### Greater Avatar of Loki

CR 40

XP 314,880,000

CE Medium outsider (avatar, chaotic, evil, fire, native)

**Init** +36; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +54

**Aura** destructive (1 mile, hardness -20; 100 ft., +20 damage)

#### DEFENSE

AC 85, touch 55, flat-footed 52 (+14 armor, +12 deflection,

+32 Dex, +1 dodge, +16 natural)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +54, **Will** +29

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—;

**Immune** acid, cold, electricity, fire, good, law, sonic; **SR** 51

#### OFFENSE

**Speed** 60 ft.

**Melee** +5 *brilliant energy flaming burst speed unholy short sword* +67/+67/+62/+57/+52 (1d6+99 plus 1d6 fire/17-20 plus 1d10 fire plus blind and deaf) or +5 *brilliant energy flaming burst speed unholy short sword* +65/+65/+60/+55/+50 (1d6+99 plus 1d6 fire/17-20 plus 1d10 fire plus blind and deaf), +5 *brilliant energy flaming burst speed unholy short sword* +65/+65/+60/+55 (1d6+88 plus 1d6 fire/17-20 plus 1d10 fire plus blind and deaf)

**Ranged** 2 fire bolts +72 touch (20d6+40 half-fire, half-divine)

**Special Attacks** anarchic strike, chaos effect (DC 92), copycat (8/round, 32 max.), corrupt the soul (DC 72), destruction smite +40, master's illusion (8), unholy strike

**Spell-Like Abilities** (CL 40th [50th for fire]; concentration +72 [+82 fire])

At will — *align weapon* (chaos and evil, DC 54), *animate objects*, *blasphemy* (DC 59), *burning hands* (DC 63), *chaos hammer* (DC 56), *cloak of chaos* (DC 60), *confusion* (DC 56), *create undead*, *disguise self* (DC 53), *disintegrate* (DC 58), *dispel good/law* (DC 57), *earthquake*, *elemental body IV* (fire only), *elemental swarm* (fire only), *false vision*, *fire seeds* (DC 68), *fire shield*, *fireball* (DC 65), *harm* (DC 58), *implosion* (DC 61), *incendiary cloud* (DC 70), *inflict critical wounds* (DC 56), *invisibility* (DC 54), *magic circle against good/law* (DC 55), *mass invisibility* (DC 59), *mislead* (DC 58), *nondetection* (DC 56), *produce flame*, *protection from good/law* (DC 53), *rage*, *screen* (DC 60), *shatter* (DC 54), *shout* (DC 56), *summon monster IX* (chaos and evil), *time stop*, *true strike*, *unholy aura* (DC 60), *unholy blight* (DC 56), *wall of fire*, *word of chaos* (DC 59)

#### STATISTICS

**Str** 74, **Dex** 75, **Con** 43, **Int** 23, **Wis** 25, **Cha** 42

**Base Atk** +40; **CMB** +72 (+76 disarm, sunder, trip); **CMD** 127 (129 vs. disarm, sunder, trip)

**Feats** Alertness, Blind-Fight, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Deafening Critical, Deceitful, Dodge, Double Slice, Greater Disarm, Greater Sunder\*, Greater Trip, Greater Two-Weapon Fighting, Improved Critical (short sword)\*, Improved Disarm, Improved Initiative, Improved Sunder\*, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Quick Draw, Run, Spring Attack, Stealthy, Sundering Strike\*, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (short sword)\*, Whirlwind Attack

(\* = bonus feat)

**Skills** Bluff +103, Diplomacy +63, Disguise +103, Escape Artist +79, Intimidate +63, Perception +54, Sense Motive +54, Stealth +134; **Other Skills** Strength +75, Dexterity +75, Intelligence +49, Wisdom +50, Charisma +59

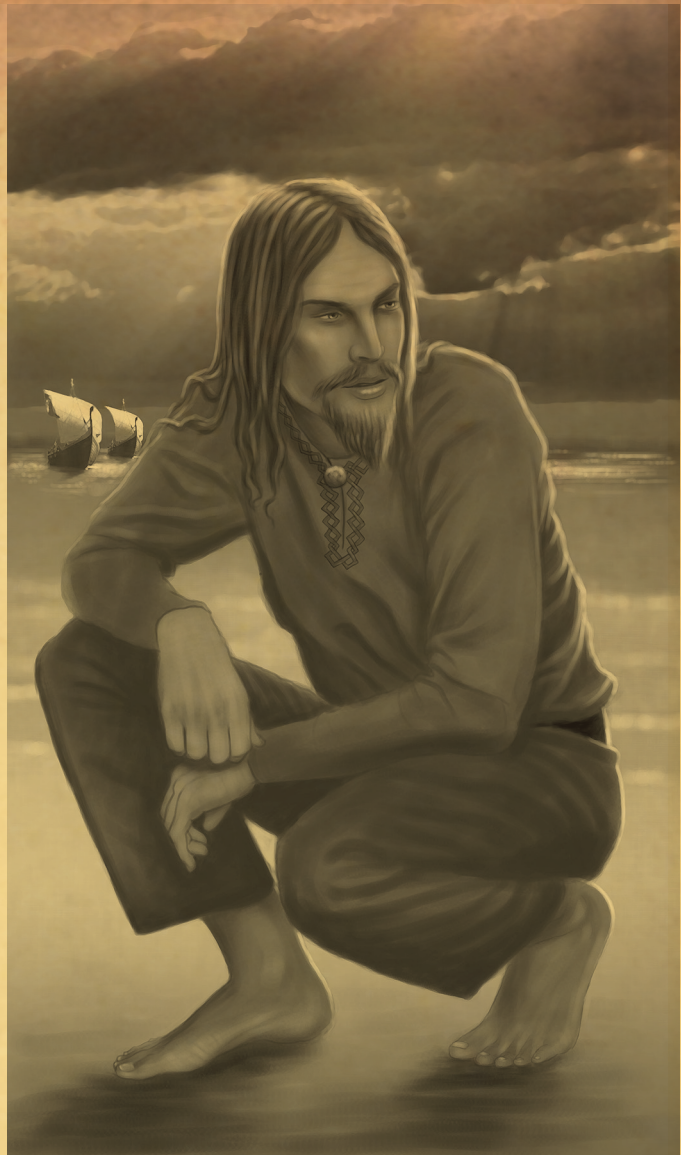
**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** alternate form (any; *shapechange* [free action]), domains (chaos, destruction, evil, fire, trickery)



**ECOLOGY****Environment** any**Organization** solitary**Treasure** special (*Mask of Deception*, +5 brilliant energy flaming burst speed unholy short sword [2], +5 glamered greater shadow heavy fortification full-plate, amulet of proof against detection and location, ring of mind shielding)**SPECIAL ABILITIES****Fire Healing (Ex)** When a greater avatar of Loki is subjected to a damage dealing fire effect it is healed an amount equal to the damage the effect would deal. When subjected to any fire effect a greater avatar of Loki is *hasted* (as the spell) for 1 minute.**NJORD (INTERMEDIATE DEITY)**

Vanir

**God of the Wind and Sea; God of Chariots; The Giving God****Symbol:** Chariot**Alignment:** Neutral Good**Portfolio:** Chariots, charity, elements, sea, seasons, travel, wind**Domains:** Air, Balance, Good, Healing, Sea, Travel**True Form:** A handsomely elfish male with a slender build.**Perceived Form:** Same as true form**Avatar Form:** Same as true form**Other Manifestations:** 30 HD water elemental**Allies:** Frey (son), Freya (daughter), sea fey**Foes:** Aegir, sahuagin, aquatic monsters and races that actively seek to upset the balance and order of the sea.**Racial Preferences:** Any**Sacred Items:** Ocean water, chariots, pearls**Sacred Animals:** Clams, seals, mussels, walrus**Sacred Plants:** Kelp**Sacred Minerals:** Malachite**Divine Artifact:** *Sandals of the Voyager*

**Mythology:** A member of the Vanir, he was sent with his son (Frey) and daughter (Freya) to the Aesir as a hostage after the war between the two races of deities and is said to return to the Vanir at Ragnarok. After becoming a member of the Aesir, Odin made Njord a priest of sacrificial offerings. His home was called Noatun (which means harbor) and his wife was the giantess Skadi who married him because he had beautiful feet. She later left him because they could not agree on whose dwelling in which they should live.

**Main Tenets of Faith:** Njord is a well-loved god. Fishermen and sailors pay him tribute in hopes that he will bless their catches and keep their travels safe. He brings forth strong winds and calm waters. He is said to be generous and bestow wealth to those in need. His temples often serve as community centers in smaller towns and help provide for those too old or infirm to earn their living from his fruitful waters. Many elder sailors and fishermen retire to his temples to serve as adepts and monks.

**Location of Faith:** Njord is widely worshipped in coastal towns, especially those where the settlers make their living from the sea. Temples are often

built waterside and receive daily tributes from those traveling in and out of port.

**Sects:** None

**Responsibilities of the Clergy:** Njord's clergy often acts as moderators for the needs of tribes whose towns and villages they serve. They handle daily duties of running a town while ships are out at sea. They also take positions on ships undergoing longer journey's to provide services and blessings.

**Rights of the Clergy:** While they are not granted specific rights, their services to the community leave them both highly respected and wealthy members of the community.

**Restrictions of the Clergy:** Clergy members are expected to be generous with their wealth, and while the temple may provide them with sizeable assets, their personal wealth cannot exceed what they can carry, lest they drown with it. Should one of his faithful worshippers ask for reasonable charity from the cleric, they must provide it.

**Rituals:** Njord Blots are held frequently during the warmer months to encourage commerce with other tribes and to compete in the ever popular chariot races.



They celebrate with much feasting during the day while drinking and toasting to the ancestors goes on late into the evening. Njord's clerics pray for their spells either at sun up or before sun down, when ships leave or enter a harbor. Following the prayer they throw a coin into a nearby body of water for luck, or if away from water, into a drinking cup.

**Vestments:** Njord's clergy wears simple robes in plain colors.

## Njord's Path of the Devout

**Devout Classes:** Cleric, commoner (fisherman), druid, expert (sailor), and monk.

**Devout Alignments:** CG, LN, N, NG

**Favored Weapons:** javelin

**Devout Oath:** The path of Njord is one of poverty. His devotees are bound to the same restrictions as his clergy.

**Devout Benefits:** Devotees of Njord can cast *gust of wind* twice per day as a 3rd-level caster.

## Intermediate Avatar of Njord

CR 30

XP 9,840,000

NG Medium outsider (air, avatar, native, vanir)

**Init** +15; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +59

**Aura** balance the scales (1 mile), protection (1 mile)

### DEFENSE

**AC** 50, touch 30, flat-footed 38 (+8 armor, +8 deflection, +11 Dex, +1 dodge, +12 natural)

**hp** 630 (30d10+330)

**Fort** +28, **Ref** +28, **Will** +39

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 150 ft., fly 300 ft. (perfect); dimensional hop

**Melee** +5 *disruption icy burst heavy mace* +52/+47/+42/+37 (1d8+66 plus 1d6 cold/plus 1d10 cold)

**Ranged** +5 *brilliant energy distance returning wounding javelin* +48/+43/+38/+33 (1d6+34 plus 1 bleed/19-20) or lightning arc +41 touch (15d6; once every 1d4-1 rounds)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *air walk*, *antipathy* (DC 46), *astral projection*, *banishment* (DC 44), *calm emotions* (DC 39), *chain lightning* (DC 43), *control winds* (DC 42), *dimension door* (DC 41), *dismissal* (DC 42), *divine arbitration*, *elemental body IV* (air only), *elemental swarm* (air only), *equalization* (DC 45), *find the path* (DC 43), *fly* (DC 40), *gaseous form*, *greater teleport* (DC 44), *locate object*, *longstrider*, *obscuring mist*, *phase door*, *prayer*, *shared fate* (DC 43), *teleport* (DC 42), *weighing the balance* (DC 38), *whirlwind* (DC 45), *wind wall* (DC 40)

3/day – *empowered quickened chain lightning* (DC 43)

### STATISTICS

**Str** 61, **Dex** 33, **Con** 32, **Int** 20, **Wis** 54, **Cha** 18

**Base Atk** +30; **CMB** +55; **CMD** 85 (cannot be tripped)

**Feats** Acrobatics, Alertness, Combat Expertise, Combat Reflexes, Dodge, Empower Spell-Like Ability (*chain lightning*), Far Shot, Greater Weapon Focus (javelin), Greater Weapon Specialization (javelin), Improved Critical (javelin)\*, Improved Initiative, Improved Precise Shot,

Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicken Spell-Like Ability (*chain lightning*), Run, Skill Focus (Diplomacy), Spring Attack, Weapon Focus (javelin)\*, Weapon Specialization (javelin), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +58 (+110 jumping), Climb +58, Diplomacy +43, Fly +56, Heal +55, Knowledge (arcana, geography, nature, religion) +38, Perception +59, Ride +44, Sense Motive +59, Spellcraft +38, Stealth +44, Swim +58; **Other Skills** Dexterity +29, Intelligence +23, Wisdom +40, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** agile feet, domains (air, balance, travel)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Sandals of the Voyager*, +5 *disruption icy burst heavy mace*, +5 *brilliant energy distance returning wounding javelin* [4], *belt of giant strength* +6, *bracers of armor* +8, *ring of elemental command* [air], *robe of blending*)

### SPECIAL ABILITIES

**Electricity Immunity (Ex)** When an intermediate avatar of Njord is subjected to a damage dealing electricity effect it is healed 1 point for every 3 points the effect would normally deal.

## ODIN (GREATER DEITY)

Aesir

**All-Father; God of War and Death; God of Wisdom; God of Poetry**

**Symbol:** Spear, Eye

**Alignment:** Neutral Good

**Portfolio:** Death, rune-magic, secrets, war, wisdom, supreme

**Domains:** Good, Heaven, Knowledge, Magic, Rune, Strength, War

**True Form:** A weathered and scarred older man. Both his hair and beard are long, wild and speckled with gray. His most shocking feature is the thick scar tissue around the empty socket of his left eye, which he tries to disguise beneath the shadows of a wide brimmed hat. His remaining eye is a deep, cold and steely blue. He wears a long brown tattered cloak and carries a rune-etched spear.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** An elderly traveler, a raven

**Allies:** Thor (son), Frigg (Spouse), Huginn & Muinn (animal companions), Sleipner (animal companion)

**Foes:** Fenris, Loki (blood-brother)

**Racial Preferences:** Any

**Sacred Items:** Runestones

**Sacred Animals:** Ravens

**Sacred Plants:** Yew, oak, parsley

**Sacred Minerals:** Silver

**Divine Artifact:** *Gungnir*, *Longspear of Wrath*, *Longbow of Battle*

**Mythology:** Odin is leader of the Aesir. He is the god of warriors and kings, not the common man. Alternately



he goes by Woten, Voden, or Woden. His halls were called Gladsheim, Valaskjalf and Valhalla. Odin's high seat, Hlidskjalf, was in Valaskjalf. It was from this throne that he could see over the entire world. Valhalla is where he gathered his portion of the slain warriors, Einherjar (or Einherjar), whom the Valkyries had chosen. Those warriors who have died honorably in battle become his adopted sons. He often appears on the battlefield clothed in a cloak leading fallen souls to Valhalla.

He is often depicted as a wise old man and a wanderer. For that reason, he has many names that reflect his appearance as a traveler: Hooded One, Wanderer, Broad Hat, Greybeard, and Staffbearer. Odin possesses a golden ring called Draupnir. Dwarfs, along with the spear Gungnir, crafted this ring. Draupnir drops eight identical rings every ninth evening. Odin holds guardianship of a magical eight-legged horse named Sleipnir. This gray steed can journey on both land and sea and carry Odin to the land of the dead and back to his dwelling place in Asgard. The bodies of dead warriors are often transported on Sleipnir back to Odin's hall in Valhalla. Odin also has two ravens that serve him as messengers and extend his vision. Their names are Hugin and Munin (Thought and Memory). These birds sit upon Odin's shoulders. They fly into the battlefield in search of information and return to Odin to whisper it in his ears. These birds serve an important function, because they report on warriors that fall in combat and are suitable to live in Valhalla and feast until the coming of Ragnarok.

Odin is the god of inspiration and magic. He gained great wisdom when he hanged himself on the world tree, also referred to as the gallows. This, however, was a spiritual death in which he sacrificed himself to himself. Odin hung on the Yggdrasil tree for nine days and nights and was pierced by a spear. He fasted during this whole ordeal. He also pawned one of his eyes for a drink of the Spring of Mimir. Through this offering, Odin received supreme wisdom. Odin is said to have reached the world beyond the realms of death through his spiritual hanging. By this means he gained knowledge of the runes and learned to master their magic. This power allows him to bring the dead back. Odin preserved the head of Mimir (slain by the Vanir) with herbs to continue consulting him. Odin also has a reputation for using seidhr magic. In art he is frequently portrayed with a missing eye as he undergoes the torment of hanging. During Ragnarok, Odin is fated to die in the jaws of the Fenris Wolf.

**Main Tenets of Faith:** Odin is the undisputed supreme god of the Norse pantheon. Most importantly he was the god of kings and warriors, not the common man. He is extremely diverse in his range of powers, but is most widely revered as a source of magical knowledge and great wisdom. His followers pray for his guidance on all measures important to war and leadership such as battle strategies, trade negotiations, tribal relationships, and future events. Others seek his aid in unlocking the great mysteries and ancient knowledge.

**Location of Faith:** The worship of Odin is the most

predominant and widespread of all of the Norse gods. Almost every settlement has at least a small shrine or statue in his honor, and those that don't risk the wraith of their neighbors. Still his influence is most dominant in larger settlements and among warriors, while commoners who depend on agriculture and hunting to survive remain most devoted to other gods.

**Sects:** Odin has a large portfolio; therefore different tribes often focus on his different aspects. There is also a closeted sect of priestesses that worship him specifically with regard to Seidhr magic.

**Responsibilities of the Clergy:** Clerics of Odin are often responsible for providing public counsel or may even be appointed to lead a tribe or town. They are also responsible for organizing and running blots.

**Rights of the Clergy:** Those priests that attain legal status within the community can request shares of property, food, wealth, and slaves as part of their duty.

**Restrictions of the Clergy:** Clerics can be held accountable for their actions and can be called out by citizens if they feel that the priest has failed his duty or faith. Failed priests are usually sacrificed.

**Rituals:** Odin's blot is the most popular of the god's





festivals. During the blot, the king or priest swears oaths upon a sacred boar, which is slaughtered as a sacrifice. The blood of the animal is drunk from a golden cup. Odin's clerics pray for their spells at dawn.

**Vestments:** Long worn traveler's cloaks.

## Odin's Path of the Devout

**Devout Classes:** Cavalier, cleric, druid, fighter, inquisitor, paladin, warpriest, and warrior.

**Devout Alignments:** Any non-evil

**Favored Weapons:** spear

**Devout Oath:** Odin's most devout tear out one of their own eyes as both a sacrifice and show of devotion.

**Devout Benefits:** Those following the path of the devout gain a permanent +1 increase to a single mental ability score (Intelligence, Wisdom, or Charisma). Should the devotee ever scorn or stray from his faith, the bonus is lost and he suffers a -2 penalty to his Charisma until he receives an atonement spell.

## Greater Avatar of Odin

CR 40

XP 314,880,000

NG Medium outsider (aesir, avatar, native)

**Init** +23; **Senses** darkvision 120 ft., low-light vision, avatar senses, remote viewing; **Perception** +78

**Aura** battle rage (1 mile, +20), fated (1 mile, +8), weapon master (1 mile)

### DEFENSE

**AC** 95, touch 58, flat-footed 75 (+14 armor, +12 deflection, +19 Dex, +1 dodge, +16 luck, +16 natural, +7 shield)

**hp** 800 (40d10+400)

**Fort** +48, **Ref** +57, **Will** +73

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 60 ft.

**Melee** *Gungnir* +119/+119/+114/+109/+104 (3d8+333 plus blind) or +5 *disruption icy burst heavy mace* +118/+113/+108/+103 (1d8+111 plus 1d6 cold/plus 1d10 cold) or +5 *brilliant energy holy keen longsword* +118/+113/+108/+103 (1d8+111/17-20)

**Ranged** *Gungnir* +65 (3d8+333 plus blind) or *Longbow of Battle* +105/+105/+100/+95/+90 (1d8+89/19-20/x3 plus blind) or 2 heavenly fires +99 touch (20d6)

**Special Attacks** blast rune (41, 40d10, DC 72, Disable Device DC 91), lore keeper (DC 92), spell rune

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *blade barrier* (DC 58), *bless*, *bull's strength* (DC 54), *clenched fist*, *commune*, *comprehend languages*, *consecrate*, *crushing hand*, *daylight*, *detect thoughts* (DC 54), *discern location*, *divination*, *divine power*, *enlarge person* (DC 53), *erase*, *explosive runes* (DC 55), *find the path* (DC 58), *flame strike* (DC 57), *foresight* (DC 61), *glyph of warding* (DC 55), *grasping hand*, *greater glyph of warding* (DC 58), *greater magic weapon* (DC 56), *heavenly blessing* (DC 58), *holy aura* (DC 60), *holy sword*, *holy word* (DC 59), *instant summons*, *legend lore*, *lesser planar binding* (DC 57), *magic vestment* (DC 55), *power word blind*, *power word kill*, *power word stun*, *purge of might* (DC 61), *righteous might*, *secret page*, *speak with dead* (DC 55), *spell immunity* (DC

56), *spiritual weapon*, *stoneskin* (DC 57), *symbol of insanity* (DC 60), *teleportation circle*, *true seeing* (DC 59)

### STATISTICS

**Str** 99, **Dex** 48, **Con** 31, **Int** 29, **Wis** 80, **Cha** 81

**Base Atk** +40; **CMB** +84; **CMD** Immune

**Feats** Blinding Critical, Brew Potion, Combat Expertise, Combat Reflexes\*, Critical Focus, Dazzling Display (spear), Dodge, Far Shot, Greater Disarm, Greater Overrun, Greater Sunder, Improved Critical (longbow, spear\*), Improved Disarm, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Sunder, Leadership, Lunge\*, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Scribe Scroll\*, Skill Focus (Sense Motive), Spring Attack, Weapon Focus (longbow, spear\*), Whirlwind Attack

(\* = bonus feat)

**Skills** Sense Motive +84; **Other Skills** Strength +87, Dexterity +62, Intelligence +52, Wisdom +78, Charisma +78

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (heaven, knowledge, rune, strength, war), might of the gods +40, strength surge (44, +54)

### ECOLOGY

**Environment** any

**Organization** solitary or horde (1 greater avatar of Odin pluseinherjar)

**Treasure** special (*Gungnir* [Spear of Wrath], *Longbow of Battle*, +5 *disruption icy burst heavy mace*, +5 *brilliant energy holy keen longsword*, +5 *glamered heavy fortification full-plate*, +5 *animated arrow deflection heavy steel shield*, *belt of physical perfection* +6, *boots of speed*, *cloak of mental superiority* +6 [Diplomacy, Intimidate, Use Magic Device], *efficient quiver*, *helm of teleportation*, *ring of regeneration*)

## SIF (INTERMEDIATE DEITY)

Aesir

**Goddess of Household & Family Ties**

**Symbol:** Hearth with a fire

**Alignment:** Lawful Neutral

**Portfolio:** Agriculture, descendants, family, household,

**Domains:** Community, Healing, Law, Protection, Strength

**True Form:** Sif is a pretty maiden with long golden hair.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Thor (husband), Thrud, Ull

**Foes:** Loki

**Racial Preferences:** Any

**Sacred Items:** Longhouses

**Sacred Animals:** Hare

**Sacred Plants:** Chicory

**Sacred Minerals:** Pyrite

**Divine Artifact:** *Shield of Security*

**Mythology:** Sif is the wife of Thor and mother to Ull and Thurd. Her ebony hair represented fields of grain while her now golden hair represents the bounty of a plentiful harvest. She is also worshipped as a fertility goddess, although not to the extent as Freya and Frigg.

Sif's ebony hair was taken one night as Loki cut and stole it while she slept as a practical joke upon her and



Thor. However, he was caught in the act by Thor and then, lest the Thunder God break every bone in his body, promised to replace what he had taken. He went to the black elves and commissioned them to craft a new magical wig for her made from pure spun gold that would grow just like normal hair.

This was not Sif's first incident with Loki, nor was it her last. At a later time, when Loki had been allowed to return to the gods' banquet after being banished for killing one of the host servants, he proceeded to insult all of the gods and goddesses, accusing the men of being cowards and the women flirtatious. Sif approached Loki with a cup of mead saying since she was being civil to him, he could say no evil against her. In return Loki called her a 'man-hating woman' and further accused her of making Thor a cuckold. Sif never had an opportunity to respond as Thor grabbed Loki and threw him out of the hall forcefully.

**Main Tenets of Faith:** Sif is the protector of both homes and family. Her blessings help maintain the balance between marital partners, their families, and their duty and place within the tribe and the community. She is extremely popular with more aggressive tribes whose

men go on raids and pillages, requiring the women to stay and defend the homes.

**Location of Faith:** Sif's temples are often located in conjunction with those of her husband. Her female followers are known to erect private temples, though these are considerably smaller and often private. She is most popular in civilized areas, and port settlements.

**Sects:** Fringe sects preach that Sif is a war goddess, favoring her blessings over those of Freya.

**Responsibilities of the Clergy:** Sif's clergy is sworn to protect their settlements. She treats the entire settlement as if it were a member of her own family.

**Rights of the Clergy:** Clergy members are usually welcome in any home, and it is a common practice for townsfolk to invite them to dinner.

**Restrictions of the Clergy:** Clergy members are not permitted harm members of the community, even if they are insulted or attacked. Though there is no restriction on defending oneself or allowing another community member to intervene.

**Rituals:** Sif introduced the symbol to her followers, a social rite where by a drinking horn is passed around a circle of worshipers with each participant offering a toast. Toasts require tolerance, as not everyone agrees upon all of them, but they serve to strengthen the community as a whole by promoting tolerance. Sif's clerics pray for their spells in private.

**Vestments:** Sif's clerics wear their polished chainmail armor at all times, as a show of their duty to protect the home.

## Sif's Path of the Devout

**Devout Classes:** Cleric, fighter, monk, paladin, warpriest, and warrior.

**Devout Alignments:** LG, LN

**Favored Weapons:** longsword

**Devout Oath:** Those following the devout path of Sif share the same restrictions as her clergy. The restriction extends to anyone the devotee befriends.

**Devout Benefits:** Favored classes of Sif gain a +2 circumstance bonus to all saving throws.

### Intermediate Avatar of Sif

CR 30

XP 9,840,000

LN Medium outsider (aesir, avatar, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +48

**Aura** protection (100 ft., AC +1 deflection)

#### DEFENSE

**AC** 81, touch 52, flat-footed 58 (+8 armor, +19 deflection, +22 Dex, +1 dodge, +12 natural, +9 shield)

**hp** 630 (30d10+330)

**Fort** +33, **Ref** +44, **Will** +33

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** 50 ft.

**Melee** +5 *giant bane shock thundering longsword* +63/+58/+53/+48 (1d8+58 plus 1d6 electricity/17-20 plus 1d8 sonic) or +5 **brilliant energy wounding heavy mace**





+62/+57/+52/+47 (1d8+56 plus 1 bleed) or unarmed strike +57/+52/+47/+42 (1d3+51)

**Ranged** +5 *distance keen shocking burst composite shortbow* +57/+52/+47/+42 (1d6+40 plus 1d6 electricity/19-20/x3 plus 2d10 electricity)

**Special Attacks** rebuke death, resitant touch (+1 resistance, resist 20)

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *antimagic field, breath of life* (DC 42), *bull's strength* (DC 39), *clenched fist, crushing hand, cure critical wounds* (DC 42), *cure light wounds* (DC 39), *cure moderate wounds* (DC 40), *cure serious wounds* (DC 41), *enlarge person* (DC 38), *grasping hand, heal* (DC 44), *magic vestment* (DC 40), *mass cure critical wounds* (DC 46), *mass heal* (DC 46), *mind blank* (DC 45), *prismatic sphere* (DC 46), *protection from energy* (DC 40), *regenerate* (DC 46), *repulsion* (DC 44), *righteous might, sanctuary* (DC 38), *shield other* (DC 39), *spell immunity* (DC 41), *spell resistance* (DC 42), *stoneskin* (DC 42)

#### STATISTICS

**Str** 81, **Dex** 54, **Con** 32, **Int** 20, **Wis** 33, **Cha** 18

**Base Atk** +30; **CMB** +65 (+69 (sunder); **CMD** 106 (108 vs. sunder)

**Feats** Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Greater Shield Focus, Greater Sunder, Improved Critical (longsword)\*, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shield Focus, Spring Attack, Weapon Focus (longsword)\*, Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +68, Diplomacy +37, Handle Animal +37, Heal +44, Intimidate +37, Knowledge (arcana, local, nature) +38, Perception +48, Ride +55, Sense Motive +48, Stealth +55, Survival +44, Swim +68; **Other Skills** Dexterity +40, Intelligence +23, Wisdom +29, Charisma +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domains (healing, protection, strength), healer's blessing, might of the gods +30, strength surge (35, +35)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Shield of Security*, +5 *brilliant energy wounding heavy mace*, +5 *distance keen shocking burst composite* [+35 Str] *shortbow*, +5 *giant bane shock thundering longsword*, *belt of giant strength* +6, *boots of levitation*, *bracers of armor* +8, *cloak of etherealness*, *ring of freedom of movement*, *rod of security*)

## THOR (GREATER DEITY)

Aesir

**God of Lightning and Thunder**

**Symbol:** Hammer shaped amulet

**Alignment:** Chaotic Good

**Portfolio:** Lightning, thunder, storms

**Domains:** Air, Chaos, Good, Strength, Weather

**True Form:** Thor is a large man whose body seems tied with thick knots of muscle, fiery wild hair and long shaggy

beard. His eyes seethe with distilled rage

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Odin (father), Sif (spouse)

**Foes:** Giants, Loki, Midgard Serpent

**Racial Preferences:** Any

**Sacred Items:** Hammer, mead

**Sacred Animals:** Goats

**Sacred Plants:** Cedar

**Sacred Minerals:** Adamantine, sapphire

**Divine Artifact:** *Belt of Unparalleled Might (Belt of Thor)*, *Mjolnir (Hammer of Storms)*

**Mythology:** Thor is the son of Odin and a member of the Aesir. He is the god of thunder and the main enemy of the giants and would smash their heads with his mighty hammer Mjolnir. To wield this awesome weapon he needs iron gloves and a belt of strength. Mjolnir will return to Thor's hand after being thrown and is symbolic of lightning. Thor has the power to conjure storms, and control the wind and rain. He is a mighty god with an immense appetite. He has fiery red hair, a huge red beard, and a hot temper that is often vented on giants, the main enemies of the gods. During Balder's funeral, an unfortunate dwarf found himself to be the recipient of Thor's fabled temper when he tripped over one of the Thunder God's feet. In a burst of rage over the dwarf's carelessness, Thor kicked the dwarf onto Balder's funeral boat as it burned.

Thor rides around middle-earth in his wagon drawn by two goats, whose names are Gap-tooth and Tooth-gnasher. His abode is Thruthheim (which means Land of Strength) and his hall, Bilskirir. He is married to Sif. Thor rules over the region called Prudvangar, "the Paddock of Power", where his lightning castle Bilskirir is situated. Thor is said to meet his death in the coils of the Midgard serpent in the final battle of Ragnarok.

**Main Tenets of Faith:** Thor is arguably the most popular god of the Norse mythology. He represents the common man and his struggle to survive. He provides the faithful with strength and perseverance, righteous rage, might, and the ability to protect one's rights. Before battle, warriors pray to him to guide their fury and after they praise him with libations of mead and contests of strength. They believe that force and strength are the ultimate defense.

**Location of Faith:** He is also foremost of the gods to the common man and is widely worshipped. He has a huge statue at his temple in Upsalla. His temples are open to the public at all times and congregants and non-congregants participate in feasting, boasting, drinking, and brawling.

**Sects:** None

**Responsibilities of the Clergy:** Like Sif's clergy, Thor's clerics are staunch defenders of their communities, though they also lead troops to war, whipping them into berserk frenzies.

**Rights of the Clergy:** Thor's clerics are excused of dishonor associated with rash outbursts of anger.







**Restrictions of the Clergy:** Cleric's who repeatedly lose contests of strength or drinking are asked to step down from the clergy.

**Rituals:** Thor Blot is held each spring. Offerings consist of mead and roasted goats, which are heartily feasted upon. Before meals his faithful make the sign of the hammer to bless food as it is passed above a flame. His clerics also have a secret ritual called the hammer rite that they use to keep contracts and oaths with Thor, and consecrations and blessings. His holy day is Thursday. His clerics choose when they pray for spells, but require a hammer as a divine focus while praying.

**Vestments:** Thor's clerics commonly dress in medium armor, usually scale mail, ringmail or chain, and always wear prominently displayed hammer pendants.

## Thor's Path of the Devout

**Devout Classes:** Barbarian, cleric, druid, fighter, hunter, inquisitor, slayer, warpriest, and warrior.

**Devout Alignments:** CG, CN, LG, LN

**Favored Weapons:** warhammer

**Devout Oath:** Before each meal, the devotee must bless his meal by passing it over a flame and making the sign of the hammer.

**Devout Benefits:** Thor's devotees gain a +4 sacred attack bonus against giants when using a hammer as the primary weapon.

### Greater Avatar of Thor

CR 40

XP 314,880,000

CG Medium outsider (aesir, air, avatar, chaotic, good, native)

**Init** +14; **Senses** darkvision 120 ft., low-light vision, avatar senses; Perception +75

#### DEFENSE

**AC** 57, touch 33, flat-footed 46 (+8 armor, +12 deflection, +10 Dex, +1 dodge, +16 natural)

**hp** 1,160 (40d10+760)

**Fort** +41, **Ref** +32, **Will** +54

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/—; **Immune** acid, cold, electricity, evil, fire, law, sonic; **SR** 51

#### OFFENSE

**Speed** 70 ft., fly 120 ft. (perfect)

**Melee** *Mjolnir* +160/+160/+155/+150/+145 (2d6+231 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic plus 2d6 bleed plus exhaustion plus bull rush)

**Ranged** *Mjolnir* +160 (2d6+157 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d8 sonic plus 2d6 bleed plus exhaustion plus bull rush) or 2 lightning arcs +50 touch (20d6) or 2 storm bursts +50 touch (100d6 plus bull rush)

**Special Attacks** anarchic strike, chaos effect (DC 92), holy strike, lightning lord, purify the soul (DC 72)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will — *air walk*, *align weapon* (chaos and good, DC 54), *animate objects*, *blade barrier* (DC 58), *bull's strength* (DC 54), *call lightning* (DC 55), *chain lightning* (DC 58), *chaos hammer* (DC 56), *clenched fist*, *cloak of chaos* (DC 60), *control weather*, *control winds* (DC 57), *crushing hand*, *dispel evil/law* (DC 57), *elemental body IV* (air only), *elemental swarm* (air only), *enlarge person* (DC 53), *fog cloud*, *gaseous form*, *grasping hand*, *holy aura* (DC 60),

*holy smite* (DC 56), *holy word* (DC 59), *ice storm*, *magic circle against evil/law* (DC 55), *magic vestment* (DC 55), *obscuring mist*, *protection from evil/law* (DC 53), *righteous might*, *sleet storm*, *spell immunity* (DC 56), *stoneskin* (DC 57), *storm of vengeance* (DC 61), *summon monster IX* (chaos and good), *whirlwind* (DC 60), *wind wall* (DC 55), *word of chaos* (DC 59)

#### STATISTICS

**Str** 74, **Dex** 43, **Con** 75, **Int** 23, **Wis** 25, **Cha** 42

**Base Atk** +40; **CMB** +166 (+170 bull rush, sunder); **CMD** 199 (201 vs. bull rush, sunder)

**Feats** Bleeding Critical, Bull Rushing Strike, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Deadly Aim, Dodge, Exhausting Critical, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Bull Rush, Improved Critical (warhammer)\*, Improved Initiative, Improved Precise Shot, Improved Sunder, Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Tiring Critical, Weapon Focus (warhammer)\*, Weapon Specialization (warhammer), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +53 (+74 jumping), Fly +61; **Other Skills** Strength +209, Dexterity +53, Intelligence +49, Wisdom +75, Charisma +62

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, chaos, good, strength, weather), might of the gods, strength surge (126, +136)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Belt of Unparalleled Might* [*Belt of Thor*], *Mjolnir* [*Hammer of Storms*], *belt of physical perfection* +6, *boots of striding and springing*, *bracers of armor* +6, *cloak of alluring charisma* +6)

#### SPECIAL ABILITIES

**Electricity Healing (Ex)** When a greater avatar of Thor is subjected to a damage dealing electricity effect it is healed an amount equal to what the effect would normally deal. A greater avatar of Thor is *hasted* (as the spell) for 1 minute whenever it is subjected to any kind of electricity effect.

## TYR (INTERMEDIATE DEITY)

Aesir

**The One-Handed; The Shining One.**

**Symbol:** Image of a right hand over a wolf's head

**Alignment:** Lawful Neutral

**Portfolio:** Bravery, duty, honor, law, swordsmanship, sacrifice

**Domains:** Air, Law, Nobility, Protection, War

**True Form:** A weathered man with a warrior's build and chiseled features. He wields a sword in his left hand; his right forearm ends in a stump. He dresses in full armor decorated with wolf skins, claws, and teeth.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Odin, Thor

**Foes:** Fenris (Wolf), Hel



**Racial Preferences:** Any

**Sacred Items:** Wolf skins, bones, claws, and teeth

**Sacred Animals:** Boar

**Sacred Plants:** Thyme

**Sacred Minerals:** Black Agate

**Divine Artifact:** *Gauntlet of War*

**Mythology:** Warriors worship Tyr for he is said to grant victory and protection in times of battle. He is also worshipped as the patron who establishes law and order in the community. Tyr is the boldest and most courageous of the gods. In Asgard he rules over the sky guarding the heavens from the much-despised Fenris Wolf. Odin asked the dwarfs to craft an unbreakable chain to bind the Wolf. Fenris refused to have this chain put on him unless a god put a hand between his jaws to assure him that the fetters were harmless. Tyr was the only god who was willing to put his hand in the mouth of Fenris so the other gods could bind it. The wolf bit off his right hand when he discovered the gods' trickery. For his sacrifice Tyr is revered as the peacemaking god. He will fight against the hound of Hel, Garm, during the last battle of Ragnarok, killing each other.

**Main Tenets of Faith:** Tyr is the epitome of valor, and

those in need of inner strength and courage pray for his blessing. His followers are renowned for performing feats of bravery, not only in battle but against any threats that confront the tribe. He is the patron of self-sacrifice and those that give their life in the name of their people are commemorated in his name.

**Location of Faith:** Tyr's temples are welcomed in all communities.

**Sects:** None

**Responsibilities of the Clergy:** Tyr's clergy are tireless defenders who are expected to fearlessly sacrifice anything, including their lives if necessary, for the good of their people.

**Rights of the Clergy:** Tyr's clergy deliberately demands no special treatment from any norseman.

**Restrictions of the Clergy:** Tyr's clerics are forbidden from showing fear.

**Rituals:** Some sects practice ritual wolf hunts, the most brave are noted for tracking down a wolf and placing their right hand in its mouth. Tyr's Blot is celebrated with tales of bravery and contests of daring. Left-handed arm wrestling is also popular. Tyr's clergy often restrict themselves from using their right hands in combat, and learn to wield their weapons left-handed. His sacred day is Tuesday. Tyr's clerics pray for their spells at dawn.

**Vestments:** Tyr's clerics prefer medium armor draped with wolf skins or adorned with jewelry made from wolf's teeth, bones, or claws.

## Tyr's Path of the Devout

**Devout Classes:** Barbarian, cavalier, cleric, fighter, paladin, warpriest, and warrior.

**Devout Alignments:** LG, LN, NG, CG

**Favored Weapons:** longsword

**Devout Oath:** Tyr's devoted must swear an oath to protect the innocent at all costs.

**Devout Benefits:** Those following the path of Tyr gain the wild empathy ability with respect to wolves only. In addition to his Charisma modifier, he may also add his combined devout class levels to determine success. Upon attaining six devout class levels, a follower of Tyr gains Leadership as a bonus feat.

## Intermediate Avatar of Tyr

**CR 30**

**XP 9,840,000**

LN Medium outsider (aesir, air, avatar, lawful, native)

**Init** +26; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +48

**Aura** battle rage (1 mile), ordered presence (1 mile), weapon master (1 mile)

### DEFENSE

**AC** 64, touch 41, flat-footed 41 (+11 armor, +8 deflection, +22 Dex, +1 dodge, +12 natural)

**hp** 960 (30d10+660)

**Fort** +39, **Ref** +28, **Will** +22

**Defensive Abilities** avatar traits, rejuvenation; **DR** 25/epic;

**Immune** chaos, electricity; **Resist** acid 30, cold 30, fire 30, sonic 30; **SR** 41

### OFFENSE





**Speed** 50 ft., fly 100 ft. (perfect)

**Melee** +5 *disruption icy burst heavy mace* +71/+66/+61/+56 (1d8+65 plus 1d6 cold/plus 1d10 cold) or +5 *vorpall wounding adamantite longsword* +73/+68/+63/+58 (1d8+69 plus 1 bleed/17-20) or unarmed strike +66/+61/+56/+51 (1d3+60)

**Ranged** lightning arc +82 touch (15d6; once every 1d4-1 rounds)

**Special Attacks** axiomatic strike

**Spell-Like Abilities** (CL 30th; concentration +52)

At will – *air walk*, *align weapon* (law only, DC 39), *blade barrier* (DC 43), *chain lightning* (DC 43), *control winds* (DC 42), *dictum* (DC 44), *dispel chaos* (DC 42), *divine power*, *elemental body IV* (air only), *elemental swarm* (air only), *flame strike* (DC 42), *gaseous form*, *greater magic weapon* (DC 41), *hold monster* (DC 42), *magic circle against chaos* (DC 40), *magic vestment* (DC 40), *obscuring mist*, *order's wrath* (DC 41), *power word blind*, *power word kill*, *power word stun*, *protection from chaos* (DC 38), *shield of law* (DC 45), *spiritual weapon*, *summon monster IX* (law only), *whirlwind* (DC 45), *wind wall* (DC 40)

## STATISTICS

**Str** 39, **Dex** 55, **Con** 54, **Int** 18, **Wis** 32, **Cha** 20

**Base Atk** +30; **CMB** +44 (+48 disarm, sunder); **CMD** Immune

**Feats** Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Greater Disarm, Greater Sunder, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword)\*, Improved Disarm, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword)\*, Weapon Specialization (longsword), Whirlwind Attack

(\* = bonus feat)

**Skills** Acrobatics +55, Climb +47, Diplomacy +38, Fly +63, Handle Animal +38, Heal +44, Intimidate +38, Knowledge (arcana, nobility, planes) +37, Perception +48, Ride +55, Sense Motive +48, Survival +44, Swim +47; **Other Skills** Dexterity +40, Intelligence +22, Wisdom +29, Charisma +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ domains** (air, law, war)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Gauntlet of War*, +5 *disruption icy burst heavy mace*, +5 *vorpall wounding adamantite longsword*, +5 *heavy fortification celestial armor*, *belt of giant strength* +6, *cloak of displacement* [major])

## SPECIAL ABILITIES

**Electricity Healing (Ex)** When an intermediate avatar of Tyr is subjected to a damage dealing electricity effect it is healed 1 point for every 3 points of damage the effect would normally deal.

## ULL (LESSER DEITY)

Aesir

**God of Archery; God of the Hunt; God of Skiers and Snowshoes; God of Winter**

**Symbol:** Snowshoe with an arrow running through it pointing up and bisected with a pair of stag antlers

**Alignment:** Neutral

**Portfolio:** Archery, hunting, skiing and snowshoes, winter

**Domains:** Animal, Balance, Travel, Water, Winter

**True Form:** Ull is a young man with long black, braided hair and a short-cropped beard. He wraps himself in furs and skins and carries a longbow.

**Perceived Form:** Same as true form

**Avatar Form:** Same as true form

**Other Manifestations:** None

**Allies:** Animals, Odin, Sif (mother), Thor (stepfather)

**Foes:** Aberrations, Loki, magical beasts

**Racial Preferences:** Any

**Sacred Items:** Antlers, skis, snowshoes

**Sacred Animals:** Bear, stag.

**Sacred Plants:** Pine

**Sacred Minerals:** Flint, iron

**Divine Artifact:** *Longbow of the Northwind*

**Mythology:** Ull is the son of Sif and the stepson of Thor. He is the god of winter and is worshipped by men who live in the cold northern reaches. His weapon is a longbow made out of a Yew tree and he lives in Ydal (Yew Dales). He has been known to carry a mighty





shield, which possesses runes that will change it into a boat to carry him across the seas. He is called upon for help in duels and the skalds frequently use "Ull's ship" to mean shield. Legends say that Ull will perish in the final battle of Ragnarok although it is not known how.

**Main Tenets of Faith:** Good hunts are crucial to the survival of the Norse people, especially during the long winters when the ground freezes and food is scarce. Ull blesses his faithful with the luck of the hunt but teaches his followers to be careful to maintain the natural balance of the environment so that game will always be present. He is also kind to those traveling in winter and protects them on their journeys.

**Location of Faith:** Ull's temples are predominantly built on the fringes of the wilderness as to allow clergy members to run sacred hunting excursions. They are built in the same fashion as longhouses, well stocked and fortified to withstand long harsh winters away from civilization.

**Sects:** None

**Responsibilities of the Clergy:** The clergy is responsible for leading successful hunts without disturbing the natural order of the forests.

**Rights of the Clergy:** Ull's clergy is permitted to follow named prey through the territory of any tribe. They must still request permission from a tribal leader before hunting new prey in a territory that is not their own.

**Restrictions of the Clergy:** Ull's clerics are not permitted to over-hunt territories and must protect territories from being over-hunted. They cannot hunt for profit and cannot take more than they can use themselves.

**Rituals:** The first kill of the season is sacrificed to Ull and the hunting party drinks the blood from the fresh kill where it lies. The clergy engages in ritual hunts, whereby a mighty bear or stag is chosen and pursued until it is felled. Ull blot is held in the dead of winter, allowing those at the temple to trade and exchange necessary goods for meat and furs. Skiing and snowshoeing are popular competitions during these blots, as well as archery competitions. Ull's clerics pray for their spells at dawn, before the first hunt.

**Vestments:** Ull's followers dress appropriately for winter weather, wearing thick cloaks and clothing sewn from animal hides and pelts. They are never without a pair of snowshoes or a bow.

## Ull's Path of the Devout

**Devout Classes:** Barbarian, cleric, druid, fighter, hunter, and ranger.

**Devout Alignments:** Any non-evil

**Favored Weapons:** longbow

**Devout Oath:** The devout of Ull are subject to the restrictions of the clergy and can only eat meat that they have killed themselves.

**Devout Benefits:** Favored classes of Ull gain an inherent +1 attack bonus when using a bow (any type) in ranged combat.

## Lesser Avatar of Ull

CR 25

XP 1,640,000

N Medium outsider (aesir, avatar, native)

**Init** +16; **Senses** darkvision 120 ft., low-light vision, avatar senses; **Perception** +29

### DEFENSE

**AC** 49, touch 27, flat-footed 36 (+14 armor, +4 deflection, +12 Dex, +1 dodge, +8 natural)

**hp** 220 (20d10+20)

**Fort** +13, **Ref** +24, **Will** +18

**Defensive Abilities** avatar traits, rejuvenation; **DR** 15/epic; **Immune** cold; **Resist** acid 20, electricity 20, fire 20, sonic 20; **SR** 36

### OFFENSE

**Speed** 40 ft.

**Melee** +5 *aberration bane icy burst keen speed longsword* +33/+33/+28/+23/+18 (1d8+31 plus 1d6 cold/17-20 plus 1d10 cold)

**Ranged** *Longbow of the Northwinds* +33/+33/+28/+23/+18 (1d8+35 plus 1d6 cold/19-20/x3 plus 2d10 cold) or frost bolt +32 touch (10d6; once every 1d4+1 rounds)

**Spell-Like Abilities** (CL 20th; concentration +32)

At will – *control weather, glacial slide* (DC 31), *ice storm, icetomb* (DC 28), *northwind* (DC 25), *resist energy* (DC 24), *sleet storm, summon polar worm, whirlwind of ice* (DC 23)

**Sorcerer Spells Known** (CL 20th; concentration +32)

9th (7/day) – *glacial slide* (DC 31), *wish* (cold only, DC 31)

8th (8/day) – *form of the dragon III* (silver or white only), *polar ray*

7th (8/day) – *form of the dragon II* (silver or white only)

6th (8/day) – *form of the dragon I* (silver or white only), *freezing sphere* (DC 28), *icetomb* (DC 28)

5th (8/day) – *cone of cold* (DC 27)

4th (9/day) – *fire shield* (cold only), *ice storm, wall of ice* (DC 26)

3rd (9/day) – *northwind* (DC 25), *protection from energy* (cold only, DC 25), *sleet storm*

2nd (9/day) – *chill metal* (DC 24), *resist energy* (cold only, DC 24)

1st (9/day) – *endure elements* (cold only, DC 23), *whirlwind of ice* (DC 23)

0 (at will) – *ray of frost*

### STATISTICS

**Str** 38, **Dex** 35, **Con** 13, **Int** 15, **Wis** 23, **Cha** 22

**Base Atk** +20; **CMB** +32; **CMD** 53

**Feats** Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow)\*, Improved Initiative, Improved Precise Shot, Mobility, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Spring Attack, Weapon Focus (longbow)\*, Weapon Specialization (longbow), Whirlwind Attack (\*=bonus feat)

**Skills** Acrobatics +35, Climb +37, Handle Animal +29, Heal +29, Knowledge (nature) +25, Perception +29, Ride +35, Stealth +35, Survival +29, Swim +37; **Other Skills** Dexterity +25, Intelligence +15, Wisdom +19, Charisma +19

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; truespeech

**SQ** domain (winter)



**ECOLOGY****Environment** any**Organization** solitary**Treasure** special (*Longbow of the Northwind, +5 aberration bane icy burst keen speed longsword, +5 glamered greater shadow heavy fortification full-plate, belt of giant strength +6, boots of the winterlands, gloves of arrow snaring, ring of warmth*)

## Lesser Known Deities

### DELLING

*Demigod***The Shining One****Alignment:** Chaotic Good**Portfolio:** Beggars, dawn, drunks, wandering**Domain:** Chaos, Good, Luck, Sun, Travel

Delling is a burly looking god with chestnut hair who always appears half awake and groggily disheveled. He is an eternal wanderer, rising each morning with the dawn to seek whatever fortune the new day has in store for him. He is hopelessly irresponsible and loves to drink, thus setting the standard for his followers. Few of his faithful are able to settle in one place, keep a steady job, or provide any reliability. However, they are known for their good spirits, revelry, and general talent for making the worst situations mirthful.

### EIR

*Lesser God***She of the Open Hands****Alignment:** Neutral**Portfolio:** Alchemy, healing, physicians, restoration**Domain:** Community, Healing, Knowledge, Plant, Repose

Eir is the Norse goddess of the healing arts. She taught women the secrets of alchemical tonics and herbal poultices, the proper treatment of wounds, and the art of setting bones and tying sutures. Her priestesses are well renowned for their ability to make the wounded walk proudly back into battle and for chasing departed souls back from the dead. She is depicted in a threefold image, hers being as beautiful lover, a pregnant woman, and a crone.

### GEFJON

*Demigod***The Giver****Alignment:** Lawful Neutral**Portfolio:** Fertility, prophesy, trickery, virginity, women.**Domain:** Law, Omen, Seidhr, Strength, Trickery

Gefjon is an enigma among the gods, being a member of both the Aesir and Vanir tribes. She is also given the twin gifts of prophesy and virginity. All women who die virgins go to her hall. She is also a fertility goddess and provides strength for women in need during pregnancy. There are also many tales of her

cleverness, especially those involving her ability to outwit powerful kings. Gefjon appears as a young woman with somewhat elfish features. Her followers pray to her to protect their purity and also to help them have long happy marriages.

### MOD

*Demigod***The Blind One****Alignment:** Neutral**Portfolio:** Darkness, night, winter**Domain:** Darkness, Madness, Omen, Strength, Winter

Hod, son of Odin was the blind and somewhat dim god of winter, darkness, and the night. As prophesied, Loki will trick him into killing his brother Balder with a sprig of mistletoe. Hod will in turn be avenged by his brother Vali. Hod is patron to the blind and the insane, the downtrodden, the cast-outs of society that by their own misfortune shall never die a hero's death. Many of his followers believe the prophesy of the murder of Balder is necessary for their own redemption as is the fall of Valhalla whose doors are permanently shut to them and their kind.

### MIMIR

*Lesser God***The Wise****Alignment:** Neutral**Portfolio:** Lore, magic, secrets, wisdom**Domain:** Cosmic, Knowledge, Magic, Omen, Seidhr

Mimir is an ancient and wise being whose bloodline is of unknown origin. Following the exchange of the tribes, the Aesir sent Mimir to live with the Vanir as a hostage of peace, in exchange for Frey and Freya. The Vanir believed that the exchange was made in poor faith and so they cut off Mimir's head in retribution and sent it back to the Aesir. Odin preserved Mimir's head so he could seek wisdom from it and placed it next to Mimir's well. Mimir gives counsel to those seeking the truest forms of knowledge, magic, and wisdom, and the faithful pray for his enlightenment.

### SKADI

*Lesser Deity***She Who Avenges****Alignment:** Lawful Neutral**Portfolio:** Hunting, justice, righteous anger, vengeance, winter**Domain:** Balance, Law, Strength, War, Winter

Skadi is the wife of Njord, having chosen him for her consort for walking barefoot in the snow. She is worshiped as the goddess of winter and the hunt and as the goddess of justice, vengeance, and righteous anger. It is by her sentence that Loki was bound beneath the earth with a serpent dripping poison upon his face in payment for his crimes. She is commonly depicted as a young and attractive woman warrior carrying a longsword and wrapped in a thick elk skin cloak.



Shaina cautiously entered the tomb, holding her torch aloft and just ahead of her. The main entrance was too easy to find, like a baited trap for the unwary. It held the bones of previous adventurers scattered about its base, all of them picked clean by scavenging insects and other small creatures. She made her way down the open corridor, watching closely for signs of the first trap. There! In the shadows on the floor, a brick slightly out of place...

"An easy one to miss for the inexperienced," Shaina thought to herself. "That explains the remains out front."

Watching even more carefully than before, the lithe woman gently stepped past the trap and committed it to her memory so she would not forget it on the way out, especially if she was in a hurry.

"Now, straight down the corridor to the first right, followed by a left and onto where the passage splits in two directions," came the voice echoing in her head as she recalled Derek's words before he left.

She pulled a map from her knapsack and examined it carefully when she had ventured further into the tomb. The floor was littered with evidence of past tomb raiders, some as recent as a few days ago. Yet all was quiet as though each one had been swallowed up by some beast, never to be heard from again. Just thinking about Derek reminded her to be extra cautious. He had arrived ahead of her and he would not hesitate to double cross her again should the need arise.

Shaina refolded the map and put it back in her pack. Placing the torch on the floor near her feet, she traced her finger along a series of hieroglyphics on the wall ahead of her, feeling the stone, focusing on it. She tried to tell Derek that they should wait and get more information before rushing in, but the stubborn fool wouldn't listen. He had already spent precious gold for information that may or may not be truthful and he wasn't about to throw more coins away. If he had only waited a few more days...

An audible 'click' echoed down the passage as her fingers triggered the switch she was looking for. Startled at the loudness of the sound, Shaina jumped back into a defensive crouch, watching for signs of a trap. Slowly and with a grinding sound that seemed like thunder, a section of the wall slid to the side revealing a dark and narrow passageway leading down. So her information was correct; there was a passageway here. As she slid a piton out of her belt pouch and wedged it into the door so it couldn't close, she began to wonder how it was that Chryssa had known about the passage. One look at its cobweb filled passage was all she needed to realize that no one had been this way in a very long time. But yet Chryssa's instructions were very clear, as though she had used the passage before.

"I don't like this one bit," thought Shaina. "But if it gets me past most of the temple guardians, then the risk will be worth it."

Picking up her torch, she burned away the spider webs as she made her way down the stairs. Twice she had to stop and disarm a pressure plate before continuing. She was starting to believe that the Ancients had been more than a bit paranoid in their trapmaking...







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## Chapter Six: Magical Creations & Divine Artifacts

Magical items and relics are always a key component to fantasy role-playing games. Some of the items presented in this section are the direct result of divine creation and are not subject to the rules governing magic item creation found in the core books. Simply put, they are unique and mere mortals are not capable of creating items such as these. Divine artifacts possess incredible power and should be used sparingly in any campaign. Game masters who allow their players to use a divine artifact should be cautious and not allow the item to become an instrument of abuse that upends game balance and the overall enjoyment of their players. However, whenever appropriate, the

necessary prerequisites for creating items that are not divine artifacts have been included.

### MAGIC ITEMS

In an attempt to mimic their divine patrons, mortals have created items similar to, but less powerful than artifacts of the gods.

#### CADUCEUS, MINOR

**Aura** strong varied; **CL** 15th

**Slot** none; **Price** 168,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

This +3 *heavy mace* appears to be a winged ivory rod with two intertwined silver serpents. It grants the following powers:

- Wielder can cast *calm animals* at will, *command* 5/day, and *invisibility* 2/day.
- The wielder's base speed increases by 20ft.



## CONSTRUCTION

**Requirements** Craft Staff, Craft Magic Arms and Armor, *calm animals, command, expeditious retreat, invisibility*; **Cost** 84,000 gp.

## HAND PHYLACTERY

These items resemble small harnesses made of thick wire or leather that secure at the wrist and drape over the hand to cover either the back or the palm of the hand. A medallion, talisman, crystal or stone is mounted either on the back or the palm. Wizards enchant the *hand phylactery* much like a wand, and it holds a number of charges (50 max.) that power a single spell effect. Often, this is a touch range spell or one of the numerous “hand” spells, but (like wands) nearly any spell can be placed into the item. These items are very popular with most spellcasters because they can wear them without impeding their spellcasting ability. For Caster level and prerequisites, they are treated as wands, but require both the Craft Wand and Craft Wondrous Item item creation feats.

## MISTMAIL ARMOR

**Aura** faint conjuration; **CL** 3rd  
**Price** 2,250 gp; **Weight** 25 lbs.

## DESCRIPTION

The fine links of this +1 chain shirt form a pattern of roiling clouds.

On command once per day, the wearer can transform it into thick fog that fills his space and provides concealment (20% miss chance) for 3 minutes. This mist moves with the character. Effects that disperse the mist or destroy it cause the armor to reform into its solid shape on the character’s body, as does speaking the command word or entering a place where the fog-magic doesn’t function (such as underwater). If the character tries to don another suit of armor while the mistmail is in fog form, it reforms at the character’s feet.

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *obscuring mist*; **Cost** 1,250 gp

## NEFER AMULET

**Aura** faint enchantment; **CL** 8th  
**Slot** neck or wrist; **Price** 17,000 gp; **Weight** -

## DESCRIPTION

These small charms are usually made of gold and are worn around the neck, wrist, or ankle. They provide its wearer with a +2 luck bonus to all saves.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, divine favor; **Cost** 8,500 gp

## SHROUDS OF DISINTEGRATION

**Aura** strong transmutation; **CL** 15th  
**Slot** body; **Price** 6,600 gp; **Weight** 10 lbs.

## DESCRIPTION

These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, disintegrate; **Cost** 3,300 gp

## THYRSUS, MINOR

**Aura** moderate varied; **CL** 15th  
**Slot** none; **Price** 112,000 gp; **Weight** 3 lbs.

## DESCRIPTION

This oaken +5 *quarterstaff* with a pinecone shaped top and twined, silver ivy inlay possesses the following powers:

- Three times each day, the wielder can cast *inflict moderate wounds* and *transport via plants*.
- Five times each day, the wielder can cast *animate dead*.

## CONSTRUCTION

**Requirements** Craft Staff, Craft Magic Arms and Armor, *animate dead, inflict moderate wounds, transport via plants*; **Cost** 56,000 gp

## UDJAT FETISH

**Aura** faint enchantment; **CL** 8th  
**Slot** neck; **Price** 20,000 gp; **Weight** -

## DESCRIPTION

These gold talismans usually depict the Eye of Horus, and are tied to healing magic. The wearer gains a +2 bonus to all Heal skill checks, a +2 bonus to caster level for all healing spells, and a +1 bonus to each die rolled that heals damage.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *cure light wounds*; **Cost** 10,000 gp

## WEDJAT AMULET

**Aura** faint enchantment; **CL** 8th  
**Slot** neck; **Price** 19,000 gp; **Weight** -

## DESCRIPTION

These golden amulets depict the Lunar Eye of Ra and are a symbol of good fortune. The wearer gains a +2 bonus to saves against evil spells.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *protection from evil*; **Cost** 9,500 gp

## ARTIFACTS OF THE GODS

Nearly all gods possess items iconic to them. Below are many artifacts typically found with gods, or their agents.

## AEGIS, THE SHIELD OF REFLECTION

**Aura** strong abjuration; **CL** 20th  
**Slot** shield; **Weight** 15 lbs.

## DESCRIPTION

*Aegis* is a +5 *heavy mithral shield* with a smooth, mirrored surface. The image of a medusa’s head is etched into the surface of the shield and was given to Perseus by the goddess Athena. *Aegis* grants the following abilities upon those who wield it:

- The wielder is immune to petrification and all poisons.
- Gaze attacks are automatically reflected back at the source.
- The wielder of *Aegis* is continuously protected by an extraordinary spell turning effect.
- Three times each day, *Aegis* can glow brightly (as the daylight spell) for as long as the wielder desires.
- *Searing light* – 3/day



## DESTRUCTION

Aegis can be destroyed by being hit by a lightning thrown by Zeus, pierced by Poseidon's trident, or struck by the Scepter of Hades.

## APHRODITE'S STAFF OF MAGNIFICENCE

**Aura** strong transmutation; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This +5 *quarterstaff* is crafted of solid gold capped with a ruby roughly three inches in diameter which channels Aphrodite's power. The wielder is granted the following benefits:

- The wielder gains a +5 bonus to Charisma, and a +10 bonus to Charisma-based skill checks.
- The wielder is immune to mind-affecting effects.
- The wielder can cast the following spells: at will – *dispel evil*, *charm person*, *charm monster*, *hold person*, *hold animal*, *hold monster*, *holy aura* (wielder only), *holy smite*; 3/day – *prismatic sphere*, *prismatic spray*, *prismatic wall*

## DESTRUCTION

Aphrodite's Staff can be broken by a virgin of venerable age.

## APOLLO'S SILVER BOW

**Aura** strong evocation [good]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This favored weapon of Apollo, this elegant +5 *flaming burst composite longbow* is crafted of pure silver. It grants the following properties:

- No range limitations. If the wielder can see the target, it is subject to being hit.
- The wielder can cast *true strike* and *heal* at will.
- The wielder gains their full Strength bonus to damage.
- 1/day, turn a normal non-magical arrow into an *arrow of slaying* (any type)
- Once per day, upon a successful attack, the wielder may choose either of the following effects:  
*Maximized sunburst* (no save) or *maximized flame strike* (no save)

## DESTRUCTION

Apollo's Silver Bow can be destroyed by a stampeding herd of nightmares during a complete solar eclipse on the material plane.

## ARTEMIS' IVORY BOW

**Aura** strong evocation; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

Prized by Artemis, this elegant ivory +5 *icy burst composite longbow* is a twin to *Apollo's Silver Bow*. It grants the following properties:

- No range limitations. If the wielder can see the target, it is subject to being hit.
- The wielder can cast *true strike* and *greater invisibility* at will.
- The wielder gains their full Strength bonus to damage.
- Once per day, any non-magical arrow can function as a greater slaying arrow (any type).



- Once per day, a successful attack deals no damage, but affects the creature struck with baleful polymorph (no save).

## DESTRUCTION

Artemis' Ivory Bow is instantly destroyed if used by an aberration to slay 5,000 animals under the light of a single full moon.

## ATEF (THE WHITE CROWN [OF OSIRIS])

**Aura** strong conjuration [lawful]; **CL** 20th

**Slot** head; **Weight** 3 lbs.

## DESCRIPTION

This is a tall conical crown with red plums on each side. *Atef*, the *White Crown of Osiris* grants the following properties:

- +6 bonus to Charisma.
- If the wearer can channel energy, they do so as a cleric 6 levels higher. If not, the wearer gains the ability to channel energy as a 12th-level cleric.
- When worn, the *White Crown* allows the wearer to instinctively know the direction and distance to the *Book of the Ani*.
- The wearer can cast the following spells: At will – *bless*, *invisibility to undead*, *purify food and drink*, *shield of faith*; 5/day – *daylight*, *meld into stone*, *speak with dead*, *speak with plants*; 3/day – *antilife shell*; 2/day – *control weather*, *resurrection*; 1/week – *true resurrection*



## DESTRUCTION

Atef can be destroyed by an aberration with the ability to cast *unhallow* as an arcane spell.

## ATHAME OF INVOCATION

**Aura** strong conjuration [evil]; **CL** 19th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

The *Athame of Invocation* grants its owner a +2 profane bonus to the DC of all conjuration spells cast by the wielder. In addition, its owner can use it to draw blood as a substitute material component. The amount of blood necessary is 1 hp for each 50 gp value of the spell's listed component (minimum 1 hp). The *Athame of Invocation* is considered an unholy symbol and a divine focus.

## DESTRUCTION

This blade disintegrates if left on a hallowed altar of a good deity for one month.

## AXE OF THE ECLIPSE

**Aura** strong conjuration [shadow]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This weapon has a socketed axehead of meteoritic iron and a stout haft of solid gold encrusted in tiny mosaics of lapis lazuli. It is +5 *ghost touch speed handaxe*, granting the wielder the following abilities:

- +5 luck bonus to AC
- Spell resistance equal to the wielder's CR + 15.
- The wielder can cast the following spells: at will – *deeper darkness* (the Axe only, indefinitely), *faerie fire*, *glitterdust* (DC 17), *silence* (the Axe only, indefinitely), heightened (to 5th-level) and maximized *sleep* (DC 20), *starlight* (indefinitely); 3/day – *circle of Moonlight* (DC 20), *feeblemind* (DC 20); 1/day – *shadow walk* (DC 22), *silverskin*, *symbol* (insanity or sleep only)

## DESTRUCTION

This axe can be destroyed if exposed to sunlight for 1,000 hours without interruption. The shadow of a single blade of grass protects the axe from destruction in this fashion. Once destroyed, the axe leaves behind a pool of liquid adamantine.

## BELT OF UNPARALLELED MIGHT (BELT OF THOR)

**Aura** strong transmutation; **CL** 20th

**Slot** waist; **Weight** 10 lbs.

## DESCRIPTION

This deceptively heavy belt is worn by the Norse God Thor, doubling his Strength score, including other Strength increasing effects (magic items, rage, etc.). The wearer can also use their Strength instead of Dexterity when making thrown attacks.

## DESTRUCTION

This belt crumbles to dust after the wearer slays the Midgard Serpent.

## BOOK OF THE ANI (BOOK OF THE DEAD)

**Aura** strong necromancy; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This ancient *book* is three feet high, two feet wide, and five

inches thick and holds over three dozen dark adamantine plates with raised letters of gold. A large golden ankh is engraved on the cover, and the spine and binding appear to be hundreds of overlapping golden scarab shells.

The *book* contains many tales of the ancient past, including the "true" lost history of the creation of the gods, or at least that of which the gods would let mortal men know.... It also details the preparation and execution of the mummification rites and rituals. The *Book of the Ani* has the following properties:

- Any creature touching the book gains a +8 insight bonus to any channel energy DC. This only enhances pre-existing powers and does not grant that ability to those who do not have it.
- Any creature touching the book can automatically command any mindless undead it can see.

The Book contains the following spells, any ten of which can be used each day: *animate dead*, *antilife shell*, *bleed*, *bless water*, *consecrate*, *create greater undead*, *create undead*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *death ward*, *deathwatch*, *destruction*, *detect undead*, *dismissal*, *energy drain*, *final reward*, *gentle repose*, *greater restoration*, *hallow*, *harm*, *heal*, *hide from undead*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *lesser restoration*, *mass heal*, *raise dead*, *regenerate*, *restoration*, *restore life*, *resurrection*, *slay living*, *soul bind*, *speak with dead*, *stabilize*, *true resurrection*.

## DESTRUCTION

This tome can be destroyed by a corporeal undead casting a heal spell heightened to 9th level upon the book while in the middle of a maximized flame strike spell.

## BOOK OF THOTH

**Aura** strong conjuration; **CL** 20th

**Slot** none; **Weight** 10 lbs.

## DESCRIPTION

This ancient *book* is three feet high by two feet wide and three inches thick, and its pages are bone-white ivory plates with dark lettering burned into them. The image of an ibis, the moon, and an hourglass are etched into the cover. The *Book of Thoth* only contains two spells in it: *Restoration of Life* and *Tongue of the Beasts*.

## DESTRUCTION

The Book of Thoth is destroyed if a high priest of Set (cleric of 20th level or greater) casts either of the spells from within it. The spell still works.

## RESTORATION OF LIFE

**School** conjuration (healing); **Level** cleric 9

**Casting Time** 1 hour (must be read directly from the *Book of Thoth*)

**Components** V, DF (The Book of Thoth)

**Range** one mile

**Target** all dead and undead creatures

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

Restoration of Life is one of the most powerful spells in existence. As the caster desires, the spell can restore dead or undead creatures to life within a one-mile radius. This means that single individuals or even whole armies can be brought back to life on the battlefield. There is no limit on the number



that can be restored, save that their bodies be within the range of the spell. Furthermore, any undead caught in the effects of this spell may also be restored to their former living status with no saving throw to counteract it.

The amount of magic generated from the spell comes at a price, however. The person reading and casting this spell must voluntarily forfeit half of their class levels (rounded down), and rapidly age until the start of the next age category (see Chapter 7 of the Pathfinder Roleplaying Game Core Rulebook).

### TONGUE OF THE BEASTS

**School** conjuration (summoning); **Level** cleric 9, sorcerer/wizard 9

**Casting Time** 30 minutes (must be read directly from the *Book of Thoth*)

**Components** V, M (a small, lit candle and a tiny clay tower, both of which shatter upon casting), DF (The Book of Thoth)

**Range** one mile

**Target** you

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

*Tongue of the Beasts* grants the caster the ability to summon



the fishes in the sea and to understand and communicate with every beast and bird, provided they are within a one-mile radius of the caster while he reads directly from the *Book of Thoth*. The spell is similar to *tongues* in that the caster may understand several different languages but she may only speak one at a time. This spell does not enable vocal communication with creatures that have no spoken language nor does it create for them a predisposition towards the caster in any way.

This spell also acts as a *summoning* spell for any aquatic creature within the area of effect. Such creatures will feel compelled to travel towards the caster and render aid if so needed and requested. If the aquatic creature is unable to reach the caster after 1d6 hours, the summoning command disperses and they are free of any controls.

### BOW OF LIGHTNING

**Aura** strong evocation [chaotic]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

#### DESCRIPTION

Associated with Adad, this artifact is a typical Assyrian-styled composite longbow that fires a special missile. Once per round, when the bowstring is drawn, the *Bow of Lightning* spontaneously creates an arrow of electrical energy, that when fired exactly mimics the effects of a *javelin of lightning*. It can do this an unlimited number of times each day, but not more than once each round. This bow cannot fire normal arrows.

#### DESTRUCTION

This bow can be destroyed by a creature with at least two ability scores below 4 and two ability scores over 30.

### BREASTPLATE OF SPARKLING STONES

**Aura** strong conjuration; **CL** 20th

**Slot** armor; **Weight** —

#### DESCRIPTION

This magnificent cuirass is fashioned from the purest gold and studded with seven sparkling lapis lazuli stones. When Ishtar descended into Kur to confront her sister's might, this artifact was treated as two separate items by the Seven Hellgates. The Fourth Gate first stripped the stones from the breastplate and then the Sixth Gate removed the armor itself from Ishtar's breast. The *Breastplate* imbues its wearer with these powers:

- The *Breastplate* functions as a +5 *glamered heavy fortification breastplate*, but is absolutely weightless. This in turn allows the breastplate to have a maximum dexterity bonus of +8, an armor check penalty of 0, an arcane spell failure of 0%, a speed of 30 feet, and be considered light armor.
- The seven *Sparkling Stones* embedded into the *Breastplate* bestow upon Ishtar the following powers:  
At will — *air walk* (self only), *ethereal jaunt* (self only), *haste* (self only); 3/day — *circle of death* (DC 21), *heal*, *stoneskin* (self only), *summon nature's ally V* (always a dire lion)

#### DESTRUCTION

This armor can only be destroyed while worn by a commoner passing through the Seven Hellgates in order.



**CADUCEUS, ROD OF HERMES****Aura** strong transmutation [chaotic]; **CL** 20th**Slot** none; **Weight** 1 lb.**DESCRIPTION**

Originally created by Apollo and carried by Hermes, the *Caduceus* is a white rod with two winged serpents intertwined about its head and functions as a +6 *speed* *darkwood quarterstaff*. It grants the wielder the following powers:

- At will – *calm animals, freedom of movement, greater command, haste, heal, mislead, neutralize poison, remove curse*; 3/day – *gate, greater dispel magic, major image, reverse gravity, time stop, true resurrection*

**DESTRUCTION**

The Caduceus crumbles to ash if submerged in the blood of 100 creatures slain by disease.

**CORAL CLUB****Aura** strong transmutation [chaotic]; **CL** 20th**Slot** none; **Weight** 8 lbs.**DESCRIPTION**

This huge and misshapen +5 *speed* *vicious greatclub* appears to be grown from a single massive piece of coral. It is lighter and easier to wield than a typical huge wooden greatclub, being able to be properly utilized by a medium creature. The club deals five points of temporary Constitution damage with a successful hit, which disappears after 1 minute. The club grants the following abilities:

- At will – *control water, fog cloud, water walk*; 3/day – *control weather*

**DESTRUCTION**

The Coral Club shatters after being dropped from the top of a 100 mile deep pit that begins on the plane of shadows and ends on the plane of fire.

**CLOAK OF THE DRY WINDS (CLOAK OF TEFNUT)****Aura** moderate evocation; **CL** 20th**Slot** shoulders; **Weight** 3 lbs.**DESCRIPTION**

Woven from the finest lamb's wool and dyed the color of the desert sands, this cloak radiates a noticeably dry heat in a 10ft-radius while worn. The heat is bearable, but uncomfortable to all creatures within the 10 ft. radius, except the wearer. The rising heat blurs and distorts the wearer, providing him with 20% concealment, and a +5 bonus to all Fortitude saves against natural heat or cold dangers. In addition, the wearer gains the following magical powers:

- At will – *control winds*; 5/day – *horrid wilting, incendiary cloud*

**DESTRUCTION**

This cloak is destroyed if worn by a creature with the fire subtype that rests for a year and a day in an area of the purest cold (-200°F or below).

**CLOAK OF THE NIGHT (OF NEPHTHYS)****Aura** strong illusion [shadow]; **CL** 20th**Slot** shoulders; **Weight** 3 lbs.**DESCRIPTION**

This is a wispy, black *cloak* that seems to rustle in the breeze even when there is none. The *Cloak* grants the following abilities:

- The wearer gains a +4 bonus to Stealth checks (+10 at night).
- The wearer gains low-light and darkvision at a range of 60 ft. If the wearer already possesses one or both of these abilities, they double in effectiveness.
- The wearer can use the following spells: at will – *polymorph* (bat, kite, or raven only), *shadow evocation* (only between dusk and dawn), *shadow walk*; 5/day – *deeper darkness, haunted*; 2/day – *shadow tentacles*

**DESTRUCTION**

This cloak can be destroyed by the kiss of a creature composed of starlight and possessing a pure heart.

**CROWN-HELM OF SPIRITS (CROWN-HELM OF HEL)****Aura** strong necromancy [evil]; **CL** 20th**Slot** head; **Weight** 3 lbs.**DESCRIPTION**

This *helm* is constructed of adamantite and obsidian and has the following powers when worn:

- Allows the wearer's attacks benefit from the *ghost touch* weapon enhancement.
- Three times each day, as a standard action a red ray of light strikes out and captures the soul of the creature struck. This functions as *trap the soul* (DC 28). The Crown-Helm can hold any number of souls.
- The wearer can cast the following spells: at will – *enervation, repulsion*; 5/day – *create greater undead, energy drain, soul bind, weird*

**DESTRUCTION**

This helm is destroyed when buried upon the plane of shadows by a paladin of a sun deity.

**CROWN OF JUDGMENT****Aura** strong necromancy [evil]; **CL** 20th**Slot** head; **Weight** 3 lbs.**DESCRIPTION**

This crown was a gift from Hades to his wife, Persephone,



signifying her status as Queen of the Underworld. The crown is small and delicate, much like a tiara, and adorned with small gems reflective of her beauty. It grants the wearer the following powers:

- The wielder can cast the following spells: at will – *bane, death ward, deeper darkness, hold monster*; 3/day – *destruction, dictum, slay living*

## CONSTRUCTION

The crown of judgment can be broken if Hades releases Persephone from her vows.

## CROWN OF THE PLAIN

**Aura** strong divination; **CL** 20th

**Slot** head; **Weight** 3 lbs.

## DESCRIPTION

This device, known as the Shugurra in Sumerian, appears as a small seven-pointed copper star inlaid with lapis lazuli. The *Crown* was the first item taken from Ishtar at Ganzir, the First Hellgate leading into Kur. It bonds instantly to Ishtar's skin and can only be removed with her hand or a successful Strength check (DC 50). She most often places the star in the center of her forehead, where it glows brightly. It has the following powers:

- Constant – *true seeing*; at will – *daylight* (Crown only, unlimited duration); 7/day – maximized *searing light*; 3/day – *greater scrying*; 1/day – *prismatic sphere*

## DESTRUCTION

This crown can be destroyed if struck simultaneously by 6 maximized energy drain effects.

## DAGGER OF DEATH

**Aura** strong necromancy [evil]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Ereshkigal created and currently wields this lethal artifact. The *Dagger of Death* is an inconspicuous but masterfully crafted dagger with a dull, iron-gray blade. The hilt is carved from the blackened hipbone of a dead god, which is wrapped in the rubbery entrails of a demon to improve grip and precision stabs. It is a +5 *dagger* with these magic weapon special abilities: *distance, keen, returning, speed, and unholy*. In addition, the *dagger* allows Ereshkigal to use the following powers:

- Ereshkigal can make use of the death attack ability of assassins whenever she has the opportunity to sneak attack. She can do this instantly and does not need to spend the three rounds required to study her victim.
- The dagger grants the wielder sneak attack as a 20th-level rogue.
- When wielded by someone with Improved Feint, the wielder can feint as a free action once per round.
- The *Dagger* exudes a single dose of any poison Ereshkigal desires over its blade as a free action.

## DESTRUCTION

This dagger rusts into uselessness if unwillingly removed from Ereshkigal's, or one of her Avatar's, possession. A successful disarm combat maneuver does not fulfill this.

## DEATH MASK (OF ANUBIS)

**Aura** strong necromancy; **CL** 20th

**Slot** head; **Weight** 1 lb.

## DESCRIPTION

This dark, golden burial mask appears to have symbols engraved along the outer edges that continually shift and change. The face of the mask will shift to imitate the visage of its wearer. However, the eyes never change, as they constructed from solid black onyx. The *Death Mask* has the following properties:

- The wearer instantly knows of the existence and location of any corpse or grave within 100 ft.
- By touching a corpse, the wearer may receive a vision of its last 5 minutes of life.
- The wearer may cast the following spells: constant – *deathwatch, detect undead*; at will – *consecrate, gentle repose, invisibility to undead, sanctuary, speak with dead*; 5/day – *death ward, searing light*; 2/day – *antilife shell, glimpse of the reaper, final reward*

## DESTRUCTION

This mask explodes (dealing 250 points of raw divine damage in a 1 mile radius) if worn by a high priest of death while they ritually kill a high priest of life.

## DESHRET, THE RED CROWN (OF RA)

**Aura** strong abjuration [lawful]; **CL** 20th

**Slot** head; **Weight** 3 lbs.

## DESCRIPTION

This is a blood-red helmet with a tall golden frill. *Deshret, the Red Crown* has the following properties:

- The wearer is immune to fire-effects, and gains a +6 insight bonus to Armor Class.
- The wearer can cast the following spells: at will – *bless, command, magic weapon, and remove fear*; 5/day – *dispel evil, magic vestment, prayer, searing light*; 2/day – *blade barrier, greater command, holy word, righteous might*

## DESTRUCTION

This helm is destroyed if willingly given to an avatar of Set by a high priest of Ra.

## DIADEM OF EARTHLY MIGHT

**Aura** strong transmutation [earth]; **CL** 20th

**Slot** head; **Weight** 1 lb.

## DESCRIPTION

This divine artifact holds much of Enlil's mastery over the earth and stone. The lower "helm" part is constructed from beaten gold, while the upper portion consists of twelve mountain goat horns. It only functions when donned by Enlil or anyone he deems worthy. Should any other being attempt to wear it is subjected to a destruction effect (DC 20). Those who survive will discover that the *Diadem of Earthly Might* has become completely inert, rendering it useless (except for its material value). It grants the following powers:

- +8 enhancement bonus to Wisdom
- +20 bonus to Acrobatics and Climb checks
- The wearer can cast the following spells: constant – *true seeing*; at will – *detect chaos/evil/good/law, discern lies, meld into stone* (self only); 3/day – *flesh to stone, move earth, stoneskin, stone to flesh, transmute rock to mud*; 1/day – *earthquake, elemental swarm* (earth only), *horrid wilting, repel metal or stone*

## DESTRUCTION

The Diadem of Earthly Might can be destroyed if worn by



an elder earth elemental that stands under a waterfall for 6 months.

## EYE OF HORUS

**Aura** strong abjuration and transmutation [lawful]; **CL** 20th  
**Slot** neck; **Weight** 1 lb.

### DESCRIPTION

This large golden amulet, about the size of a human hand, depicts a single eye of a falcon. The *Eye of Horus* has the following properties:

- The wearer gains a +10 bonus to all skill checks involving avian creatures and creature with the air subtype.
- The wearer gains the use of the Alertness, Blind-Fight, Dodge and Improved Initiative feats when engaged in melee combat against an evil opponent. Bonuses do not stack if the wearer already has one or more of these feats.
- The wearer gains the following spell-like abilities: constant - *protection from evil*; at will - *aid*, *bless*, *sanctuary*; 5/day - *air walk*, *holy smite*; 3/day - *control winds*, *righteous might*; 2/day - *holy aura*

### DESTRUCTION

This amulet is destroyed if bitten by an awakened serpent that is a high priest of Set.

## EYE OF RA

**Aura** strong evocation; **CL** 20th  
**Slot** neck; **Weight** 1 lb.

### DESCRIPTION

This golden *amulet* is a symbol of Ra's power. The sun god commanded Sekhmet to wear it at all times and in all three of her forms. Its wearer gains the following abilities:

- Once per day, she can channel positive energy as a 20th

level cleric with the sun domain.

- At will - *searing light*; 5/day - *sunbeam*; 2/day - *sunburst*

### DESTRUCTION

The eye of Racan be destroyed by being immersed in darkness made manifest.

## FEATHERED COAT OF JOURNEYS

**Aura** moderate conjuration and transmutation; **CL** 20th  
**Slot** body; **Weight** 3 lbs.

### DESCRIPTION

This is a full-length coat that appears sheer but is made up of thousands of feathers of every type imaginable. The *Feathered Coat of Journeys* has the following powers:

- Damage reduction 30/bludgeoning.
- +5 deflection bonus to AC.
- The wearer can cast the following spells at will: *feather fall* (this ability is automatic if the wearer should lose consciousness), *fly*, *freedom of movement*, *pass without trace*, *plane shift*, *tree stride*; 5/day - *antiplant shell*, *commune with nature*, *death ward*, *liveoak*, *protection from energy*, *shambler*; 3/day - *shapechange* (falcon only)

### DESTRUCTION

If this coat fails to travel at least one mile each month, its powers faded. Should it remain unmoved for 100 years, it crumbles to dust.

## GARMENTS OF LADYSHIP

**Aura** moderate enchantment; **CL** 20th  
**Slot** body; **Weight** 3 lbs.

### DESCRIPTION

The clothes that Ishtar wears are of the finest quality and richest fabrics, and are always spotlessly clean with a sweet fragrance. At will, she can instantly (a free action) change





the appearance of her garments to suit both her mood and situation. She can look matronly in one instance, with long, modest robes covering her tall form, or she can appear clad in the unabashed silks and sheers of a temple prostitute in the next. Her *Garments of Ladyship*, which was the last artifact of hers to be taken by the Seven Hellgates as she passed into the underworld, allows her to do this, creating any apparel desired indefinitely. However, Ishtar cannot give away any part of her outfit, as the item separated would immediately disappear. The same applies if any of it is forcibly taken from her. The value of the glorious garb created peaks at 40,000 gp, 2,000 gp for the fabric alone, 8,000 gp for the furs, 10,000 gp for the jewel trim, and the remaining 20,000 gp for any jewelry. The *Garments* also grant the following powers as the need arises:

- +4 enhancement bonus to Charisma
- +5 resistance bonus to all saving throws
- The wearer gains the following spell-like abilities: 3/day – *dominate person*, *geas/quest*, *greater command*; 1/day – *mass charm monster*

## DESTRUCTION

These garments lose all their powers should they be separated from Ishtar, or an avatar of hers.

## GAUNTLET OF WAR (OF TYR)

**Aura** moderate evocation; **CL** 20th

**Slot** hand; **Weight** 1 lb.

## DESCRIPTION

This is a left-handed gauntlet of steel inlaid with golden runes. The gauntlet itself is immune to the effects of rust, corrosion, electricity or magnetism. The *Gauntlet of War* has the following powers:

- The wearer is immune to fear effects.
- The wearer can cast the following spells: at will – *bless weapon*, *cure moderate wounds*, *divine favor*, *freedom of movement*, *prayer*; 5/day – *fire storm*, *holy aura*, *holy sword*, *repulsion*, *wall of fire*; 1/week – *storm of vengeance*

## DESTRUCTION

This gauntlet becomes non-magical should it be worn by a coward as they engage in unsavory sexual acts.

## GIRDLE OF RAPTURE

**Aura** strong enchantment; **CL** 20th

**Slot** belt; **Weight** 1 lb.

## DESCRIPTION

The girdle resembles a light sash made of the finest gold weave with a variety of precious stones including diamonds, sapphires, rubies, emeralds and topazes. This divine artifact carries the full power of Aphrodite's allure, charm, and irresistible attraction. The wearer of this item is granted the following benefits:

- Immunity to all mind-influencing effects.
- +10 bonus to all Charisma based skill checks.
- The wearer gains the following spell-like abilities: 3/day – *mass charm monster* (no save), *mists of ecstasy* (wearer immune, no save); 1/day – *true resurrection*

## DESTRUCTION

This girdle is destroyed in a burst of harmless fire if born by a virgin female who dies of old age.

## GJALLAR, HORN OF THE WATCH

**Aura** moderate abjuration; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Heimdall's horn, *Gjallar*, is a large ram's horn inlaid with gold and emeralds. It possesses the following abilities:

- Possessor gains the Alertness and Combat Reflexes feats.
- +10 bonus to Perception and Sense Motive checks.
- Sounding the horn activates any one of the following spell-like abilities at a time: at will – *alarm*, *expeditious retreat*, *magic circle against chaos/evil/good/law*, *sound burst*, *shatter*; 5/day – *break enchantment*, *dismissal*, *repulsion*, *secure shelter*; 2/day – *mirage arcana*

## DESTRUCTION

If used by Loki, or a high priest of his, against a high priest of Heimdall's, this horn explodes with dangerous effect. All minions of Loki with 1,000 ft. must succeed on a Fortitude save (DC 35) or be cursed (-6 to all attack rolls, damage rolls, saves, skill checks, and ability checks). This curse can only be removed by Heimdall, one of his avatars, or one of his divine allies.

## GOAT ROD

**Aura** moderate abjuration; **CL** 20th

**Slot** none; **Weight** 4 lbs.

## DESCRIPTION

This possession of Enki appears as a plain wooden staff topped with a carved depiction of a goat's head, which serves to focus his already formidable arcane powers. The rod acts as a +5 *defending quarterstaff* (with the goat's head end inflicting 1d8 damage and the other end inflicting the usual 1d6 damage). It grants the Two-Weapon Fighting and Improved Two-Weapon Fighting feats when wielded in melee combat. The *Goat Rod* bestows the following additional properties to its possessor:

- +8 enhancement bonus to Intelligence
- +10 bonus to all Knowledge (arcana), and Spellcraft checks
- +5 deflection bonus to AC
- Spell resistance 35
- +4 bonus to caster level checks to penetrate spell resistance
- The ability to use the Enlarge Spell, Extend Spell, Maximize Spell, and Quicken Spell metamagic feats three times a day each, without advanced preparation or adjusting spell slot requirements, and in multiple applications if so desired.

## DESTRUCTION

The Goat Rod shatters if slammed against an altar of Enki while wielded by a high priest of Tiamat who has faked their death 25 times, leaving behind a grieving widow.

## GOLDEN ANKH OF EVERLASTING LIFE

**Aura** strong conjuration [healing]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This foot-long solid gold ankh is encrusted with many clear crystals and a number of precious stones. It has the following properties:



- The *Ankh* is the bane to all undead and any that touch the *Ankh* are affected as if struck by a *disruption* weapon.
- +10 bonus to all Heal skill checks.
- The possessor is immune to any magical aging attacks and ceases to age normally while touching the artifact.
- The wielder gains the following spell-like abilities: at will – *expeditious retreat*, *sleep*, *stabilize*, *virtue*; 5/day – *cure serious wounds*, *haste*, *temporal bolts*; 2/day – *heal*, *ripening*; 1/week – *restore life*

## DESTRUCTION

This ankh dissolves into mist if used by an illiterate medical practitioner immune to the effects of time.

## GOLDEN APPLES OF YOUTH

**Aura** strong conjuration [healing]; **CL** 20th

**Slot** none; **Weight** –

## DESCRIPTION

These golden skinned fruits are only found hanging from a lone apple tree deep inside a sacred grove in Asgard. The tree and the mystical grove are protected and cared for by Idunn, wife of Bragi, and child-like goddess of Spring and Youthfulness. Eating of just one apple grants the consumer the following effects:

- All toxins, diseases or maladies are purged from your body.
- Your hunger is sated and thirst is quenched for one day.
- Your body becomes 5 years younger.
- Once picked or fallen from the tree, the apples retain their magical properties for only one day. Idunn guards the apples and typically allows only gods to partake of the fruit. While she herself may not be particularly powerful, she may call upon any honorable Aesir to provide protection if needed. *Note: An individual may consume only one apple a day. Eating more than one grant no further beneficial effects.*

## DESTRUCTION

These apples can be destroyed just as normal apples. The tree from which they grow can be destroyed by raw divine energy.

## GOLDEN FLEECE

**Aura** moderate conjuration [healing]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This artifact of legend is the head and hide of a large male ram. The horns are of pure gold and the fleece itself is of a metallic golden hue. It is large enough to completely cover a medium creature, but its powers can work on any size creature. The *fleece* has the following powers and qualities:

- All toxins and diseases (including magical diseases) are purged from those who are covered by the fleece.
- By covering the target creature and making a successful Wisdom check (DC 20), the user may invoke the following abilities: 5/day – *heal*; 3/day – *regenerate*; 1/day – *resurrection*

## DESTRUCTION

The Golden Fleece is destroyed if used on a currently animated undead creature.

## GOLDEN SISTRUM OF MERRIMENT

**Aura** moderate enchantment and evocation [chaotic]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This sacred rattle is made of solid gold yet it resists any physical damage and never corrodes in any way. The handle is engraved with scenes of people dancing and singing. Its unearthly tones resonate clearly to all within 50 ft. regardless of any other background noise. The *Golden Sistrum of Merriment* is typically in Bast's possession and has the following properties:

- Any who approach within 30 ft. of the wielder must make a Will save (DC 20 + wielder's Cha bonus [if positive]) or be forced to immediately discard or sheath any weapons held. Victims of this power cannot draw or retrieve any weapons until they move out of the area.
- The wielder gains the following spell-like abilities: constant – *calm emotions* (50 ft., no save); at will – *dancing lights*, *ghost sound*, *hideous laughter*, *mirror image*, *neutralize poison*, *silent image*, *unseen servant*; 5/day – *secure shelter*, *sculpt sound*; 2/day – *irresistible dance*, *mirage arcana*

## DESTRUCTION

The Golden Sistrum of Merriment becomes completely non-magical should it be used as an instrument by a demonic avatar of Set while they slay a pregnant woman.

## GUNGNIR, SPEAR OF WRATH

**Aura** strong conjuration; **CL** 20th

**Slot** none; **Weight** 6 lbs.

## DESCRIPTION

The dwarves, to honor the All-Father, Odin, crafted *Gungnir*. Its shaft is made of extremely hard oak and it has an unusually broad head. It is a +5 *ghost touch keen returning speed spear*. The *Spear of Wrath* has the following additional powers:

- No range limit: as long as the wielder can see his target, he can hit it when throwing Gungnir.
- All successful attacks are automatic critical hits.
- Gungnir grants its wielder the Lunge feat.
- The wielder gains the following spell-like abilities: at will – *flaming sphere*, *ice storm*, *lightning bolt*, *true strike*; 5/day – *dismissal*, *prismatic spray*

## DESTRUCTION

Gungnir can be destroyed as a normal, yet magical and masterwork, spear if struck by Mjolnir.

## HAMMER & ANVIL OF THE FORGE

**Aura** strong transmutation; **CL** 20th

**Slot** none; **Weight** 5 lbs (hammer), 25 lbs. (anvil)

## DESCRIPTION

This is the hammer and anvil that Hephaestus uses to forge and craft his creations. Each item carries its own qualities, in addition to those when used together.

### Hammer:

- This heavy hammer is made of an unknown metal. Only Hephaestus or one he deems worthy can use it to forge, among other things, the weapons of the gods. If it is used in combat, it functions as a +10 *flaming burst shocking burst warhammer*, dealing 4d6 damage even though it is sized for medium creatures.
- If used to craft an item, the wielder gains a +10 bonus to all Craft checks.
- At will – *elemental swarm*



**Anvil:**

- Made from the same unknown metal as its counterpart, the anvil imbues the elemental powers of cold and/or energy (*icy burst*, *brilliant energy*) into objects that are forged upon it.
- *Protection from energy* (all types) – at will
- If used to craft an item, the wielder gains a +10 bonus to all Craft checks

**Hammer & Anvil Together:**

- When both objects are together, a complete smithy shop and forge are conjured from the essences of all elements and remain until no longer needed. Every known type of wood, metal, and glass is available for use to craft any known item.
- The being using the hammer and anvil immediately gains the knowledge, abilities, and bonuses of all item creation feats while he uses the forge and smithy. These benefits end upon the completion of his work.
- 1d6 Olympian Cyclopes are summoned to assist or guard the crafter while he works.
- The Difficulty Class of any attempt to craft an item is reduced to no greater than DC 30 due to the combined bonuses of each artifact.
- All required spells are provided when the hammer and anvil are being used to create magical items.

**DESTRUCTION**

The hammer and anvil are stripped of their powers, but not destroyed, if they come into contact with a sphere of annihilation.

**HELM OF ARBITRATION**

**Aura** moderate divination; **CL** 20th

**Slot** head; **Weight** 3 lbs.

**DESCRIPTION**

The *Helm of Arbitration* is made of pure silver and has twelve short decorative spires that encircle its brim like a crown. It is heavily engraved with runes that glow when the helm is worn. While worn, the helm grants the following abilities:

- The wearer gains a +2 sacred bonus to Wisdom.
- The wearer is given the right to pass judgment upon those tried. Those declared guilty are permanently marked with an arcane rune that can only be removed by powerful magic such as a *wish* spell.
- The wearer gains the following spell-like abilities: constant – *true seeing*; at will – *quicken zone of truth*; 3/day – *mark of justice*

**DESTRUCTION**

This helm explodes, dealing 100 points of divine damage to the wearer, and is destroyed should the wearer knowingly pass a guilty judgment upon someone who is innocent.

**HELM OF ETERNAL SUN**

**Aura** strong abjuration [lawful]; **CL** 20th

**Slot** head; **Weight** –

**DESCRIPTION**

The *Helm of Eternal Sun* is somewhat of a misnomer, as by all outward appearance it looks to be no more than a single ostrich plume. However when placed above the head of an individual, its true power is revealed. The plume erects itself and produces a shimmering translucent coat of atmospheric

energy that surrounds the wearer. The energy radiates light in a 30-foot-radius that repels creatures of chaotic nature. Chaotic creatures with less HD than the helm's wearer entering the radius must make a Fort save (DC 20 + the wearer's Charisma) or be forced out of the circle. Those that make the save aren't forced out, however they take 1d4 hit points of damage per round for as long as they remain inside the area of effect.

**DESTRUCTION**

The Helm of Eternal Sun can be destroyed if worn by a being of pure chaos that has never been exposed to any form of light.

**HELM OF HADES**

**Aura** strong abjuration; **CL** 20th

**Slot** head; **Weight** 3 lbs.

**DESCRIPTION**

This black helmet masks the wearer with an impenetrable cloak of invisibility, protecting him from being seen by divine (including the gods themselves), magical, or psionic means. The properties of the helm act as the spells *greater invisibility* and *mind blank* on a constant basis. Only in the most serious and dire of circumstances will Hades let this helm out of his sight.

**DESTRUCTION**

This helm is destroyed if consumed by Kronos.

**HORN OF THUNDER**

**Aura** moderate evocation; **CL** 20th

**Slot** none; **Weight** 1 lb.

**DESCRIPTION**

Adad's *Horn of Thunder* is a rather plain-looking bull's horn with a leather strap attached for convenient carrying. When sounded it produces the effects of a *horn of blasting* with the following differences:

- A 200-foot cone of sound issues from the *horn*, forcing all within this area to make a Fortitude saving throw (DC 20). Those who succeed are stunned for 2 rounds and deafened for 4 rounds. Those failing the saving throw take 20 points of sonic damage, are stunned for 4 rounds, and are deafened for 8 rounds.
- An ultrasonic wave 2 feet wide and 200 feet long issues from the horn. The wave weakens such materials as metal, stone, and wood. This effect deals 20 points of damage to objects within the area, ignoring their hardness.
- It is never in danger of exploding due to multiple uses.

**DESTRUCTION**

This horn is destroyed if used in an area of non-magical silence.

**HORNED HELM OF HEAVEN**

**Aura** moderate enchantment; **CL** 20th

**Slot** head; **Weight** 1 lb.

**DESCRIPTION**

This golden helm of Anu is conical in shape, sprouting three horns on each side that curve to touch points above the face of the wearer. It allows its possessor to emanate an almost tangible regal demeanor and provides the following powers:

- +4 enhancement bonus to Wisdom and Charisma
- Acid, cold, electricity, fire, and sonic resistance 20



- The wielder gains the following spell-like abilities: constant – *true seeing*; at will – *daylight* (the Helm itself, indefinite duration), *discern lies*, *enthrall* (no save), *fly*; 3/day – *break enchantment*, *greater dispel magic*, *greater scrying*, *greater teleport*; 1/day – *gate*

## DESTRUCTION

The Horned Helm of Heaven is destroyed if worn by a high priest of Tiamat, or any of the elder gods, while they commit regicide.

## JAVELIN OF THE TEMPEST

**Aura** moderate evocation [air]; **CL** 20th

**Slot** none; **Weight** 2 lbs.

## DESCRIPTION

This *javelin* is the most powerful artifact of the Olympian gods. Large and heavy, it can only be wielded properly by Zeus and his favorite daughter, Athena. If an avatar of Zeus possesses this weapon, then Zeus' own hand is helping guide it. The +10 brilliant energy holy keen returning shocking burst speed thundering javelin grants the following qualities and powers:

- Wielder gains damage reduction 30/epic
- Wielder is immune to all electrical-based attacks and damage
- All successful melee attacks with the javelin are automatic critical hits.
- No range limitations. If the wielder can see the target, it is subject to being hit.
- The wielder can, upon a successful hit, will the javelin to change into a 10d6 lightning bolt as it strikes the target (no saving throw allowed).
- The wielder gains the following spell-like abilities: at will – *control weather*, *discern location*, *true strike*; 3/day – *earthquake*, *righteous might*, *shield of law*, *storm of vengeance*, *whirlwind*; 1/day – *summon monster IX* (elder air elemental only), *summon nature's ally IX*

## DESTRUCTION

The Javelin of the Tempest is destroyed if used to slay a high priest of either Athena or Zeus, or is used to slay a child of either Athena or Zeus.

## KEY TO THE HELLGATES

**Aura** strong necromancy; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Ereshkigal is the original ruler of the netherworld and possesses the Key that unlocks the Seven Hellgates that lead into Kur. It is ornate in design, black in color, cast from meteoritic metal, and unbreakable. The Key to the Hellgates is also the embodiment of her rule over the underworld, which allows her to access several powers as detailed below (as cast by a 20th-level caster where applicable):

- +5 luck bonus to AC
- Spell resistance 25
- Cold and fire resistance 20
- The wielder gains the following spell-like abilities: at will – *animate dead*, *arcane lock*, *bestow curse* (DC 19), *contagion* (DC 19), *death knell* (DC 17), *detect evil*, *detect undead*, *deeper darkness* (the Key itself only), *knock*; 3/day – *control undead*, *create undead*, *dispel good*; 1/day – *create greater undead*, *gate*, *purge of darkness*

## DESTRUCTION

This key is destroyed if used to open all seven gates by a mortal that has returned 1000 creatures to life.

## KHEPERESH, THE BLUE CROWN (OF AMON)

**Aura** strong divination; **CL** 20th

**Slot** head; **Weight** 1 lb.

## DESCRIPTION

This regal crown appears as a sky-blue modius etched with a ram's horn design on the surface and surmounted by two large ostrich plumes. *Kheperesh, the Blue Crown* has the following properties:

- +6 increase to Charisma while worn.
- The wearer bears a glamour that causes all clothing worn to appear as the finest and richest quality.
- The wearer gains the following spell-like abilities: at will – *detect thoughts*, *enthrall*, *see invisibility*, *tongues*; 5/day – *quicken charm monster*, *magic circle against chaos/evil/good/law*; 2/day – *eyebite*, *geas/quest*, *phantom steed*

## DESTRUCTION

This crown is destroyed if worn by a high priest of Amon (or Amon-Ra) as they slay an innocent.

## KRUGEN, THE GIANT'S BANE

**Aura** strong all [lawful]; **CL** 20th

**Slot** none; **Weight** 8 lbs.

## DESCRIPTION

*Krugen* is Frey's mighty greatsword that he uses when fighting giants. The blade is covered with runes that are from a long forgotten Vanir language. It is a +5 brilliant energy giant bane intelligent dancing greatsword with the following qualities (as cast by a 20th-level caster where applicable):

- Int 21, Wis 19, Cha 15; AL: LN; Ego 33
- The sword can read all languages and read magic.
- The sword may communicate through telepathy or by speech in the following languages: Celestial, Common, Draconic, Dwarven, Elven or Sylvan.
- Wielder gains evasion (as the rogue ability).
- Krugen can Sense Motive +17 (10 ranks)
- The wielder gains the following spell-like abilities: constant – *locate object* (120 ft. radius); at will – *globe of invulnerability*, *haste*; 1/day – *cure light wounds* (wielder only)
- Special Purpose: Slay Giants
- Special Purpose Power: *disintegrate* (DC 16)

## DESTRUCTION

Krugen disintegrates if used by a giant high priest of Loki to slay an avatar of Frey.

## LASH OF SELKET

**Aura** moderate conjuration and necromancy; **CL** 20th

**Slot** none; **Weight** 5 lbs.

## DESCRIPTION

The *Lash of Selket* is a unique weapon that appears to be a cross between a whip, a flail, and a spiked chain. It has a chitinous texture and links similar to a scorpion's tail and its head is fashioned into an iron stinger. In function it is identical to a +5 spiked chain of speed except that it does both piercing and slashing damage and it only weighs 5 pounds. Those struck by the lash suffer from a brutal poison identical to the effects



of being stung by a Black Scorpion (see *Pathfinder Roleplaying Game: Bestiary 2* – poison—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 1d4 Str, 1d4 Dex, and 1d4 Con; cure 3 saves). In addition, the wearer gains the following powers:

- The wearer gains the following spell-like abilities: at will – *neutralize poison*; 5/day – *repel vermin*; 1/day – *creeping doom* (scorpions only)

## DESTRUCTION

The Lash of Selket becomes as brittle as paper and non-magical should it be used by an undead high priest of Apep or Set to slay 100 magicians with pure souls.

## Longbow of Battle

**Aura** moderate evocation [fire]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This is an over-sized longbow crafted from an unknown wood. Legend says Odin himself crafted the bow from a branch of the world tree, Yggdrasil. It is a +5 *axiomatic distance holy speed* composite longbow, adding the full Strength bonus (if any) of its wielder. The *Longbow of Battle* has the following powers:

- Hail of Arrows; if the wielder so chooses, any arrow notched (magical or mundane) is instantly consumed as soon as it is released. In its stead appear (10) +3 arrows, which can hit any target within a 10ft. radius of the target area. The wielder may choose which targets and the number of arrows each target receives. The wielder must still roll to hit each target as normal.
- Protection from arrows, flame arrow* – at will.

## DESTRUCTION

This bow rips itself from the grasp of its wielder should an arrow be fired from it and strike Yggdrasil. The bow merges into the tree, once again part of the world tree.

## Longbow of the Northwind

**Aura** evocation [air, cold]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This fantastic longbow was crafted from the antlers of a giant Asgardian stag and encrusted with blue crystals by Ull. It is a +5 *distance icy burst speed* composite longbow that has the following powers:

- The wielder is immune to cold damage and the effects of high winds.
- The wielder can move at her normal rate unimpeded through heavy snow or over ice.
- The wielder adds their full Strength bonus to damage with this longbow.
- The wielder gains the following spell-like abilities: at will – *chill touch, gust of wind, whispering wind*; 5/day – *freezing sphere, ice storm, wall of ice*

## DESTRUCTION

This bow is destroyed if placed within a flame of purest fire.

## Lyre of Ballads and Remembrance

**Aura** strong enchantment; **CL** 20th

**Slot** none; **Weight** 5 lbs.

## DESCRIPTION

This beautiful instrument of Bragi's was crafted from a single

branch of a yew tree. Its powers may only be used when playing the instrument and requires the possessor to have at least 15 ranks in the Perform (string instrument), Perform (sing) or Perform (oratory) skill before being able to activate the magic within it. The *Lyre* has the following powers:

- Possessor gains sonic resistance 20.
- +10 bonus to all Charisma-based skill checks while playing the instrument.
- The possessor gains the following spell-like abilities: at will – *charm monster, charm person, modify memory, suggestion*; 5/day – *legend lore, mass charm monster, mnemonic enhancer*; 3/day – *geas/quest, mage's lucubration, sympathy*

## DESTRUCTION

This lyre is destroyed should it be used to lead astray 1,000 travelers, resulting in their deaths due to exposure.

## Mace of Baleful Destruction

**Aura** transmutation [evil]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Originally the *War Mace of Erra*, this artifact came into the possession of Nergal when he subsumed the former's identity. This weapon has a cedar shaft and polished obsidian head. It functions as a +5 *flaming burst unholy heavy mace*. Nergal uses the *Mace of Baleful Destruction* and the *Sickle of Sorrow* in a two-weapon fighting style. It also bestows upon its wielder the following benefits and powers:

- +4 bonus to Strength and Constitution
- Acid, fire, and sonic resistance 20
- The Mace can cause terror in one's enemies in a similar manner to that of a *mace of terror*, except the effective range is 40 feet, the Will saving throw DC is 24, and Nergal suffers no permanent loss of Charisma when





terror is caused.

- The wielder gains the following spell-like abilities: at will – *chaos hammer*, *detect chaos*, *protection from law* (self only, indefinite duration); 3/day – *acid fog*, *stoneskin*; 1/day – *cloak of chaos*, *fire storm*

## DESTRUCTION

This mace shatters if used by a being pure of heart with the cold subtype to slay a high priest of Nergal.

## MACE OF HOLY BRILLIANCE

**Aura** moderate abjuration [fire, good]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This weapon of Balder's is constructed of oak and ivory with gold bands on the handle. It is a +5 *brilliant energy disruption ghost touch holy heavy mace* with the following special powers:

- The wielder gains the following spell-like abilities: at will – *daylight*, *invisibility purge*, *searing light*; 5/day – *heal*, *holy aura*, *holy word*, *symbol* (any); 1/week – *miracle*
- Can be used to invoke the sunbeam power, as if it were a *Sunblade*.

## DESTRUCTION

This mace loses all of its abilities should it be used against a non-evil undead creature.

## MASK OF DECEPTION

**Aura** faint illusion; **CL** 20th

**Slot** head; **Weight** 1 lb.

## DESCRIPTION

The mask is made of oak and brass; however when placed over the face it floats an inch away and moves with the wearer. When so placed, the mask becomes invisible and intangible but can be removed at will. A favorite of Loki's, the *Mask* has the following powers:

- +10 bonus to all Disguise skill checks.
- The wearer gains the following spell-like abilities: constant – *nondetection*; at will – *alter self*, *misdirection*, *mislead*, *modify memory*, *suggestion*; 5/day – *mass suggestion*, *seeming*, *veil*; 3/day – *shapechange*

## DESTRUCTION

This mask can be destroyed by Odin, one of his avatar's, or a high priest of Odin who is wielding *Gungnir*.

## MJOLNIR, HAMMER OF STORMS

**Aura** moderate evocation [electricity]; **CL** 20th

**Slot** none; **Weight** 16 lbs.

## DESCRIPTION

This powerful weapon is a large adamantine warhammer inscribed with silver runes. It is a +5 *giant bane mighty cleaving returning shocking burst speed thundering* weapon. Only those who are worthy and honorable may lift this mighty hammer. It requires 100 Strength to wield and has the following powers (as cast by a 20th-level caster where applicable):

- The wielder may throw the *Hammer of Storms* to a maximum range of 180ft. with no range penalties.
- If a critical hit is scored against a giant (when thrown only), the giant must make a Fort save (DC 28) or die. If the save is made the giant is still subject to normal

critical damage.

- The wielder gains the following spell-like abilities: at will – *call lightning*, *control weather*, *control winds*; 5/day – *chain lightning*, *whirlwind*, *wind walk*; 1/week – *storm of vengeance*

## DESTRUCTION

Mjolnir is destroyed if used to kill an avatar of Thor or Odin.

## NARMER, THE MACE OF WEPWAWET

**Aura** strong evocation; **CL** 20th

**Slot** none; **Weight** 16 lbs.

## DESCRIPTION

This monstrosly huge mace has a flame-like design etched along the length of the shaft and dark red leather rapped handle. Though a large +5 *wounding heavy mace of speed*, *Narmer* can be wielded as a medium one-handed weapon. *Narmer* has the following properties:

- Only a fighter, barbarian, or a cleric of a war-god can wield this weapon. All other who attempt to wield it gain one negative level and lose 4 points of Strength as long as they hold it.
- While holding *Narmer*, the wielder gains damage reduction 30/magic.
- All wielders gain the following spell-like abilities: at will – *bane*, *deathwatch*, *doom*, *hide from undead*, *sanctuary*
- The remaining powers are gained only by Outsiders who wield *Narmer*:





- Narmar gains the *brilliant energy* and *flaming burst* qualities.
- +4 to Strength.
- Outsiders gain these additional spell-like abilities: 5/day – *air walk, freedom of movement, invisibility purge, magic vestment*; 2/day – *destruction, heroes' feast, regenerate*; 1/week – *storm of vengeance*

**DESTRUCTION**

Narmar shatters if used to slay a healer who has taken a vow of peace outside of honorable combat.

**NECKLACE OF FELLOWSHIP**

**Aura** strong enchantment; **CL** 20th

**Slot** neck; **Weight** 6 lbs.

**DESCRIPTION**

This large gold oathing ring is worn about the neck. It represents the bonds between one's word and their tribe. The wearer of the necklace gains the Leadership feat even without the prerequisites, a +10 bonus to Diplomacy checks, and the following spell-like abilities.

- At will – *dominate person, lesser geas*; 3/day – *symbol of persuasion*

**DESTRUCTION**

This band bursts into flame (60 points of damage to wearer) if the wearer personally kills their cohort and all of their followers.

**NECKLACE OF THE MORNING & EVENING STAR**

**Aura** strong transmutation; **CL** 20th

**Slot** neck; **Weight** 1 lb.

**DESCRIPTION**

This necklace appears to be nothing more than a string of nine lapis lazuli beads, which was the third artifact to be deprived from Ishtar upon entering Kur. Its powers resemble the effects of these *loun stones*:

- Clear spindle
- Pale blue rhomboid
- Scarlet and blue sphere
- Incandescent blue sphere
- Pink rhomboid
- Dark blue rhomboid
- Vibrant purple prism
- Iridescent spindle
- Pale green prism

**DESTRUCTION**

This necklace is destroyed if cut by a blade made of the bones of a CR 20 or above outsider that died a true death after killing an avatar of any deity.

**NET OF DOOM**

**Aura** moderate transmutation; **CL** 20th

**Slot** none; **Weight** 6 lbs.

**DESCRIPTION**

Marduk used his *Net of Doom* to ensnare Tiamat, his greatest adversary, in the primeval battle between Chaos and Order. It appears as an ordinary enough fighting net, laced with jagged barbs and linked to a long tether to allow Marduk to control those trapped within its mesh. It is a powerful weapon that can render foes impotent in seconds and possesses the following properties:

- +5 net
- Maximum range of 50 feet with no range penalties (even to its maximum range). Can entangle one creature of any size (it grows magically in dimension to envelop creatures bigger than Large size).
- The *Net* never suffers the penalty of being unfolded, as it automatically (effectively a free action) refolds itself after each throw.
- Creatures caught within the folds of the *Net of Doom* are pinned (no opposed grapple check allowed). This means the victim cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a light melee weapon, or attempting to break free from the *Net*. In addition, victims do not threaten any area and lose any Dexterity bonuses to AC.
- Those trapped automatically suffer 2d6+5 points of damage each round (on Marduk's turn), due to the jagged barbs that magically work their way into the trapped individual's flesh. To escape, a trapped victim may attempt an Escape Artist check (DC 35) or a Strength check (DC 40). It has 90 hit points should one attempt to damage the *Net* itself in order to escape.

**DESTRUCTION**

The *Net of Doom* is destroyed if used to pin an avatar of Marduk.

**PIPES OF PERSUASION**

**Aura** strong enchantment; **CL** 20th

**Slot** none; **Weight** 1 lb.

**DESCRIPTION**

This large set of pan pipes contains twelve separate reeds bound and woven together with catgut. When played, they grant the performer a +10 sacred bonus to all Perform skill checks. In addition, it can be used to produce a number of different spell-like abilities:

- At will – *charm monster, fear, sculpt sound, sleep*; 3/day – *dominate person, song of discord, sympathetic vibration*; 1/day – *irresistible dance, mass charm monster*

**DESTRUCTION**

The Pipes of Persuasion are destroyed automatically should a user successfully affect an avatar of Pan with any of the Pipes abilities.

**PLUME OF INQUISITION**

**Aura** moderate divination; **CL** 20th

**Slot** none; **Weight** 3 lbs.

**DESCRIPTION**

This artifact is a large ostrich plume of scintillating colors that is used to weigh the truth of a man's soul. When it is placed upon a scale and found to weigh less than a man's heart, he is found to be true and permitted to enter into the realm of Osiris. Upon her command, Maat can instantly teleport the soul of one she has judged with the feather to any location in the cosmos. She also gains the benefits of a *sanctuary* spell regarding those she has judged. In addition, the bearer of the *plume* can use the following spell-like abilities:

- At will – *detect chaos/evil/good/law, detect thoughts*; 5/day – *legend lore, true seeing*; 3/day – *atonement*



## DESTRUCTION

Should the Plume of Inquisition be used to judge an empty soul, it turns to lead and loses all its powers.

## QUIVER OF EROS

**Aura** strong transmutation [chaotic]; **CL** 20th

**Slot** none; **Weight** 3 lbs.

## DESCRIPTION

This leather quiver appears to be unremarkable and plain. It serves as an extradimensional storage space capable of holding 150 arrows and a single bow of any size. The real magic of this item comes into play when non-magical arrows are placed into the quiver, and are changed into either lead-tipped or gold-tipped enchanted arrows overnight (50% chance). In addition to a +5 enhancement bonus, the arrows possess the following properties:

- Golden: Any subject successfully hit becomes *smitten* to the first person or creature they lay eyes upon.
- Lead: Any subject hit by one of these arrows is subject to *aversion*.

## DESTRUCTION

The Quiver of Eros is destroyed should the wearer be struck by both a golden and a lead arrow in the same round, by themselves.

## REVENANT: THE HAND OF VENGEANCE

**Aura** strong necromancy [death]; **CL** 20th

**Slot** neck; **Weight** 2 lbs.

## DESCRIPTION

This pitch-black, mummified human hand hangs on a thick leather cord and is worn around the neck like a necklace. The wearer of the *hand* permanently radiates the effects of a *zone of truth* spell. Any person she gazes upon must make a Will save (DC 20 + wearer's Charisma modifier). If the target fails, the wearer instantly knows if they have ever killed an innocent person or creature. The *hand's* wearer can also cast *finger of death* (DC 30 + wearer's Charisma modifier) three times per day as a gaze attack with a modified effect that makes the victim feel like he is being strangled. The wearer can choose to extend the effect of the spell, painfully drawing out the death of the victim over several rounds.

## DESTRUCTION

Revenant is destroyed if its finger of death power is used against an innocent creature.

## ROBE OF SHADOW'S EMBRACE

**Aura** strong illusion [shadow]; **CL** 20th

**Slot** body; **Weight** 1 lb.

## DESCRIPTION

At will, the wearer of the *Robe of Shadow's Embrace* can surround herself with an inky veil of shadow that shrouds both her appearance and location, and bestows the following abilities upon its wearer:

- 50% concealment against attackers and prevents anyone from determining her physical features or characteristics.
- +10 bonus to Stealth checks
- The wearer can *shadow walk* (as the spell) three times each day.

## DESTRUCTION

This robe is destroyed should its wearer be completely

unable to hide themselves.

## ROBE OF WATERS

**Aura** strong transmutation; **CL** 20th

**Slot** body; **Weight** 3 lbs.

## DESCRIPTION

As the Master of the Abzu, Enki dons the *Robe of Waters* to control and harness the powers of the subterranean freshwater realm he rules. This fine garment is a blue pleated silk robe that constantly issues forth fresh water from its sleeves as dictated by Enki's whims. This power is akin to the properties of a *decanter of endless water* that only creates fresh water. The *robe* also allows Enki to access the following powers:

- +20 bonus to Swim checks
- Cold resistance 20
- The wielder gains the following spell-like abilities: at will – *charm animal*, *control water*, *freedom of movement* (self only, indefinitely), *solid cloud*, *speak with animals*, *speak with plants*, *water breathing* (self only, indefinitely), and *water walk* (self only, indefinitely); 3/day – *awaken* (animals with swim speeds only), *quench*, *repel wood*, *rusting grasp*, *transmute rock to mud*; 1/day – *elemental swarm* (water only), *horrid wilting*, *repel metal or stone*

## DESTRUCTION

The Robe of Waters is destroyed if used by a creature with the earth and fire subtypes to slay an avatar of a deity with the water domain.

## RING OF SORCERY

**Aura** strong all; **CL** 20th

**Slot** ring; **Weight** -

## DESCRIPTION

The *Ring of Sorcery* is a dazzling gold band covered with mystical incantations etched in cuneiform. It was removed from Ishtar's hand at the Fifth Hellgate. It benefits only sorcerers and gives its wearer the following abilities:

- Spell resistance equal to sorcerer level +15.
- +2 bonus to the save DC's of all the wearers spells
- 1 extra sorcerer spell known each level

## DESTRUCTION

This ring is destroyed if tossed into a pit of hellfire and left there for a year and a day.





**ROD AND RINGS OF THE NIGHT**

**Aura** moderate enchantment, illusion, and necromancy [evil, shadow]; **CL** 20th

**Slot** none; **Weight** 2 lbs.

**DESCRIPTION**

This pair of talismans appear as black metal rings about six inches in diameter attached to foot-long slender bars. They are considered a single artifact (as one does not function without the other) but must be held in each hand to use the following powers:

- Darkvision with a range of 240 ft.
- Blindsight with a range of 120 ft.
- The wielder gains the following spell-like abilities: at will – *deeper darkness* (Rod and Ring itself only, indefinite duration); 3/day – *nightmare*, *phantasmal killer*, *summon monster IV* (fiendish giant owl [as giant eagle]), *vampiric touch*; 1/day – *shadow walk*, *summon monster VIII* (1d4+1 succubus), *weird*

**DESTRUCTION**

If exposed to the light of two different stars, these artifacts are destroyed, but only if one is held by a high priest of a chaotic evil deity, and the other held by a high priest of a lawful good deity.

**ROD OF LAPIS LAZULI**

**Aura** moderate necromancy; **CL** 20th

**Slot** none; **Weight** 1 lb.

**DESCRIPTION**

This rod is a baton of smooth, solid lapis lazuli three feet in length and approximately one inch thick. Ishtar often uses the *Rod* to curse individuals who anger her, especially those men who deny her sexual advances. It is also completely unbreakable and can be used as a *+5 heavy mace of brilliant energy*. It was stripped from her at the Second Gate of Kur. The *Rod of Lapis Lazuli* grants these powers:

- At will – *bestow curse*, *shatter*; 2/day – *greater teleport*; 1/day – *destruction*, *resurrection*

**DESTRUCTION**

If used to curse or resurrect a sworn enemy of Ishtar, this rod becomes as brittle as sandstone, and shatters at the lightest of bumps.

**ROD OF THE ELEMENTS**

**Aura** moderate conjuration and transmutation; **CL** 20th

**Slot** none; **Weight** 1 lb.

**DESCRIPTION**

This three-foot-long rod of dark oak is crowned with a gold pyramid-shaped tip. Each side of the pyramid has a large jewel that corresponds to one of the four elements. Favored by Sobek, the *Rod of the Elements* has the following properties:

- The wielder gains the ability to channel energy a number of times per day equal to 1 + their Charisma modifier (minimum 1/day), but only against creatures with the air, earth, fire, or water subtypes.
- The wielder gains the ability to speak aquan, auran, ignan, and terran.
- The wielder gains the following spell-like abilities: constant – *resist energy* (acid, cold, electricity, fire); at will – *bless water*, *curse water*, *endure elements*,

*magic stone*, *produce flame*, *wind wall*; 5/day – *control water*, *control winds*, *flame strike*, *stone shape*; 2/day – *elemental swarm*

**DESTRUCTION**

The Rod of Elements can be destroyed by an avatar of all four elements.

**SANDALS OF THE VOYAGER**

**Aura** strong conjuration; **CL** 20th

**Slot** feet; **Weight** 1 lb.

**DESCRIPTION**

These are an ordinary-looking pair of leather, roman-style sandals. After slipping them on, the wearer feels as if she is floating an inch above the ground. While worn, the possessor may tread upon any surface as if on solid ground. The wearer may negate this ability at will. Favored by Njord, the *Sandals of the Voyager* have the following powers:

- The wearer is immune to the effects of high winds.
- The wearer is always sure-footed and gains a +10 bonus to Acrobatics checks.
- The wearer gains the following spell-like abilities: at will – *blur*, *cat's grace*, *endurance*, *expeditious retreat*, *freedom of movement*, *jump*, *pass without trace*, *whispering wind*; 5/day – *dimension door*, *find the path*; 2/day – *greater teleport*

**DESTRUCTION**

These sandals are destroyed if the wearer is imprisoned (as *imprisonment*) by the avatar of a deity of earth.

**SAW OF SUN**

**Aura** moderate evocation; **CL** 20th

**Slot** none; **Weight** 2 lbs.

**DESCRIPTION**

Shamash is almost never without his well-used, serrated pruning-saw. As he is so attuned to it, the *Saw* only functions in his hands or one he deems worthy. Any unauthorized being attempting to wield it is subjected to a *destruction* (DC 20) effect.

Those who survive will discover that the *Saw* becomes nonmagical, rendering it practically useless, but masterwork. It functions as a *+5 speed short sword* with a triple *wounding* magic weapon special ability. It grants the following spell-like abilities:

- At will – *continual flame*, *daylight* (the *Saw* only), *heat metal*, *solar wind*; 7/day – *heightened* (9th-level) *maximized sunburst*

**DESTRUCTION**

The Saw of Sun is destroyed if used by a being of pure chaos to slay an avatar of Shamash.

**SCARAB OF CHAOS**

**Aura** strong conjuration and transmutation [chaotic]; **CL** 20th

**Slot** neck; **Weight** 1 lb.

**DESCRIPTION**

This metal scarab amulet is usually worn around the neck. If any Lawful or Good creature should wear it for more than 5 minutes it acts as a *scarab of death*. Favored by Set, the scarab has the following properties:

- The wearer gains a +10 bonus to all Charisma-based



skill checks when dealing with chaotic/evil creatures.

- Twice a day, the scarab can transform into a giant stag beetle of maximum hit points, becoming an amulet again if killed.
- The wearer gains the following spell-like abilities: constant – *protection from law*; at will – *bleed*, *cause fear*, *confusion*, *detect poison*, *entropic shield*.; 5/day – *darkness*, *dispel law*, *undetectable alignment*; 2/day – *animate objects*, *create undead*, *insect plague*, *word of chaos*; 1/week – *cloak of chaos*

## DESTRUCTION

The Scarab of Chaos is destroyed if a living, Lawful Good creature survives itself scarab of death effect.

## SCEPTER OF HADES

**Aura** moderate necromancy [evil]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This is a large, heavy black oak scepter with an iron eagle's head adorning the top that Hades uses against the undead who challenge his rule. Due to the size of the scepter, it functions as a +5 *dancing disruption ghost touch heavy mace*, with the additional power:

- The wielder can invoke *trap the soul* upon a successful hit. The scepter has a limit of four souls that can be contained within the confines of its dweomer. There is no saving throw allowed, but spell resistance does apply.

## DESTRUCTION

The Scepter of Hades becomes a mundane mwk heavy mace should it be used to slay an avatar of Hades on the same round it is taken from the avatar.

## SCEPTER OF THE COSMOS

**Aura** strong conjuration and transmutation; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Anu wields the solid gold scepter of his office as ruler of the gods. It acts as a +5 *axiomatic dancing defending disruption flaming burst holy mighty cleaving speed wounding heavy mace*. It also only functions in the hands of Anu or anything he deems worthy. Any unauthorized creature attempting to wield the Scepter is subject to a *destruction* (DC 20) effect. Those who survive will discover that the *Scepter* becomes nonmagical, rendering it practically useless, but masterwork. It grants the following spell-like abilities:

- Constant – *foresight* (self only); 3/day – *banishment*, *harm*, *heal*; 1/day – *destruction*, *meteor swarm*, *resurrection*, *temporal stasis*, *time stop*

## DESTRUCTION

The Scepter of the Cosmos is destroyed should it be held by a being that has destroyed one or more planes.

## SCEPTER OF THE LUNAR PASSAGE

**Aura** moderate transmutation; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

The head of this silver and bronze scepter carried by Khonsu depicts an hourglass design and the symbol of the Wedjat (the lunar eye of Ra). The scepter functions as a

+5 *axiomatic disruption ghost touch light mace*. It has the following properties:

- At night or in darkness, the *scepter* glows with a silvery-white faerie fire. This dispels all magical darkness in a 20ft. radius.
- The wielder gains a +4 bonus to attack rolls against lycanthropes.
- During the nights before, of, and after a full moon, the wielder may call upon the moon god to grant him a double-strength *bless* spell which persists until the next full moon. These bonuses stack with all others.
- The wielder gains the following spell-like abilities: at will – *glitterdust*, *silence*, *silverkiss*; 5/day – *temporal bolts*; 3/day – *circle of moonlight*; 2/day – *lunar veil*

## DESTRUCTION

The Scepter of Lunar Passage can only be destroyed by itself.

## SCEPTER OF THE STARS (OF NUT)

**Aura** moderate conjuration; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This is a light and elegant +5 *dancing ghost touch shocking burst morningstar* crafted from an unknown ore. It has the following properties:

- While under starlight, gain low-light vision.
- When the stars are visible, the wielder gains a +10 bonus to Survival skill checks.
- *Cone of Stars (Sp)* Twice a day, the wielder can unleash a 60 ft. cone of bright sparks which blind and burn those in its area. Effected creatures suffer 3d6+12 damage and are blinded for 2d4 rounds. A successful Reflex save (DC 19) halves the damage and negates the blindness.
- The wielder gains the following spell-like abilities: at will – *dancing lights*, *entropic shield*, *faerie fire*, *guidance*; 5/day – *darkness*, *searing light*, *silence*; 3/day – *break enchantment*, *circle of moonlight*; 1/day – *astral projection*

## DESTRUCTION

The Scepter of the Stars can be destroyed when wielded by an unnatural entity that uses it to slay a creature that exemplifies the perfection of natural existence.

## SEAT OF DIVINE JUSTICE

**Aura** moderate divination [lawful]; **CL** 20th

**Slot** none; **Weight** 300 lbs.

## DESCRIPTION

Shamash's *Seat of Divine Justice* is a beautiful throne carved from a single piece of fine stone taken from Mount Mashu. While this artifact appears not to be extremely mobile, Shamash has the power to "call it in" from wherever it was previously with but a word (a free action). It does, however, take five rounds to fully materialize, become operational, and allow Shamash to benefit from its powers. He calls it in most often when he is requested to arbitrate a dispute or when he feels he could do with some additional divine showmanship. The powers that this artifact offers can only be accessed when seated upon it. These powers are:

- +15 bonus to Profession (judge) checks
- Those using the Seat gain the following spell-like abilities: constant – *true seeing*; at will – *daylight* (the



Seat only), *detect chaos/evil/good/law, discern lies, divine arbitration*; 3/day – *banishment, greater scrying, mark of justice, order's wrath*; 1/day – *imprisonment*

## DESTRUCTION

The Seat of Divine Justice crumbles to dust should the being seated knowingly pass false judgment upon those before it.



## SHIELD OF SECURITY

**Aura** strong abjuration; **CL** 20th

**Slot** shield; **Weight** 3 lbs.

### DESCRIPTION

The *Shield of Security* appears to be a heavy wooden shield with cast iron fittings. However it is very lightweight and does not impede spellcasting. It is a +5 *animated arrow deflecting heavy fortification heavy wooden shield* favored by Sif with the following powers:

- The shield is considered weightless and does not contribute to encumbrance.
- The wielder gains the following spell-like abilities: at will – *consecrate, create food and water, deathwatch, glyph of warding, magic circle from chaos/evil/good/law, sanctuary, status.*; 5/day – *greater glyph of warding, hallow, repulsion*; 2/day – *heroes' feast*

### DESTRUCTION

The Shield of Security breaks in half, powerless, should it be used in the defense of those who should rightfully fall.

## SICKLE OF SORROW

**Aura** strong necromancy [evil]; **CL** 20th

**Slot** none; **Weight** 2 lbs.

### DESCRIPTION

Nergal is infamous for his *Sickle of Sorrow*, used by him to harvest the souls of mortals. It is a rather ordinary looking sickle with no outward sign of its nefarious function. However, should anyone other than Nergal, his wife Ereshkigal, their divine subordinates, or one who is deemed worthy is subjected to a *destruction* (DC 20) effect.

Those who survive this onslaught then discover that the *Sickle* immediately vanishes; it instantaneously transporting itself to Nergal's waiting hand, no matter where he is in the cosmos. Nergal often leaves the *Sickle* lying around for an enemy to find it, in an attempt to use its *destruction* power on that hapless victim.

It functions as a +5 *ghost touch keen returning throwing unholy vorpal sickle*, granting the following spell-like abilities:

- At will – *hide from undead* (self only, indefinite duration); 3/day – *antilife shell, unholy blight*; 1/day – *antipathy, circle of death, soul bind* (no save)

### DESTRUCTION

The Sickle of Sorrow is destroyed should it be used to slay a being that is not yet fated to die.

## SKIDBLADNIR, THE FOLDING LONGSHIP

**Aura** strong transmutation; **CL** 20th

**Slot** none; **Weight** -

### DESCRIPTION

*Skidbladnir* was created by the dwarven brothers Brokk and Sindri, the sons of Ivaldi. A truly wondrous creation, this beautiful, gold-inlaid Viking longship can hold all the gods, their weapons and their steeds for a journey of any duration. *Skidbladnir* has the following powers:

- The owner, with a command word, can cause the ship to fold in upon itself until it is no larger than a human fist. Repeating the command word reverses the process.
- The *Folding Longship* travels twice the speed of a normal longship under similar conditions and can cut through solid earth as easily as the waves.
- Regardless of weather or magic, *Skidbladnir* always has a favorable wind.
- The ship has fire resistance 50 and hardness 30.

### DESTRUCTION

*Skidbladnir* can be destroyed by an deity of the Norse pantheon using their signature weapon.

## SOLAR CHARIOT

**Aura** moderate abjuration [fire]; **CL** 20th

**Slot** none; **Weight** 200 lbs.

### DESCRIPTION

This wheeled vehicle is made of solid gold and in the style of the later Neo-Assyrian period. It has large eight-spoke wheels that are socketed to an axle located at the rear of the chariot, for improved maneuverability. The *Chariot* is driven by Shamash's son, Bunene, while drawn by a team of four divine horses. It also offers the following powers:

- Flies at a speed of 100 feet with a good maneuverability (even without the horse team).
- Considered weightless for purposes of carrying capacity.
- +5 bonus to AC for its occupants.
- +4 bonus to Reflex saving throws for occupants.
- Cold and fire resistance 30 for its occupants.
- Spell resistance 35 for its occupants.
- Triple-strength *daylight* (180-foot radius) at will (the Chariot itself only, indefinitely)

### DESTRUCTION

The Solar Chariot can be smashed by the hooves of the horses which pull it only at the command of Bunene.



## SPEAR OF RAGING

**Aura** strong evocation [chaotic, fire]; **CL** 20th

**Slot** none; **Weight** 9 lbs.

### DESCRIPTION

Crafted from the heart of a meteor by Ares, this *+5 anarchic speed wounding shortspear* cannot be damaged or broken.

The spear grants the following powers to the wielder:

- +10 bonus to Intimidation skill checks.
- +5 luck bonus to Armor Class
- The wielder gains the following spell-like abilities: at will – *bane, protection from good, ray of enfeeblement*; 3/day – *berserker rage*; 1/day – *meteor swarm*

### DESTRUCTION

This spear can be broken by an avatar of a deity of peace.

## SPEAR OF THE STORM

**Aura** moderate conjuration and evocation [air]; **CL** 20th

**Slot** none; **Weight** 9 lbs.

### DESCRIPTION

This *spear* allows Adad mastery over the thunderstorm. As the wielder wishes, it appears as a heavy lance, javelin, longspear, or shortspear, with the following enhancements: *+5 anarchic keen returning shocking burst thundering*. In any form it is a glorious weapon enveloped in crackling blue electricity, filling one's nostrils with the smell of ozone. Regardless of form, it deals 1d8 base damage with a x3 critical multiplier, and can always be wielded with one hand. It also allows Adad and any mount he rides to *fly* (as the spell). In addition to the above, the *Spear of the Storm* has the following powers:

- No range limitations, if the wielder can see the target, it is subject to being hit when thrown.
- Immunity to electricity and sonic attacks
- Cold resistance 20
- The wielder gains the following spell-like abilities: at will – *feather fall* (wielder only), *true strike* (the Spear only); 6/day – *call lightning*; 3/day – *chain lightning, control weather, eye of the storm* (the Spear only), *iron body, maximized thunderbolt*; 1/day – *storm of vengeance*

### DESTRUCTION

The Spear of the Storm can be snapped like a twig by any creature with a Strength and Charisma of 3 or less, and an Intelligence and Wisdom of over 30.

## STAFF OF CREATION (OF PTAH)

**Aura** moderate transmutation; **CL** 20th

**Slot** none; **Weight** 4 lbs.

### DESCRIPTION

Ptah's *staff* is an elaborately carved sculpture of ivory, moringa wood, and gold in the conglomerate shape of three mystic symbols. The main shaft is carved as the scepter to represent power, while one end is capped with a djed pillar and the other is capped with an ankh. The latter symbols represent stability and life, respectively. When wielded it functions as *+5 brilliant energy dancing distance returning speed throwing quarterstaff*. As a standard action, the djed side of the staff produces enough *marvelous pigment* to create a 10 ft. cube object, allowing the owner to paint creations into existence.

In addition, the wearer gains the following spell-like abilities:

- At will – *gentle repose, make whole*; 5/day – *animate objects, fabricate*; 3/day – *heal*; 2/day – *polymorph any object*

### DESTRUCTION

This staff can be destroyed with an *erase* spell heightened to 15th level cast by a high priest of a deity of destruction.

## STAFF OF EARTHLY MIGHT (OF GEB)

**Aura** moderate conjuration and transmutation [earth]; **CL** 20th

**Slot** none; **Weight** 4 lbs.

### DESCRIPTION

This six-foot-long staff was crafted from a single piece of petrified oak and crowned with a large ruby diadem. There are no markings along the shaft that would indicate its function. It is a *+5 air outsider bane defending disruption quarterstaff*, with the following properties:

- The wielder can channel energy against air creatures as a 20th level cleric.
- At will, the wielder may touch the end of the staff to any rock or boulder (up to 50 lbs.) and launch it as if it were thrown by a giant. Maximum range is 180ft. with no range penalties. Boulders do 2d6+9 points of damage.
- The wielder gains the following spell-like abilities: at will – *entangle, meld into stone, plant growth, soften earth and stone, stone shape*; 5/day – *control plants, freedom of movement, imprisonment, shamble*; 3/day – *earthquake, trap the soul*

### DESTRUCTION

This staff can be destroyed by the signature weapon of a deity of air.

## STAFF OF ETERNAL NATURE (OF DEMETER)

**Aura** moderate conjuration; **CL** 20th

**Slot** none; **Weight** 4 lbs.

### DESCRIPTION

This 6ft. long crooked *staff* of Demeter's comes from a birch tree, is almost white in color and carries the following properties:

- Wielder is immune to the effects of natural weather elements such as rain, heat, cold, and snow.
- The wielder gains the following spell-like abilities: constant – *freedom of movement*; at will – *command plants, control weather, control winds, create food and water, dispel magic, plant growth, pass without trace, purify food and water, removes disease*; 3/day – *awaken, heal, liveoak*; 2/day – *shambler, wall of thorns*; 1/day – *earthquake, summon nature's ally IX*

### DESTRUCTION

The Staff of Eternal Nature can be broken in half by a blight druid that was previously an avatar.

## STAFF OF RESTORATION (OF IMHOTEP)

**Aura** strong conjuration [healing]; **CL** 20th

**Slot** none; **Weight** 4 lbs.

### DESCRIPTION

This thin and elegant dark wooden staff, its ends capped with bronze, is very light in weight and fragile in appearance. Though a poor choice for a melee weapon, its abilities make it a perfect instrument for dealing touch attacks. The *Staff of*







*Restoration* is a +5 *defending speed spell* storing *quarterstaff*, and possesses the following properties:

- Any spell or spell-like ability with a range of touch can be cast through the staff.
- +10 bonus on Appraise, Craft, Heal, Knowledge (all), Linguistics, and Use Magic Device checks.
- After possessing the staff for one day, all clothing and items on the person of the wielder are restored to brand new condition (cracks fuse, faded colors brighten, tattered cloth mends, etc.).
- The wielder gains the following spell-like abilities: at will – *erase*, *grease*, *mending*; 5/day – *lesser restoration*, *make whole*, *remove blindness/deafness*, *remove curse*, *remove disease*, *stone shape*; 2/day – *greater restoration*, *regenerate*

## DESTRUCTION

The Staff of Imhotep can be whittled away over the course of a month by a high priest of a deity of decay.

## STAFF OF RETRIBUTION (OF HERA)

**Aura** strong evocation and transmutation; **CL** 20th

**Slot** none; **Weight** 4 lbs.

## DESCRIPTION

Hera uses this *staff* to pass judgment and exact revenge upon those who have angered her. On rare occasions, she may give it to her avatar for a specific purpose or use. The staff is 6ft. long and made of ash with golden tipped ends and radiates with a divine glow when held. This +5 *axiomatic thundering quarterstaff* also has the following qualities:

- The wielder gains the following spell-like abilities: at will – *bestow curse*, *discern lies*, *discern location*, *heal*, *hold animal*, *hold person*, *hold monster*, *true seeing*, *true strike*.; 3/day – *baleful polymorph* (no save), *cone of cold*, *delayed blast fireball*, *disintegrate*, *dominate monster*, *dominate person*, *forcecage*, *insanity*, *maze*; 1/day – *meteor swarm*, *power word blind*, *power word kill*, *power word stun*

## DESTRUCTION

The Staff of Retribution can be broken by something that has been shown mercy by something else that has every right to slay it mercilessly.

## STYLUS OF LITERACY

**Aura** moderate conjuration and divination [lawful]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

Nabu's most identifiable possession is his golden stylus. Resembling the simple reed stylus used by mortal scribes to write cuneiform on wet clay tablets, the *Stylus of Literacy* has come to be Nabu's divine symbol. It only functions in the hands of Nabu or someone he deems worthy. Unauthorized creatures attempting to use the Stylus are subjected to a *destruction* (DC 20) effect. Those who survive will discover that the *Stylus* becomes nonmagical, rendering it practically useless (except for its material value). It can be readily used as a +5 *keen dagger* should the need arise and possesses the following powers:

- With the *Stylus* in his possession, Nabu can write indelibly on any nonliving surface he wishes including the hardest materials known (like adamantite and diamond).

- With the *Stylus* in his possession, Nabu knows how to speak, read, write, and thoroughly understand all languages fluently (as a native) without exception.

- +15 bonus on Craft (bookbinding, calligraphy, tabletmaking), Linguistics, and Profession (bookkeeper, librarian, scribe) checks.

- The wielder gains the following spell-like abilities: at will – *arcane mark*, *copy magical text*, *copy mundane text*, *erase* (always successful), *explosive runes*, *illusory script*, *read magic*, *sepia snake sigil*.; 6/day – *glyph of warding*; 3/day – *greater glyph of warding*, *reduce to words*; 1/day – *symbol* (any)

## DESTRUCTION

The Stylus of Literacy melts away as ink if used to slay 1,000 sages.

## TABLET OF DESTINIES

**Aura** strong divination [lawful]; **CL** 20th

**Slot** none; **Weight** 6 lbs.

## DESCRIPTION

This cuneiform inscribed clay tablet may very well be the most potent artifact possessed by any Mesopotamian deity. It is said to contain the destinies of all things created, both mortal and otherwise, and as a result, is responsible for maintaining cosmic cohesion. Should anything be read aloud in reverse from the tablet, the undoing of creation itself could follow. Likewise, should one reword anything inscribed on the *Tablet*, reality itself can be altered. Despite the power the *Tablet* contains and the immense responsibility one bears as its custodian, the *Tablet of Destinies* is often loaned to other gods. These situations sometimes lead to the *Tablet* being stolen, which in turn forces the gods to do everything in their power to reclaim this precious artifact, lest the universe be destroyed. Enlil, however, is its official bearer and is rarely without it. He is frequently witnessed as desperately clutching the *Tablet* closely to his chest, fearing its theft.

The *Tablet of Destinies* can only manifest a single power, which duplicates precisely the effects of a wish spell. However, the possessor of the *Tablet* faces severe risk when using this power, as altering reality is no simple task. The possessor may use the wish as often as he so desires with a 10% cumulative chance per use to undo all the wishes utilized in the last year, including the wish just worded. This 10% cumulative chance is reduced by one percent per day passed since the last time the power was used. Therefore, should Enlil call upon this power again only four days after he initially used it, he would experience a 16% chance of undoing all the wishes used by him in the last year. In any case though, there is always a minimum chance of 10% of things going awry, and the chance can never exceed 100%, which simply means automatic failure. Some of the wishes that are undone by a failure result may prove to be redundant. Should an ally saved by a wish at some point later die; the undoing of the wish still means he is dead.

## DESTRUCTION

The Tablet of Destinies can only be destroyed at the moment of the end of all things.



**THYRSUS, STAFF OF THE VINE**

Aura strong varied; CL 20th

Slot none; Weight 3 lbs.

**DESCRIPTION**

*Thyrsus* is an oak +5 quarterstaff with twined ivy running its length and a pinecone imbedded on the head. Dionysus carried the staff during his travels around the world. The staff possesses the following qualities and abilities:

- +10 bonus to all Knowledge (nature) skill checks.
- The wielder gains the following spell-like abilities: at will – *insanity*, *resurrection*, *transport via plants*; 3/day – *command plants*, *imprisonment* (the victim is absorbed into the staff instead of the earth), *inflict critical wounds*, *splinter the mind*

**DESTRUCTION**

*Thyrsus* can be broken by a creature possesses by an entity that died of exposure while traveling the world.

**TRIDENT OF MIGHT**

Aura strong evocation [chaotic, water]; CL 20th

Slot none; Weight 4 lbs.

**DESCRIPTION**

Poseidon's golden trident is arguably the second most powerful artifact of the Olympian gods. With this mighty weapon, he rules the seas with an unforgiving hand. This +7 *keen mighty cleaving speed wounding trident* grants the following powers and abilities:

- Wielder gains damage reduction 25/epic
- All successful melee attacks with the trident are automatic critical hits.
- Three times each day, the wielder can summon 6d6 merfolk (fighter 6) or 4d12 sea lions (see Chapter 11). These summoned creatures remain for 1 hour.
- The wielder gains the following spell-like abilities: constant – *water breathing*; at will – *animate water* (as per *animate object*), *control water*, *fog cloud*, *quench*; 3/day – *earthquake*, *eye of the storm*, *implosion*, *prismatic sphere*, *storm of vengeance*, *true resurrection*, *tsunami*; 1/day – *releasing the kraken*, *summon monster IX* (elder water elemental), *summon nature's ally IX*

**DESTRUCTION**

The Trident of Might can be destroyed by a being of utter desiccation using the Hammer and Anvil of Hephaestus.

**TYET AMULET**

Aura moderate abjuration and divination; CL 20th

Slot neck; Weight 1 lb.

**DESCRIPTION**

Sometimes referred to as "the Blood of Isis", this *amulet* is wrought in solid gold and adorned with fine tear drops of rubies. The *Tyet Amulet* has the following properties:

- The wearer gains spell resistance 20/epic.
- All spells cast by the wearer are at +4 caster level.
- The wearer gains the Combat Casting, Still Spell, Silent Spell and Weapon Focus (ray) feats. If the wearer already has one or more of these feats, no extra bonuses are gained.
- The wearer may apply the Silent Spell and Still Spell feats to her spells at no cost.

- The wearer gains the following spell-like abilities: at will – *detect magic*, *erase*, *mage armor*, *magic aura*, *read magic*, *shield*; 5/day – *identify*, *magic missile*, *web*; 3/day – *mage's lucubration*; 2/day – *clenched fist*, *mage's disjunction*, *prismatic sphere*

**DESTRUCTION**

The *Tyet Amulet* is destroyed if it comes into contact with tears shed by a being without emotion.

**VESTMENT OF RADIANCE**

Aura strong abjuration [lawful]; CL 20th

Slot body; Weight 1 lb.

**DESCRIPTION**

Shamash's stately accoutrement allows him to emit a shining radiance befitting of a sun god. Its powers are summarized below:

- +4 enhancement bonus to Charisma
- +8 armor bonus to AC
- +5 resistance bonus to saves
- Fire and electricity resistance 20
- Spell resistance 25
- The wearer gains the following spell-like abilities: at will – *daylight* (Vestment only, indefinite duration); 3/day – *dispel chaos*

**DESTRUCTION**

These vestments are destroyed if soaked in manifest darkness continuously for a year and a day.

**VORPAL SCYTHE OF DEATH**

Aura strong necromancy [evil]; CL 20th

Slot none; Weight 10 lbs.

**DESCRIPTION**

Thanatos' favored weapon, this *scythe* is reason to run in fear should one ever be presented with it. With a black, gleaming eversharp blade, this +5 anarchic ghost touch vorpal wounding scythe possesses the following spell-like abilities:

- Constant – *fear* (10 ft. radius); at will – *create greater undead*, *slay living*; 3/day – *summon monster IX*, *unholy*



*aura*

## DESTRUCTION

This scythe become non-magical should the wielder return 100 creatures to life without killing anyone during the time they're bringing people back.

## WAND OF THE HEARTH

**Aura** moderate abjuration; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This simple looking wooden *wand* personifies the perception of Hestia as Protector of the Home. It grants the following abilities:

- +5 luck bonus to Armor Class
- The wielder gains the following spell-like abilities: at will – *death ward, shield other*; 3/day – *antimagic field, guards and wards, heal, shared fate*

## DESTRUCTION

This wand rots to dust if used in the process of destroying the homes of one million civilized peoples.

## WAND OF SYLVAN SPRINGS

**Aura** moderate divination and transmutation; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This two-foot *wand* appears as a simple flowering tree branch with silvery runes running its entire length. In the hands of Idunn it has unlimited charges, but she can only expend 12 charges per day. In the hands of a mortal, it only has 12 charges. While charged, the wand has the following abilities:

- The bearer can speak to fey and, as a full round action, divine the location of the nearest fey community, natural water source, or sacred grove within a 5-mile-radius.
- For a single charge, the wielder can cast any of the following: *animate plants, control weather, liveoak, transport via plants*.

## DESTRUCTION

This wand is destroyed should its possessor slay 1,000 non-evil fey.

## WAS SCEPTER OF REVELRY (OF BES)

**Aura** strong abjuration and conjuration [good]; **CL** 20th

**Slot** none; **Weight** 1 lb.

## DESCRIPTION

This ornate 3ft. long rod is decorated with bright ribbons and feathers. Bas-relief scenes of people dancing and singing cover the wooden shaft. The *Was Scepter of Revelry* has the following properties:

- The wielder gains a +15 bonus to all Perform (dance) and Perform (sing) skill checks.
- The wielder gains a +2 luck bonus to all saves.
- When held during combat, the wielder may target any one opponent's weapon that is within reach. The *scepter* will unerringly deflect any strike made by that weapon. The weapon targeted may be changed each round as a free action.
- The wielder gains the following spell-like abilities: constant – *magic circle against evil*; at will – *aid*,

*remove fear, silent image, sleep, unseen servant*; 5/day – *enthrall, helping hand, shield other, spiritual weapon*; 3/day – *create food and water, freedom of movement, holy smite*

## DESTRUCTION

The Was Scepter of Revelry is destroyed should its wielder ruin 101 festivals.

## WEAPONS OF THE WINDS

**Aura** strong transmutation; **CL** 20th

**Slot** none; **Weight** 2 lb.

## DESCRIPTION

This pair of unique weapons seems to resemble large modified sai, with three sharp blades sprouting from either end of the weapon's grip. Despite their double weapon appearance, only one set of blades per weapon can be used each round. They are, however, used in pairs and can be thrown with the efficiency of a javelin. They each function as +5 *axiomatic dancing defending distance keen returning shocking burst wounding sai*.

The blades only function in the hands of Marduk or someone he deems worthy. Unauthorized creatures attempting to wield them are subjected to a *destruction* (DC 20) effect. Those who survive will discover that the *Weapons* become nonmagical, rendering the items practically useless (except for their curiosity and material value). They also allow Marduk to use the following powers:

- Flight speed of 60 ft. (perfect)
- Immunity to cold and electricity attacks
- Sonic resistance 20
- The wielder gains the following spell-like abilities: at will – *control winds, displacement, gaseous form, gust of wind, whispering wind, wind wall*; 3/day – *blade barrier, reverse gravity, wind walk*; 1/day – *whirlwind*

## DESTRUCTION

The Weapons of the Winds are destroyed if used to sunder each other.

## WINGS OF THE DESERT

**Aura** moderate conjuration, divination, and transmutation [evil]; **CL** 20th

**Slot** shoulders; **Weight** 2 lbs.

## DESCRIPTION

These *wings* of 20 feet span graft themselves to the back of the goddess appearing to be natural extensions of Lilith herself. They may shrink to nothing more than small folds of skin at her will, and alternately appear as either large bat or owl wings when extended. They grant a fly speed of 100 ft. (good). They also allow Lilith to access the following powers:

- +5 enhancement bonus to natural armor
- +4 enhancement bonus to Dexterity
- The wielder gains the following spell-like abilities: constant – *displacement* (self only); at will – *find the path, pass without trace* (self only), *wall of sand, whispering wind*; 3/day – *wall of thorns*; 1/day – *creeping doom, greater sirocco*

## DESTRUCTION

These wings are destroyed by being severed from the back of the wearer and then consumed in a fire composed of divine fire.







A rasp and a cough came from the darkness ahead. Holding her elven blade in her left hand, Shaina silently moved ahead, fearful of the source of those sounds. She had already bested three guardians: an animated statue that secured a room between two corridors, a vile spider that thought foolhardy adventurers made an easy lunch, and an undead shadow bent on draining the very essence of her life. Only her belief in Isis saved her from that last monster. She wasn't sure what sort of creature was making the noises ahead, but if it coughed then it could be killed.

She reached down, found a small stone and uttered a simple phrase. The stone glowed with luminescent light and she gave it a quick toss across the room near where she heard the sounds. A lone figure was pinned against the wall, twin spears holding his body in place. He looked up and Shaina saw what in her heart she had already known.

"Derek..."

Mindful of additional traps, Shaina worked her way up to where her one-time lover was impaled. He was ashen from the loss of blood, his breathing short and raspy, and she could see pink frothy foam coming from around the spear shaft where it had penetrated a lung. She could see he was dying. He raised his head and looked at her, his eyes slightly glazed.

"Shaina," he whispered hoarsely, "how did you..."

She cut him off, "Oh, Derek! Be still. You're hurt badly. We've got to get the spears out of you so I can give you a healing potion."

"No, it's too late for that." He coughed up some blood. "There's nothing you can do. I got careless and was caught by surprise."

She looked at him, "What caught you by surprise?"

His eyes closed and with a final breath he whispered, "Them..."

## Chapter Seven: Prestige Classes

The prestige classes presented here represent options for players who want their character to select a class that maintains the flavor of the specific pantheon or deity that they may favor. Be advised that not every class will be suitable for every campaign world or setting. However, in those rare circumstances, minor modifications should be all that is required to conform to a Game Master's individual world.

### BERSARK

Among the tribes of the Norsemen are legends of warriors whose fierceness is so profound that it physically transforms them into primal raging beasts. The most familiar of these warriors are known as Bersarks, which roughly translates into the phrase "bear shirt". Those that embody different creatures are known by other titles (such as the Ulfhednar, or "wolf coat"), but these are less common. Regardless of their totem animal, their behaviors, traits, and powers are of similar nature.

Bersarks live for battle, they are addicted to it and it triggers a euphoric madness that has been known to blind them to the reality of foes and friends. They are formidable combatants, notorious for wading thorough battlefields by hacking huge swaths through the ranks of whatever stands before them. Norse society has mixed feelings about bersarks, and many are stigmatized for their apparent lack of humanity.

Bersarks typically come from the ranks of martial classes, barbarians or fighters, but bersark spellcasters are not uncommon.

**Hit Dice:** d10

### Requirements

To qualify to become a Bersark, a character must meet the following requirements.

**Alignment:** Any chaotic

**Base Attack Bonus:** +5 or better

**Base Fortitude Save:** +6 or better

**Feats:** Power Attack, Weapon Focus (any bludgeoning or slashing weapon)

### Class Skills

A Bersark's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 2 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** The bersark is proficient with all simple and martial weapons, all types of light armor and shields. Armor penalties are applicable for any armor heavier than leather.

**Rage (Ex):** Rage is the essence of the bersark. At first level, a bersark gains the ability to Rage like a barbarian (*Pathfinder Roleplaying Game: Core Rulebook – Chapter 3*). If the bersark already has Rage as a class ability, he gains additional rounds of rage as if gaining a level of barbarian.

**Berserkergang Ability (Ex):** When a bersark rages he undergoes a terrible transformation, the release of animal instinct culminating with extreme anger and violent insanity brought on by battle or physical stress. The transformations that occur during the Berserkergang are slightly different for every bersark. At 1st, 4th, 7th, 10th level a bersark may choose from any of the following options, however some of them have prerequisites as noted in their descriptions.



Table 7.1: Bersark

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Rage, berserker gang ability
2nd	+2	+1	+1	+1	Bonus feat
3rd	+3	+2	+1	+1	Extra Rage
4th	+4	+2	+1	+1	Berserker gang ability
5th	+5	+3	+2	+2	Bonus feat
6th	+6	+3	+2	+2	Heighten rage
7th	+7	+4	+2	+2	Berserker gang ability
8th	+8	+4	+3	+3	Bonus feat
9th	+9	+5	+3	+3	Extra Rage
10th	+10	+5	+3	+3	Berserker gang ability

**Beast Hide (Ex):** A bersark with the Bestial Transformation ability can further enhance the toughness of his hide. For the duration of the berserker gang, he gains a +4 natural AC bonus. The bersark can also attempt to increase this bonus at the expense of his sanity. The bersark does this by declaring his desired natural armor bonus at the start of his rage. For the duration of the rage he gains the desired AC bonus however, maintaining sanity requires a Will save (DC 20 + the total desired bonus). The maximum natural armor bonus he can attain is +10 (DC 30). If he fails, the bersark loses all control of his sanity and attacks the nearest living target (friend or foe) until either he or his opponent is dead or subdued. If his insanity attack lasts for longer than his natural rage ability, the recovery time is increased to 1 minute of rest per each round the rage was extended, during which time the bersark is considered fatigued. The bersark must have the Bestial Transformation ability before selecting this one.

**Bestial Howl (Ex):** While raging the bersark can usher forth an unsettlingly primal howl that leaves opponent's shaken for 1 round. The opponent can negate the effect with a successful Will save (10 + Bersark class level). Using the bestial howl is a move equivalent action.

**Beast Size (Ex):** While berserker gang, the character can increase in size by one increment (for example, a medium creature can grow to the size of a large creature). This ability functions as a non-magical *enlarge person* spell. Beast size is a full-round-action that provokes attacks of opportunity.

**Bestial Transformation (Ex):** During the berserker gang, the character's physical features become more prominent and primal. He undergoes a thickening of the brow, and his lower jaw elongates. Body and facial hair lengthen by several inches and turn coarse and black. Overall, his appearance is feral and frightening and he gains a bonus to the Intimidation Skill equal to his Bersark class level.

**Bite Attack (Ex):** A bersark with the bestial transformation ability gains the bite of a vicious animal. During the bersark's transformation, his jaws grow

huge and terrible and his teeth grow into gaping fangs. For the duration of the berserker gang, the bersark gains an additional bite attack that does + 1d6 damage. The bersark must have the Bestial Transformation ability before selecting this one.

**Extreme Fierceness (Ex):** During the berserker gang, the bersark ignores the pain of his wounds and can fight below zero hit points without suffering any penalties. At the expense of his sanity, a bersark can fight through his death throes, and the most brutal of them are said to have strangled opponents with their own entrails. If the bersark makes this choice, he is automatically slain at the end of his rage. When the bersark is reduced below -10 hit points he can make a Will save (DC 20 + the amount of damage suffered below -10 hp) to keep fighting until his rage subsides. The result of this action causes him permanent loss of 1 Wisdom (provided he is able to be brought back from the dead).

**Bersark Bonus Feats:** Bersarks learn feats that complement their raw and unbridled fury; they gain bonus feats at 2nd, 5th, and 8th levels. Bersarks can choose from any of the following bonus feats: Cleave, Die Hard, Endurance, Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Toughness.

**Extra Rage** At 3rd and 9th level, a bersark gains Extra Rage as a bonus feat.

**Heighten Rage (Ex):** At 6th level, a bersark can increase the power of his physical abilities during a rage, though he places his sanity at risk by doing so. At the start of his rage, the bersark declares a desired bonus, between +1 and +5, to be applied to both his Strength and Constitution. For the duration of the rage, he gains the desired ability bonus. However, maintaining sanity requires a Will save (DC 20 + the total desired bonus). Failure means the bersark loses all control of his sanity and attacks the nearest living target (friend or foe) until either he or his opponent is dead or subdued. If his insanity attack lasts for longer than his natural rage ability, the recovery time is increased to 1 minute of rest per each round the rage was extended, during which time the bersark is considered fatigued.







## BLACKGUARD

A Blackguard is the enforcer of evil. He follows his choice of evil deity and dispenses his form of justice as dictated by the tenants of his deity.

**Hit Die:** d10.

## Requirements

To qualify to become a blackguard, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Base Attack Bonus:** +6.

**Skills:** Hide 5 ranks, Knowledge (religion) 2 ranks.

**Feats:** Cleave, Improved Sunder, Power Attack.

**Special:** The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

## Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Aura of Evil (Ex):** The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

**Detect Good (Sp):** At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

**Poison Use:** Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Dark Blessing (Su):** A blackguard applies his Charisma

modifier (if positive) as a bonus on all saving throws.

**Spells:** A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells.

Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast cure or inflict spells).

**Smite Good (Su):** Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

**Aura of Despair (Su):** Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Command Undead (Su):** When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

**Sneak Attack:** This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Table 7.2: Blackguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Darkvision (60ft), speak with serpents	0
2nd	+1	+1	+1	+1	Gaze of the serpent ( <i>hypnotism</i> )	1
3rd	+2	+1	+2	+2	Lidless, venom immunity.	1/0
4th	+3	+1	+2	+2	Gaze of the serpent ( <i>suggestion</i> )	1/1
5th	+3	+2	+3	+3	Serpent's flexibility, serpent's strike (+2)	1/1/0
6th	+4	+2	+3	+3	Gaze of the serpent ( <i>charm monster</i> ), tainted blood.	1/1/1
7th	+5	+2	+4	+4	Serpent's strike (+4)	2/1/1/0
8th	+6	+3	+4	+4	Gaze of the serpent ( <i>dominate person</i> )	2/1/1/1
9th	+6	+3	+5	+5	Serpent's strike (+6)	2/2/1/1
10th	+7	+3	+5	+5	Gaze of the serpent ( <i>geas</i> )	2/2/2/1



**Blackguard Spell List:** Blackguards choose their spells from the following list:

**1st Level:** *cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I\**.

**2nd Level:** *bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster II\**.

**3rd Level:** *contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from energy, summon monster III\**.

**4th Level:** *cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV (evil creatures only)*.

**Corrupt Weapon:** Blackguards have access to a special spell, corrupt weapon, which is the opposing counterpart of the paladin spell bless weapon. Instead of improving a weapon's effectiveness against evil foes corrupt weapon makes a weapon more effective against good foes.

**Fallen Paladins:** Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have. A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

**1-2: Smite good 1/day.** (This is in addition to the ability granted to all blackguards at 2nd level.

**3-4: Lay on hands.** Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus × his level.

**5-6: Sneak attack damage increased by +1d6.** Smite good 2/day.

**7-8: Fiendish summoning.** Once per day, the blackguard can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.

**9-10: Undead companion.** In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

**11 or more:** A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.

The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

**The Blackguard's Fiendish Servant:** Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see table 7.3 below). A blackguard may have only one fiendish servant at a time. Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

**Character Level:** The character level of the blackguard (his blackguard level plus his original class level).

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

**Natural Armor Adj.:** This is an improvement to the servant's existing natural armor bonus.

**Str Adj.:** Add this figure to the servant's Strength score.

**Int:** The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

**Empathic Link (Su):** The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

**Share Saving Throws:** For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have.

**Share Spells:** At the blackguard's option, he may

Table 7.3: Fiendish Servant

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12 or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13-15	+4	+3	+2	7	Speak with blackguard
16-18	+6	+5	+3	8	Blood bond
19-20	+8	+7	+4	9	Spell Resistance



have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

**Speak with Blackguard (Ex):** If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Blood Bond (Ex):** If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

**Spell Resistance (Ex):** If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

## DOOMBRINGER

Doombringer is the means by which Jormungand secretly strikes out at the gods he hates. As a member of the Society of the Dark Serpent, a Doombringer efficiently and stealthily eliminates any follower of other deities, which weakens those gods. Doombringers often come from assassin, cleric, rogue and shadowdancer backgrounds.

**Hit Dice:** d8

## Requirements

To qualify to become a Doombringer, a character must meet the following requirements:

**Alignment:** Any non-good

**Base Attack Bonus:** +4 or better

**Base Saving Throws:** +2 or better (all saves)

**Skills:** Escape Artist 5 ranks, Knowledge (religion) 5 ranks, Stealth 5 ranks.

**Special:** Must have been inducted into the Society of the Dark Serpent.

## Class Skills

The Doombringer's class skills (and the key ability) are: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The doombringer is proficient in simple weapons and light armor only.

**Darkvision (Su):** At 1st level a doombringer can see in the dark as though he were permanently under the effect of a *darkvision* spell.

**Speak with Serpents (Su):** A 1st level doombringer can speak with normal serpents as if under the effect of a *speak with animals* spell. In addition, a serpent's attitude towards a doombringer is never worse than indifferent.

**Gaze of the Serpent (Sp):** At 2nd level, a doombringer gains a mesmerizing gaze attack. As a full-round action, the attack simulates a spell-like effect as determined by the doombringer's level. He can use the attack a number of times per day equal to half his doombringer class level, with a caster level equal to his total hit dice, and the DC of the attack is Charisma-based. At 2nd-level his gaze attack can simulate a *hypnotism* spell, at 4th-level the gaze attack can simulate a *suggestion* spell, at 6th-level the gaze attack can simulate a *charm monster* spell, at 8th-level the gaze attack can simulate a *dominate person* spell, and at 10th-level the gaze attack can simulate a *geas* spell.

**Lidless (Ex):** By 2nd level, the continued

Table 7.4: Doombringer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Darkvision (60ft), speak with serpents
2nd	+1	+1	+1	+1	Gaze of the serpent ( <i>hypnotism</i> )
3rd	+2	+1	+2	+2	Lidless, venom immunity.
4th	+3	+1	+2	+2	Gaze of the serpent ( <i>suggestion</i> )
5th	+3	+2	+3	+3	Serpent's flexibility, serpent's strike (+2)
6th	+4	+2	+3	+3	Gaze of the serpent ( <i>charm monster</i> ), tainted blood.
7th	+5	+2	+4	+4	Serpent's strike (+4)
8th	+6	+3	+4	+4	Gaze of the serpent ( <i>dominate person</i> )
9th	+6	+3	+5	+5	Serpent's strike (+6)
10th	+7	+3	+5	+5	Gaze of the serpent ( <i>geas</i> )



metamorphosis of the doombringer's eyes causes his eyelids to become transparent, giving him the frightful appearance that he is awake at all times. Whenever the doombringer is approached in his sleep by a visible creature of small or larger size, he is permitted a Perception check (DC 15 – size modifier to armor class and attacks) to perceive them and wake up. The creature must be within 30 feet of the doombringer and within his field of vision.

**Venom Immunity (Ex):** At 3rd level, a doombringer becomes immune to all poisons.

**Serpent's Flexibility (Ex):** At 5th level, a doombringer's joints, bones and muscles become somewhat elastic and flexible. By spending a full round in concentration, she may cause her body to become malleable and flexible, performing actions it normally could not do such as squeezing through a hole up to one-third smaller than her body, extending her reach by six inches, contorting her body to escape her bonds, and so forth. During this period, the doombringer must maintain her concentration during the entire round it takes to complete the action. Doombringers gain a +10 bonus to Escape Artist skill checks when using this ability.

**Serpent's Strike (Ex):** Like serpents, doombringers learn to make viciously fast strikes by hiding in the shadows. At 5th level he gains a +2 bonus to all readied attacks following a successful Stealth skill check. The bonus increases to +4 at 7th level, and +6 at 9th-level.

**Tainted Blood (Su):** Over time, the blood of a doombringer becomes a venomous neurotoxin. Anyone exposed to a doombringer's blood is in danger of being poisoned. A doombringer may use her blood as a means of eliminating non-believers in many different and ingenious ways. She may rub her blood upon a weapon such as a dagger, dart or shortsword to poison it or she may use less violent means by biting her lip and then kissing a person during a romantic encounter. Either example immediately forces a Fortitude save upon the person affected. The poison has a limited duration of toxicity once exposed to air for five rounds, after which it dissipates leaving no trace. Upon successfully saving, or the poison running its course, a creature exposed to doombringer blood must succeed on an additional Fortitude save with a DC equal to the poison, or die.

*Doombringer Blood (Ex)* Contact or injury; *save* Fort DC (10 + doombringer level + Con modifier); *frequency* 1/round for 1 round/2 doombringer levels; *effect* 1d2 Con; *cure* 1 save.

## ENVOY OF BALANCE

Standing beyond good and evil, outside law and chaos, an envoy of balance serves as the countering force against any extremism that seeks to elevate one alignment above all others. While their motives seem almost inexplicable to onlookers, envoys of balance see themselves as guardians of the cosmic scales and arbiters of universal balance.

**Hit Die:** d6.

## Requirements

To qualify to for this prestige class, a character must fulfill the following criteria.

**Alignment:** Neutral.

**Feats:** Augment Summoning, Improved Counterspell, or Versatile Channeler.

**Skills:** Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

**Spells:** Able to cast 3rd-level spells.

**Special:** If the character gains spells from a deity, this deity's alignment must be neutral and it must be able to grant followers the ability to channel both positive and negative energy.

## Class Skills

The envoy of balance's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (all) (Int), Linguistics (Int), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** An envoy of balance gains no additional weapon or armor proficiencies.

**Spells per Day:** When an envoy of balance gains a level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective level of spellcasting. If a character has more than one spellcasting class, she must decide to which class she adds the new level for the purpose of determining spells per day.

**Incisive Spells (Su):** An envoy of balance gains a +1 bonus on caster level checks to overcome the spell resistance of creatures with an alignment subtype. This bonus increases to +2 at 9th level.

**Endowment (Su):** At 2nd level and again at 4th, 6th, and 8th level, an envoy of balance gains one of the following endowments:

**Aligned Annulment:** As a standard action, the envoy of balance can expend a spell with an alignment descriptor to automatically (without requiring a caster level check) dispel a spell with the opposite descriptor. The spell she expends must be of the same level or higher than the spell being dispelled. An envoy of balance must have the aligned counter endowment to choose this endowment.

**Aligned Counter:** The envoy of balance can counterspell a spell with an alignment descriptor using a spell with the opposite alignment descriptor. The spell used to counterspell must be higher level than the spell being countered, unless the envoy of balance has the Improved Counterspell feat, in which case it can be the same level or higher. An envoy of balance with the Improved Counterspell feat can use the aligned counter ability as an immediate action instead of a readied action, but must expend an appropriate spell at least 2 levels higher than the spell to be countered.



Table 7.5: Envoy of Balance

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Incisive spells +1	+1 level of existing class
2nd	+1	+1	+1	+1	Endowment	+1 level of existing class
3rd	+1	+1	+1	+2	Contravening armament	+1 level of existing class
4th	+2	+1	+1	+2	Endowment	+1 level of existing class
5th	+2	+2	+2	+3	Ethical paradox	+1 level of existing class
6th	+3	+2	+2	+3	Endowment	+1 level of existing class
7th	+3	+2	+2	+4	Retributive symmetry	+1 level of existing class
8th	+4	+3	+3	+4	Endowment	+1 level of existing class
9th	+4	+3	+3	+5	Incisive spells +2	+1 level of existing class
10th	+5	+3	+3	+5	Scales of mortality	+1 level of existing class

**Planar Parity:** Protection from chaos/evil/good/law and similar effects no longer prevent bodily contact from creatures summoned by the envoy of balance. Neutral creatures summoned by the envoy of balance also gain the counterpoised simple creature template.

**Spiritual Equilibrium:** The envoy of balance's class levels count as cleric levels for determining the effects of her channel energy ability. If she has the spontaneous casting class feature, she is no longer restricted by the choice made at 1st level to convert prepared spells into cure or inflict spells. Each time the envoy of balance converts a spell, she can choose to convert it into a cure spell or an inflict spell. Additionally, when using the Versatile Channeler feat, her effective cleric level is no longer reduced by 2—instead, she uses her full effective cleric level. An envoy of balance must have the Versatile Channeler feat to choose this endowment.

**Twinned Channeling:** When channeling energy, the envoy of balance can simultaneously release waves of positive and negative energy. She chooses a category of creatures (either living or undead), and this conjoined energy both heals and harms the affected creatures. Roll the amounts of damage healed and dealt separately. Treat the envoy of balance's effective cleric level as 2 lower than normal for the amounts of damage and the DC to halve damage taken. The envoy of balance can choose whether to include herself in either or both the healing and harming effects. If she has an ability that allows her to exclude targets from her channeled energy, such as the Selective Channelling feat, she can choose to exclude different targets from the healing effect than from the harming effect. An envoy of balance must possess the spiritual equilibrium endowment to choose this endowment.

**Utterly Inscrutable:** The envoy of balance gains the benefits of a *mind blank* spell whose caster level is equal to her character level. She can suppress this ability as a swift action and resume it as an immediate action. An envoy of balance must be 8th level to choose this endowment.

**Contravening Armament (Su):** At 3rd level, an envoy of balance's natural and manufactured weapons bypass alignment-based damage reduction. As a standard action, she can touch an ally to transfer this ability to him for 1 minute, during which time the envoy of balance can't benefit from the ability. The envoy of balance can transfer this ability a number of times per day equal to 1/2 her class level.

**Ethical Paradox (Su):** At 5th level, an envoy of balance remains unaffected by effects from spells and magical abilities based on her alignment or faith. She doesn't trigger glyphs, symbols, magical traps, or magical sensors set to activate based on a creature's alignment or religion. She counts as the most favorable alignment or faith for the purposes of any harmful effects these alignment- or faith-based spells or abilities may have, but doesn't gain benefits these effects might grant those of a particular alignment or faith unless she is actually of that alignment or faith.

**Retributive Symmetry (Su):** At 7th level, once per day as an immediate action, an envoy of balance can cause a spell targeting her to affect both herself and the spell's caster at full effect, as if both creatures had *spell turning* cast on them and then rolled the appropriate result on that spell's table.

**Scales of Mortality (Su):** At 10th level, once per day as a standard action, an envoy of balance can make a melee touch attack, delivering a killing touch against a living creature. If the attack hits and the target is not neutral, the target is subject to a *power word kill* spell. If the attack misses or the target is neutral, this ability is wasted. If the target dies, its bodily remains (but not its equipment) turn to dust, as *disintegrate*. If this ability kills the target, the envoy of balance becomes aware of that creature's alignment and may then touch the remains of another dead creature with fewer Hit Dice than or Hit Dice equal to the slain creature's and with an alignment opposite to the slain creature's on the good-evil axis, the lawful-chaotic axis, or both. This revives the second dead creature as if via *true resurrection*. The envoy of balance can delay using this reviving touch for up to 1 hour after successfully using the killing touch, but after that time the reviving power dissipates. The envoy doesn't need to provide the material component



for *true resurrection*; the caster level for both the *power word kill* and the *true resurrection* effects is equal to her character level.

**Ex-Envoy of Balance:** An envoy of balance who ceases to be neutral loses all class features until she regains her alignment via atonement.

## Enheduanna

Ishtar is a difficult deity to fathom. Though she was popular throughout the entire Mesopotamian period in various guises and aspects, her focus was somewhat blurred. One constant, however, was her precedence over combat. The Enheduanna crystallizes this warlike expression and effectively transforms the ecclesiastical candidate into a holy warrior.

An Enheduanna is an important member of the clergy, who often serves as a liaison between the faithful and the more secular warrior fraternity. She is a natural leader who rallies her followers into holy battle, launching attacks against the enemies of her goddess. As the premier devotees of a war deity, Enheduannas tend to immerse themselves in all things of a military nature. They study strategy and combat tactics with great eagerness, and often become the leading experts on such matters in their region. As a result, imperialistic rulers often support temples of Ishtar in an attempt to harness the military expertise of these strategists.

Clerics are most likely to become Enheduannas. This is chiefly due to their ability to cast divine spells, their military training, and their predisposed devotion to Ishtar. Paladins are also sometimes drawn to this prestige class. Though Ishtar does have a significant druidic following, the weapon requirements and obsession with bloodshed precludes druids from becoming Enheduannas. Should a cleric candidate be multiclassed, it is usually with a barbarian, fighter, ranger, or sorcerer.

**Hit Dice:** d8

## Requirements

To qualify to become an Enheduanna, a character must fulfill all the following criteria:

**Abilities:** Wis 13+

**Base Attack Bonus:** +6

**Feats:** Combat Casting, Weapon Focus (any bow)

**Spellcasting:** Ability to cast 3rd-level divine spells.

**Special:** Must worship Ishtar as a patron deity.

## Class Skills

The Enheduanna's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the Enheduanna prestige class:

**Weapon and Armor Proficiency:** Enheduannas are proficient with all simple and martial weapons, with all types of armor, and all shields. Armor penalties are applicable for any armor heavier than leather.

**Spells:** An Enheduanna maintains close ties to her deity's tenets and continues to gain one level in divine magic from her previous class at the rate of every two levels of Enheduanna starting at second level. The Enheduanna only gains new spells and no other benefits associated with that previous class.

For example, if Meshana, an eighth level cleric, advances to second level in Enheduanna, she gains new spells as if she had risen to ninth level in cleric, but uses the Enheduanna aspects of level progression such as attack bonus and save bonus. If she next gains a level of cleric, making her a ninth level cleric/second level Enheduanna, she gains and casts spells as if she had risen to tenth level cleric.

If a character had more than one spellcasting class before she became an Enheduanna, she must decide which class she adds each level of Enheduanna to for purposes of determining spells per day when she adds the new level.

**Leadership:** At first level, an Enheduanna gains Leadership as a bonus feat.

**Inspire Courage (Su):** Once per day for ten minutes, an Enheduanna can inspire courage in up to 10

Table 7.7: Enheduanna

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Inspire courage, Leadership	—
2nd	+2	+3	+0	+0	Stars of Ishtar	+1 level of existing class
3rd	+3	+3	+1	+1	Weapon Specialization (bow)	—
4th	+4	+4	+1	+1	Tactical Advantage (+2)	+1 level of existing class
5th	+5	+4	+1	+1	Lion Companion	—
6th	+6	+5	+2	+2	Tactical Advantage (+4)	+1 level of existing class
7th	+7	+5	+2	+2	Awaken Companion	—
8th	+8	+6	+3	+3	Tactical Advantage (+6)	+1 level of existing class
9th	+9	+6	+3	+3	Lion Companion	—
10th	+10	+7	+3	+3	Awaken Companion	+1 level of existing class



individuals who hold Ishtar as their patron deity for every Enheduanna class level she possesses. This inspiration takes the form of a +2 morale bonus to saving throws against charm and fear effects and a +2 morale bonus to attack rolls. This benefit affects only those within a 10 feet radius per class level of the Enheduanna. Enheduannas do not benefit from the inspire courage ability of other Enheduanna.

**Stars of Ishtar (Sp):** At second level, an Enheduanna is able to fire up to three individual *magic missiles* per day from her bow. This ability works exactly as the spell, except that the character may use it a number of times equal to her attacks within a single round. She gains one additional missile every other level afterwards for a maximum of seven missiles at 10th level.

**Weapon Specialization:** At third level, an Enheduanna gains Weapon Specialization as a bonus feat. This applies to one type of bow (usually longbow or shortbow).

**Tactical Advantage (Ex):** An Enheduanna has an uncanny insight into military strategy and combat tactics. At fourth level, she gains a +2 competence bonus on Knowledge skill checks to gain an advantage or mitigate a disadvantage in combat. This bonus increases by two (+4) at sixth level and again at eighth level (+6).

**Lion Companion:** At fifth level, an Enheduanna is magically bestowed the gift of an adult lion (or lioness) to serve as an animal companion by her goddess. The lions represent the symbolism of Ishtar's own personal divine lion companions and their assistance to her. The Enheduanna and lion gain all the benefits as would befit a druid's animal companion (see *Pathfinder Roleplaying Game: Core Rulebook – Chapter 3*) with the lion advancing according to the Enheduanna's class levels only. Should the animal be slain, it cannot be replaced for a year and a day. If the lion is mistreated or if the Enheduanna has insulted her goddess by some infraction, the animal may leave and the Enheduanna loses her class status and abilities similar to ex-paladins, thus becoming an ex-Enheduanna. At ninth level, the Enheduanna gains a second lion animal companion.

**Awaken Companion (Sp):** At seventh level, the Enheduanna may *awaken* her lion (as the spell) to humanlike sentience. At tenth level, the Enheduanna may also awaken her second lion animal companion.

## GOD SEEKER

Elite members of the Society of the Apotheosis, the God Seeker is an ascetic trained in a rigorous philosophy that seeks a union between mind and body as the means to awakened perceptions and skills. God Seekers roam the world, looking for mortals that possess an indescribable "spark" which marks them as gods in the making. God Seekers are gifted with unnatural insights, as well as numerous defenses against those who would thwart their unique mission.

Fighters and rangers make excellent God Seekers, as they are well versed in pushing the body to its limits. Paladins

and clerics also do well, but few take up the vocation as it is considered blasphemous by many established religions. Lawful neutral druids may become God Seekers, adding the class' abilities to their own impressive repertoire. Wizards and sorcerers bring magic to this unusual calling, although most sorcerers find its discipline restrictive. Rogues have little interest in becoming God Seekers, but some do find their many skills complement the missions of the class. Monks are natural members of this group and make up the largest number of its adherents. Barbarians and bards may not become God Seekers due to the alignment restrictions that are present.

NPC God Seekers usually work in small groups, often pairs. They roam far and wide, seeking those with the potential for godhood. Consequently, they can be found almost anywhere and favor remote locales where they can go about their business without arousing the suspicion of intolerant religions or their enemies.

**Hit Dice:** d6

## Requirements

To qualify to become a God Seeker, a character must fulfill all the following criteria.

**Alignment:** Any lawful

**Base Attack Bonus:** +5

**Feats:** Alertness, Divine Perception, Endurance

**Skills:** Knowledge (religion) 5 ranks, Sense Motive 5 ranks, Spellcraft 5 ranks.

**Special:** In addition, his Adept mentor must select him for God Seeker training after spending time studying in a monastery of the Society of the Apotheosis.

## Class Skills

The God Seeker's class skills (and the key ability for each skill) are: Craft (Int), Diplomacy (Cha), Divine Sight (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the God Seeker prestige class.

**Weapon and Armor Proficiency:** God Seekers gain proficiency with simple weapons and non-simple monk weapons. God Seekers are not proficient with armor or shields and incur normal armor check penalties for armor heavier than leather.

**Divine Sight:** At 1st level, the God Seeker gains a free rank in Divine Sight, to which he may freely add skill points if he so desires. At every other level, beginning at 3rd, he receives an additional free rank in the skill.

**Spells** Levels in god seeker add to the caster level of a character's highest level divine spellcasting class. If of equal level in two different divine spellcasting classes, the god seeker chooses which class benefits from god seeker levels.

**Improved Healing (Ex):** Beginning at 2nd level, the God Seeker doubles his natural healing rate. Thus, a 10th level character heals 20 hit points per day rather than the usual 10.



Table 7.8: God Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+1	Divine Sight, Spells
2nd	+1	+1	+1	+1	Improved Healing
3rd	+1	+2	+1	+2	+1 Divine Sight
4th	+2	+2	+1	+2	Resist Energy
5th	+2	+3	+2	+3	+1 Divine Sight
6th	+3	+3	+2	+3	Nondetection
7th	+3	+4	+2	+4	+1 Divine Sight
8th	+4	+4	+3	+4	Bodily Perfection
9th	+4	+5	+3	+5	+1 Divine Sight
10th	+5	+5	+3	+5	True Seeing

**Resist Energy (Sp):** Once per day, beginning at 4th level, the God Seeker may harden his body against one type of energy (as *resist energy*).

**Nondetection (Ex):** At 6th level, the God Seeker becomes difficult to detect by divination and detection spells (as the *nondetection* spell). Unlike the spell, this ability is permanent, the result of the God Seeker's intense study of detection methods and how to foil them. The DC to detect a God Seeker with this ability is 15 + the God Seeker's total hit dice.

**Bodily Perfection (Ex):** Beginning at 8th level, the God Seeker applies the highest positive modifier of his three physical abilities (Strength, Dexterity, or Constitution) as a sacred (if good), profane (if evil), or insight (if neutral) bonus to all his saving throws.

**True Seeing (Ex):** At 10th level, the God Seeker gains the ability to view the world once per day as if he could cast *true seeing*. This ability is not magical in nature, but the result of the God Seeker's keen awareness of his surroundings.

**Skills:** Knowledge (religion) 4 ranks, Perception 5 ranks, Stealth 5 ranks.

**Religion:** The character must worship Hera as a patron deity (this can be satisfied by swearing fealty to her when first approached).

**Special:** The character must have been severely injured or suffered grievous personal loss at the hands of a Child of the Gods or directly because of half-god actions (i.e. structural collapse of a building from a half-god throwing a monster into it, killing all inside).

### Class Skills

A Hunter of Hera's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** A Hunter of Hera is proficient with all simple and martial weapons, light armor and light shields.

**Commune (Sp):** At 1st level, a Hunter of Hera gains the ability to *commune* (as the spell) with Hera in order to seek permission to hunt a particular Child of the Gods. He must have her authorization before he may make an attempt to eliminate that half-god.

**Track (Ex)** A hunter of Hera add half his level (minimum +1) to Survival skill checks made to follow or identify tracks. If a hunter of Hera has levels in another class granting this ability, those levels and hunter of Hera stack.

**Favored Enemy (Ex):** At 2nd level, a Hunter of Hera gains favored enemy +2, as the ranger ability, but only against "Children of the Gods." At 4th, 6th and 8th levels, the bonus against Children of the Gods increases by 2.

**Sense Divine Blood (Su):** At 3rd level, a Hunter of Hera can sense the presence of an individual or creature that has divine blood running through its veins within 30ft. This sense comes across as a tingling feeling all over his body that becomes stronger as he nears the

## HUNTER OF HERA

Hunters of Hera specialize in the location and elimination of half-gods. Hera herself has an extreme hatred towards half-gods, but especially any sired by Zeus. A Hunter of Hera is often an individual who has had an unfortunate encounter with a "Child of the Gods" and developed a hatred of them. Hera listens for pleas of vengeance and singles out this individual and appears before him (in avatar form). Hera makes her case that some of the other gods wish to supplant the natural order of man with half-gods that are more perfect. Hera is willing to grant that individual certain abilities in exchange for his oath to exterminate those half-gods that she deems a threat. Clerics, druids, fighters, and rogues are typical classes that choose to become Hunters of Hera. However, any class (or monster) is eligible provided they meet the requirements.

**Hit Dice:** d10

### Requirements

To qualify to become a Hunter of Hera, a character must fulfill all the following criteria:

**Base Attack Bonus:** +6

**Base Saving Throws:** +3 or better (all three)



divine-born being.

**True Strike (Sp):** At 7th level, a Hunter of Hera's preferred weapon of attack against half-gods becomes a weapon of *true strike* (as the spell) once per day for every two hunter of Hera levels.

**Damage Reduction (Ex):** At 5th level, Hunters of Hera gain damage reduction 2/—. At 9th level, this damage reduction increases to 5/—.

**Smite Godling (Su):** At 10th level, a Hunter of Hera has become so efficient and proficient at hunting half-gods and knowing their weaknesses that once per day he can call forth an element of Hera's power and smite them. This functions as a paladin's smite evil ability, except that it functions only against "Children of the Gods."

Table 7.6: Hunter of Hera

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Commune, track
2nd	+2	+1	+1	+1	Favored enemy (+2)
3rd	+3	+2	+2	+1	Sense divine blood
4th	+4	+2	+2	+1	Favored enemy (+4)
5th	+5	+3	+3	+2	Damage reduction 2/—
6th	+6	+3	+3	+2	Favored enemy (+6)
7th	+7	+4	+4	+2	True strike
8th	+8	+4	+4	+3	Favored enemy (+8)
9th	+9	+5	+5	+3	Damage reduction 5/—
10th	+10	+5	+5	+3	Smite godling



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Table 7.9: Jotenslayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Giant killer, Thor's blessing, track
2nd	+2	+1	+1	+1	Bonus feat
3rd	+3	+2	+1	+1	Thor's blessing
4th	+4	+2	+1	+1	Uncanny dodge
5th	+5	+3	+2	+2	Bonus feat, swift tracker
6th	+6	+3	+2	+2	Thor's blessing
7th	+7	+4	+2	+2	Improved uncanny dodge
8th	+8	+4	+3	+3	Bonus feat
9th	+9	+5	+3	+3	Quarry
10th	+10	+5	+3	+3	Thor's blessing

## JOTENSLAYER

A Jotenslayer specializes in the tracking and extermination of all giants. He has studied them extensively and knows their habits, tendencies, combat abilities and weaknesses. A Jotenslayer possesses an intense dislike of giants that borders on pure hatred. His mission in life is the execution and elimination of all giants that cross his path. A character selecting this prestige class may choose to focus his knowledge and abilities against a single giant subtype, thereby acquiring greater bonuses as he advances in levels or he may diversify his knowledge among many different giant subtypes. Typically, a Jotenslayer is also a follower of Thor, who often wages war upon the giants. Barbarians, clerics, fighters and particularly, rangers are the most common classes that take up this prestige class.

**Hit Dice:** d10

## Requirements

To qualify to become a Jotenslayer, a character must meet the following requirements:

**Base Attack Bonus:** +5 or better

**Base Saving Throws:** +2 or better (all saves)

**Skills:** Knowledge (local) 4 ranks, Knowledge (nature) 4 ranks

**Religion:** Must worship Aesir, Vanir, or another god opposed to giants.

**Special:** Must have Favored Enemy (humanoid [giants]).

## Class Skills

The Jotenslayer's class skills (and the key ability) are: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nature), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The Jotenslayer is proficient with all simple and martial weapons, all types of armor and shields (including tower shields).

**Giant Killer (Ex):** Jotenslayer's hate giants more than any other creature. Their favored enemy bonus against creatures of the giant subtype increases by an amount equal to their jotenslayer level.

**Track:** A jotenslayer adds their jotenslayer level to Survival skill checks made to follow or identify the



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tracks of giants.

**Bonus Feat:** At 2nd, 5th, and 8th levels, a Jotenslayer gains a bonus combat feat.

**Thor's Blessing (Ex):** Jotenslayer's are blessed by Thor and gain the following abilities at certain levels.

At 1st level, a jotenslayer's land speed increases by +10 ft.

At 3rd level, whenever a jotenslayer is engaged in combat with a giant, they gain a +1 dodge bonus to armor class as well as a +1 bonus to Reflex saves.

At 6th level, they gain a +2 bonus to Strength when engaged in melee combat against giants. This bonus only functions against giants.

At 10th level, the jotenslayer's experience and understanding of giants manifests itself in the ability to recognize vital weak areas on a giant and focus his attacks there. The character gains one extra attack at his highest attack bonus per round when fighting giants. In addition, he is treated as having Improved Critical for any weapon he is using against giants. These abilities only apply while engaged in combat with the giant and do not extend beyond 30 ft. for ranged weapons.

**Uncanny Dodge (Ex)** At 4th level, a jotenslayer gains uncanny dodge against giants. This functions as the barbarian class feature. If the jotenslayer already has this ability from another source, they instead gain

improved uncanny dodge, but only against giants.

**Swift Tracker (Ex)** At 5th level, a jotenslayer gains the swift tracker ability of rangers, but only when tracking giants.

**Improved Uncanny Dodge (Ex)** At 7th level, a jotenslayer gains improved uncanny dodge against giants. This functions as the barbarian class feature.

## LILIM

Those unfortunate women who suffer untold abuse at the hands of cowardly men occasionally discover the liberating doctrine of Lilith and, in turn, seek retribution. Most often, these women kill their tormenters and flee into the desert, where they come across others like themselves. Sometimes these outlaws form small cults dedicated to Lilith. Some of the cults keep to themselves, while others take vows to help all women who suffer at the hands of men. The lilim represent the latter as women who train themselves in a manner similar to that of an assassin, but with a focus on slaying males. Some see this as misandry in its purest form, while others, usually of the distaff inclination, see it as a warning to all those men who beat and terrorize women.





Table 7.10: Lilim

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Poison use, desert survival	0
2nd	+1	+0	+3	+0	Sneak attack +1d6, low-light vision	1
3rd	+2	+1	+3	+1	Emasculate, seduction	1/0
4th	+3	+1	+4	+1	Darkvision 60 ft.	1/1
5th	+3	+1	+4	+1	Sneak attack +2d6, smell fear	1/1/0
6th	+4	+2	+5	+2	Slay male	1/1/1
7th	+5	+2	+5	+2	Darkvision 120 ft.	2/1/1/0
8th	+6	+2	+6	+2	Sneak attack +3d6, energy drain	2/1/1/1
9th	+6	+3	+6	+3	Wings of the desert	2/2/1/1
10th	+7	+3	+7	+3	Summon sister of the night	2/2/2/1

The lilim can be seen as vigilantes who constantly watch for any sign or rumor that a male is abusing a female. They then attempt to verify these rumors by catching them in the act, and then exacting vengeance upon the guilty male on behalf of the woman. It must be stated though that not all women wish to witness their spouses maimed or murdered before their eyes, and may come to forever hate the lilim for this. In fact, some of the lilim's most motivated enemies are angry and grieving widows.

Most lilim are rogues, but barbarians, bards, clerics, druids, fighters, monks, rangers, sorcerers, and wizards are all sometime drawn to the vocation despite the difficulty of qualifying. Quite often simple villagers or townsfolk, commoners and experts alike, find themselves becoming lilim out of necessity. Ex-paladins may also feel the draw of this prestige class.

**Hit Dice:** d8

## Requirements

To qualify to become a lilim, a character must fulfill all the following criteria:

**Alignment:** Any non-good

**Skills:** Intimidate 5 ranks, Sense Motive 3 ranks, Stealth 5 ranks.

**Special:** The candidate must be a female who has suffered at the hands of a male, in the form of mental or physical abuse, and worship Lilith as her patron deity.

## Class Skills

The lilim's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 6 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** A lilim's weapon training focuses on weapons suitable for stealth and sneak attacks. Lilim are proficient with the crossbow

(hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Lilim are also proficient with light armor but not with shields.

**Spells:** Beginning at first level, a lilim gains the ability to cast a small number of arcane spells. To cast a spell, the lilim must have a Charisma score of at least 10 + the spell's level, so a lilim with a Charisma of 10 or lower cannot cast these spells. Lilim bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the lilim's Charisma modifier (if any). When the lilim gets 0 spells of a given level, such as 0 1st-level spells at first level, the lilim only qualifies for bonus spells. A lilim without a bonus spell for that level cannot yet cast a spell of that level. The lilim's spell list appears below. A lilim prepares and casts spells just as a sorcerer does.

**Poison Use:** Lilim are trained in the use of poison and are never at risk of accidental poisoning when using poison.

**Desert Survival (Ex):** Lilim are at home in arid wastelands. At 1st level, a lilim learns how to survive in the desert. She is able to stave off the effects of the heat and elements better than the average man. They receive a +4 competence bonus to all Perception, Stealth, and Survival checks when in desert regions. All saving throws and DC ratings based on environmental influences are halved. (See the rules on heat dangers in the *Pathfinder Roleplaying Game: Core Rulebook* – Chapter 13 for desert dangers.)

**Sneak Attack:** If a lilim can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Any time the lilim's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the lilim's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at fifth level and again at eighth level. Should the lilim score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less. With a sap or an unarmed strike, the lilim can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that



deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack. The lilim must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The lilim cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If a lilim gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Low-light vision (Ex):** At 2nd level, a lilim gains low-light vision. Those who already possess low-light vision gain no additional benefit.

**Emasculate (Ex):** If a lilim studies her victim for two rounds and then makes a sneak attack with a melee weapon that successfully deals damage against a male target, the sneak attack may have the additional effect of permanently destroying the target's genitals. While studying the victim, the lilim can undertake other actions so long as her attention stays focused on the target and the target does not move more than 30 feet away from the lilim. If the victim of such an attack fails his Fortitude saving throw (DC 10 + the lilim's class level + Intelligence modifier) against the emasculating effect, his genitals have been painfully destroyed. The emasculating effect renders the victim unconscious for 1d6 rounds plus 1 round per level of the lilim. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the lilim has completed the two rounds of study, she must make the emasculating attack within the next two rounds. If the emasculating attack is attempted and fails (the victim makes his save) or if the lilim does not launch the attack within two rounds of completing the study, two new rounds of study are required before she can attempt another emasculation.

**Seduction (Ex):** At 2nd level, a lilim learns how to flaunt and utilize her sexuality to gain an advantage dealing with males. She gains a +4 competence bonus on Bluff, Diplomacy, and Disguise skill checks against male targets.

**Darkvision (Ex):** As the goddess of the night, Lilith bestows upon her beloved lilim the gift of seeing in absolute darkness. At fourth level, lilim receive darkvision with a range of 60 feet. At seventh level, the range is extended to 120 feet. Those characters that already possess darkvision gain no additional benefit to their vision until seventh level.

**Smell Fear (Ex):** By the time a lilim reaches fifth level, she has encountered enough abused women to recognize the signs at a mere glance. At will, a lilim can sense whether a particular female within a thirty foot range has been abused or tormented by a male in the last 24 hours + 1 hour per the lilim's class level. Also, the lilim can determine the severity of this torment with a successful Wisdom check (DC 20).

**Slay Male (Ex):** If a lilim studies her victim for three rounds and then makes a sneak attack with a melee weapon that successfully deals damage against a male target, the sneak attack has the additional effect of possibly killing the target. While studying the victim,

the lilim can undertake other actions so long as her attention stays focused on the target and the target does not detect the lilim or recognize the lilim as an enemy. If the victim of such an attack fails his Fortitude saving throw (DC 10 + the lilim's class level + Intelligence modifier) against the kill effect, he dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the lilim has completed the three rounds of study, she must attempt to slay the male within the next three rounds. If the slay male attack fails (the victim makes his save) or if the lilim does not launch the attack within three rounds of completing the study, three new rounds of study are required before she can attempt another slay male. This ability is equally effective on female targets, however, any lilim who uses this power to slay or harm a female loses all class features until she properly atones for actions by completing a quest set forth to her by Lilith.

**Energy Drain (Sp):** At 8th-level, once per day as a standard action, a lilim can make use of the *vampiric touch* spell at the same caster level as the lilim's class level. It works as per the spell, except that the damage inflicted is 1d6 points per the lilim's class level, instead of 1d6 points of damage per two caster levels. This means that at eighth level the lilim inflicts 8d6 points of damage that she potentially gains as temporary hit points.

**Wings of the Desert (Sp):** The lilim eventually become so closely linked to the desert that she can literally travel upon the bellowing winds that scour the desolate landscapes. At 9th-level the lilim can, once per day, make use of the *wind walk* spell at the same caster level as the lilim's total character level.

**Summon Sister of the Night (Sp):** Lilim at tenth level can summon a succubus once every three days. This mimics the *summon monster VIII* spell, working at the same caster level as the lilim's total character level. The summoned fiend will only answer the lilim's call if a specific purpose is specified, which must entail inflicting pain or death upon a male. Should a succubus not hurt or kill a male once summoned, this ability will be withheld from a lilim for an entire month.

### Lilim Spell List

**1st level:** *charm person, disguise self, expeditious retreat, pass without trace, ray of enfeeblement, sleep, summon monster I* (fiendish owl only).

**2nd level:** *alter self, cat's grace, darkness, invisibility, misdirection, summon monster II* (fiendish hyena only), *undetectable alignment*.

**3rd level:** *deep slumber, deeper darkness, haste, keen edge, nondetection, summon monster III* (fiendish leopard only).

**4th level:** *air walk, freedom of movement, glibness, locate creature, phantasmal killer, summon monster IV* (fiendish giant owl only).

\*Chosen creatures of Lilith

### MEDJAI

Medjais are desert mercenaries who hire themselves out to anyone with the proper coin. They act as bodyguards, escorts, guides and soldiers for hire to



Table 7.11: Medjai

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Create water, desert survival (+2), spells	0
2nd	+2	+3	+1	+1	Heat adaptation (save bonus)	1
3rd	+3	+3	+1	+1	Trackless	2/0
4th	+4	+4	+2	+2	Camouflage	3/1
5th	+5	+4	+2	+2	Desert survival (+4)	3/2/0
6th	+6/+1	+5	+3	+3	Heat adaptation (vs. lethal)	3/3/1
7th	+7/+2	+5	+3	+3	Control hunger and thirst	3/3/2/0
8th	+8/+3	+6	+4	+4	Hide in plain sight	3/3/3/1
9th	+9/+4	+6	+4	+4	Heat adaptation (vs. unconsciousness)	3/3/3/2
10th	+10/+4	+7	+5	+5	Desert survival (+6)	3/3/3/3

those in need of individuals with desert experience. Medjais are commonly seen with merchant caravans traveling across the vast desert where they represent that caravan's only real protection from desert raiders and monsters. Their unique knowledge of the desert and its inhabitants makes them the ideal security force. Medjais are typically barbarians, fighters, and rangers. Only on the rarest of occasions will a druid or monk be found among their ranks.

**Hit Die:** d8

## Requirements

To qualify to become a medjai, a character must fulfill all the following criteria:

**Base Attack Bonus:** +5 or better

**Feats:** Endurance, Toughness

**Skills:** Knowledge (nature) 6 ranks, Perception 3 ranks, Stealth 5 ranks, Survival 8 ranks.

## Class Skills

A medjai's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), and Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** A medjai is proficient in the use of simple and martial weapons in addition to being proficient with light armor.

**Create Water (Su):** Being essential to desert survival, all medjai learn the secret art of dowsing and can cast *create water* a number of times per day equal to their Wisdom modifier (minimum once per day) with a caster level equal to their medjai level.

**Favored Terrain (desert) (Ex):** At 1st level, a medjai learns how to survive in the desert. This is as the ranger class feature.

**Spells:** The medjai's devotion and respect for the forces of the desert allow him access to the magical energies that flow through the sands. Beginning at 1st level he gains the ability to cast divine spells. To

cast a spell the medjai must have a Wisdom score of 10 + the spells level. A medjai with a Wisdom of less than 10 cannot cast medjai spells. A medjai's spells are based on Wisdom so the saving throw against them is 10 + the spell level + the medjai's Wisdom modifier. When the medjai gets 0 spells per day of a given spell level, he gains only those bonus spells he is entitled to as the result of his Wisdom. Medjai's cast spells like a sorcerer. The medjai's spells list is noted below

At 6th level, and at every even level thereafter, a medjai can choose to learn a new spell to replace one he already knows. The spells exchanged must be of the same level, and must be from a spell level at least two levels lower than his current medjai level. He can only exchange one spell when afforded the opportunity, and the exchange must take place as soon as he gains the new level or the exchange is forfeited.

**Heat Adaptation (Ex):** Prolonged exposure to the desert allows the medjai to adapt to the harshness of his environment. Beginning at 2nd level, he becomes more resistant to the effects of hot weather conditions

Table 7.12: Medjai Spells Known

Level	1st	2nd	3rd	4th
1st	2*			
2nd	3			
3rd	3	2*		
4th	4	3		
5th	4	3	2*	
6th	4	4	3	
7th	4	4	3	2*
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

\* - provided the medjai has the Intelligence to gain a bonus spell at this level.

and can add his favored terrain (desert) bonus to saves against the negative effects of temperatures over 90°F.

By 6th level, a medjai is so resistant to desert heat, he never takes lethal damage as a result of falling



unconscious due to heat exhaustion caused by heat dangers under 130°F.

By 9th level, the medjai cannot be rendered unconscious from natural heat dangers under 130°F.

**Trackless Step (Ex):** At 3rd level, a medjai no longer leaves a trail that can be tracked through the desert sands. They may choose to leave a trail if so desired.

**Camouflage (Ex):** At 4th level, a medjai can use the Stealth skill to hide in deserts, even if there is no cover or concealment.

**Control Hunger and Thirst (Su):** Long treks through the sparse desert terrain force the Medjai to learn to control his hunger. He must often travel for days without eating food and by 7th level he can add his favored terrain (desert) bonus to Constitution checks made against starvation and thirst. In addition, a medjai that takes nonlethal damage from hunger or thirst gains a second Constitution check (DC same as the starvation or thirst check) to avoid suffering from the effects of fatigue associated with the damage.

**Hide in Plain Sight (Ex):** While in desert terrain, a medjai can use the Stealth skill even while being observed.

## Medaj Spell List

**1st level:** *endure elements, expeditious retreat, goodberry, longstrider, mount, silent image*

**2nd level:** *bear's endurance, dust cloud†, locate object, misdirection, soften earth and stone, whispering wind*

**3rd level:** *major image, phantom steed, meld into sand††, nondetection, tongues, wall of sand*

**4th level:** *dimension door, hallucinatory terrain, locate creature, repel vermin, sand shape†††, spike stones.*

† same as a fog cloud spell except the cloud is made of sand

†† same as a meld into stone spell except the medjai can meld into a 5-foot-square patch of sand.

††† same as a stone shape spell except it works with sand.

## moon knight

Moon Knights are followers of Khonsu. They deem it their duty to seek out injustice and deliver judgment upon those responsible. Because of their vigilance, they have often been referred to as the "Guardians of the Night" in the larger cities such as Heliopolis and Karnak. In order to become a moon knight, the individual must have been the victim of a brutal act of injustice and survived a near death experience from it at the hands of those responsible (such as stabbed,

beaten, burned, raped, and then left for dead). They also must desire to seek out their tormentors and extract justice. Clerics, fighters, paladins, and monks are common classes that become moon knights, but rangers, rogues, and sorcerers have also been known to follow this path.

**Hit Die:** d8

## Requirements

To qualify to become a moon knight, a character must fulfill all the following criteria:

**Alignment:** Any lawful and non-evil

**Base Attack Bonus:** +7 or better

**Base Saving Throws:** +2 or better

**Skills:** Stealth 7 ranks

**Special:** The character must have survived an unprovoked attack by an enemy that reduced the character to zero or less hit points.

## Class Skills

A Moon Knight's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int),





Table 7.13: Moon Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+1	Cover of Darkness
2nd	+1	+1	+1	+1	Bonus Feat
3rd	+2	+2	+2	+2	Shadow Walk
4th	+3	+2	+2	+2	Bonus Feat
5th	+3	+3	+3	+3	Mark of the Moon
6th	+4	+3	+3	+3	Bonus Feat
7th	+5	+4	+4	+4	Scars of the Past
8th	+6	+4	+4	+4	Bonus feat
9th	+6	+5	+5	+5	Death's Shadow
10th	+7	+5	+5	+5	Penance of Justice

Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** Moon knights are proficient in the use of all simple and martial weapons, and with light armor, medium armor, and shield (except tower shields).

**Bonus Feat:** At 2nd, 4th, 6th, and 8th levels, a moon knight gains any bonus feat they qualify for.

**Cover of Darkness (Sp):** At 1st level, a moon knight may cast *darkness* at will and *deeper darkness* three times a day. These have a caster level equal to one-half the moon knight's total hit dice.

**Shadow Walk (Su):** At 3rd level, a moon knight may use *shadow walk* (as the spell) once per day per moon knight level. This functions with an effective caster level equal to the moon knight's moon knight level.

**Mark of the Moon (Su):** At 5th level, a moon knight becomes immune to the effects of lycanthropy. A visible mark (much like a brand) appears on the side of her neck in the shape of a crescent moon, marking her as a follower of Khonsu and signifying her immunity.

**Scars of the Past (Su):** At 7th level, a moon knight may force his opponents to have old battle wounds reopen. This effect mirrors the spell *past pain* and may be used twice per day with an effective caster level equal to the moon knight's moon knight level.

**Death's Shadow (Su):** At 9th level, a moon knight gains the ability to frighten his targets by sending them visions of their own deaths. This ability mimics the spell *glimpse of the reaper* and may be used twice per day with an effective caster level equal to the moon knight's moon knight level.

**Penance of Justice (Su):** At 10th level, a moon knight gains the ability to make any who are responsible for injustice pay for their crimes. This functions as a gaze attack against a single target. The target is shaken for 10 rounds as it relives all the pain it has inflicted upon others during its lifetime, both mentally and physically. The target receives no save against this effect.

After these 10 rounds, target must succeed at an

opposed Will save against the moon knight or be permanently afflicted with *insanity* (as the spell). This ability may be used only once per day.

## SETITE KEEPER OF LORE

Nomadic desert tribes often look to Set as their patron and protector. They view him not as a god of evil, but rather a protector and keeper of the desert lands. A Setite is a tribal elder who is responsible for the recording and keeping of the tribal history. They serve as the healers and spiritual guides for the tribe, and others seek guidance in their wisdom and knowledge. He guides them through the desert, directing them to the safety of one oasis after another. The keeper of lore uses the desert elements and his devotion to Set to keep his tribe safe from "foreigners" and nonbelievers. He believes that extended involvement with people and races outside of his tribe will taint the purity of his own tribe. Clerics and druids are natural choices as keepers of lore, though rangers may also become tribal elders.

**Hit Dice:** d6

## Requirements

To qualify to become a Setite, a character must fulfill all the following criteria:

**Abilities:** Wis 13+

**Alignment:** Any non-chaotic

**Base Attack Bonus:** +5 or better

**Skills:** Knowledge (nature) 8 ranks, Knowledge (religion) 8 ranks, Survival 6 ranks.

**Spellcasting:** Must have ability to cast 1st level arcane or divine spells

## Class Skills

A Setite keeper of lore's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** Setite keepers of lore are proficient with all simple weapons and all martial



Table 7.14: Setite Keeper of Lore

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Set's favor	—
2nd	+1	+1	+1	+1	Tribal knowledge	+1 level of existing class
3rd	+1	+2	+1	+2	Summon dunecrawler	—
4th	+2	+2	+1	+2	Set's blessing (dominance)	+1 level of existing class
5th	+2	+3	+2	+3	Set's blessing (deception)	—
6th	+3	+3	+2	+3	Control desert winds	+1 level of existing class
7th	+3	+4	+2	+4	Set's blessing (terror)	—
8th	+4	+4	+3	+4	Set's blessing (supremacy)	+1 level of existing class
9th	+4	+5	+3	+5	Set's blessing (tyranny)	—
10th	+5	+5	+3	+5	Set's blessing (merciless)	+1 level of existing class

ranged weapon. Keepers of lore are not proficient with any armor due to the extreme desert conditions they face during everyday life.

**Spells:** Most Setites are well versed in magical arts and continue to gain spell levels from one of their previous classes. Setites gain new spell levels at even levels of the prestige class. The Setite only gains new spells and no other benefits associated with that previous class.

For example, if Idriss, a 5th-level sorcerer, advances to second level in Setite, his spell casting improves to the level of a 6th-level sorcerer. All other aspects of level progression, such as attack bonus and save bonus, are determined by his new Setite level. Next time he gains a sorcerer level (sorcerer 6/Setite 2, he gains and casts spells as a 7th-level sorcerer.

If a character had more than one spellcasting class before he became a Setite, he must decide to which class his spell levels will progress for purposes of determining his Setite spells per day.

**Set's Favor:** At 1st level, keepers of lore gain the Desert domain and can cast spells from it at +1 caster level. In addition, they gain a +2 competence bonus to all Knowledge skills.

**Tribal Knowledge (Ex):** The Setite has been handed down the gift of the lore of his people, a history that trails back hundreds of generations. This functions as, and stacks with, the bardic knowledge ability.

**Summon Dunecrawler (Sp):** At 3rd level, a keeper of lore may summon up to 2 dune crawlers (see Chapter 11) per keeper of lore level to assist the keeper in protecting the tribe from harm. This ability mirrors that of the druid spell *summon nature's ally*. The setite can use this ability a number of times per day equal to half his setite prestige class level.

At 10th level, a keeper of lore can choose to summon half the number of dunecrawlers and instead summon dunecrawlers with both the advanced creature simple template and the giant creature simple template.

**Set's Blessing (Su):** As he increases in power the setite learns to bestow special blessings on his tribe members and allies. Once per day he can bless a number of allies equal to his setite prestige class level. The blessing lasts for a number of hours equal to his setite level or until

triggered as noted in the blessings description. Details of specific blessings are listed below.

**Dominance:** This blessing grants its recipient a +4 bonus on its next Intimidate check. If the check fails, the effect is wasted. The blessing of dominance is gained at 4th level.

**Deception:** This blessing allows its recipient to approach an opponent without appearing threatening. The recipient of this blessing can enter combat or pass through a threatened space without provoking an attack of opportunity. The effect is dispelled the after the first time the recipient enters a threatened space. The blessing of deception is gained at 5th level.

**Terror:** This blessing grants its recipient the potential to make his opponents flee in terror. If his next attack successfully strikes his opponent and does more damage than its current hit dice, the opponent must make a Will save (DC 15) or become panicked. If the attack fails, the effect is wasted. The blessing of deception is gained at 7th level.

**Supremacy:** This blessing fills the recipient with such power that the next strike he makes has the potential to show an awesome display of power. If his next attack is successful it does an additional +2d6 points of nonlethal damage. If the attack is a critical hit, it does an additional +4d6 points of nonlethal damage. If it fails to hit, the blessing is wasted. The blessing of supremacy is gained at 8th level.

**Tyranny:** This blessing grants its recipient the potential to make his opponents bow before him. If his next attack successfully strikes his opponent and does more damage than its current hit dice, the opponent must make a Will save (DC20) or throw down its weapon and surrender. If the attack fails, the effect is wasted. The blessing of deception is gained at 9th level.

**Merciless:** This blessing fills the recipient with a mercilessness that the next strike he makes has the potential to be brutally damaging. If his next attack is successful it does an additional +2d6 damage. If the attack is a critical hit, it does an additional +4d6 damage. If it fails to hit, the blessing is wasted. The blessing of mercilessness is gained at 10th level.

**Control Desert Winds (Sp):** At 6th level, a keeper of lore may control the desert winds as the spell



Table 7.15: Sister of Selket

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+1	Selket's Devotion, +2 Bonus – Diplomacy
2nd	+1	+1	+1	+1	Scorpion Affinity, +2 Bonus – Knowledge (nature)
3rd	+2	+2	+1	+2	Selket's Will, +2 Bonus – Perception
4th	+3	+2	+1	+2	Selket's Charm, +2 Bonus – Sense Motive
5th	+3	+3	+2	+3	Selket's Sting, +2 Bonus – Stealth

*control winds*. This ability may be used for offensive or defensive purposes such as whipping up a sandstorm to ground enemies in flight or using it to shield the movements of the tribe. The setite can use this ability a number of times per day equal to half his setite prestige class level.

## SISTER OF SELKET

The Sisterhood of Selket is a secret organization of followers of Selket, the scorpion goddess. They oppose the wicked and abusive, working behind the scenes, gathering information and maintaining a low and somewhat secretive profile. Often a Sister of Selket will be the wife or consort of a high ranking noble or politician who may “influence” his decisions privately beyond the company of others. Other times, she may be a royal advisor, mage, or other confidante of a ruler. Bards, clerics, sorcerers, and wizards are typical converts to this prestige class, though druids and rangers have been known to join the sisterhood.

**Hit Die:** d6

## Requirements

To qualify to become a sister of Selket, a character must fulfill all the following criteria:

**Alignment:** Any non-evil

**Skills:** Diplomacy 5 ranks, Stealth 4 ranks

**Spellcasting:** Ability to cast 3rd level arcane or divine spells.

**Special:** Must be female and a devout follower of Selket.

## Class Skills

A sister of Selket's class skills (and the key ability for each skill) are: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** Sisters of Selket

gain no proficiencies in armor or weapons.

**Skill Bonuses:** Sisters of Selket gain bonuses for various skills at each level; these bonuses stack with all other bonuses.

**Selket's Devotion (Sp):** At 1st level, a sister may cast spells from the Healing and Protection domains at +1 caster level regardless of whether or not she could previously cast spells from those domains.

**Scorpion Affinity (Su):** At 2nd level, a sister receives the Granted Powers for the Affinity domain concerning scorpions.

**Selket's Will (Sp):** At 3rd level, a sister may cast any healing or restoration type of magic at +1 caster level. This bonus is stackable.

**Selket's Charm (Sp):** At 4th level, a sister may attempt to charm a person (as the spell *charm person*) up to three times per day.

**Selket's Sting (Su):** At 5th level, a sister develops tiny poison glands just under her nails. When she makes a successful unarmed attack roll, she may inject the venom from these glands into her target.

**Sister of Selket Poison (Su)** Unarmed strike—injury; *save* Fort DC (10 + 1/2 total hit dice + Constitution





modifier)' frequency 1/round for 5 rounds; effect 1d4 Strength damage; cure 2 saves. The save DC is Constitution-based.

## SISTERHOOD OF THE VALKYRIE

These female warriors represent the chosen of Freya. They band together to form a divine sisterhood, whose duty is to guide the souls of the bravest fallen warriors to the halls of Folkvang and Valhalla. On the battlefield, their fighting prowess is truly formidable and matched by only the greatest of mortal fighters. Valkyries are women of strong convictions, emotions and motivations. They are passionate in nearly everything they do. They drink hard, fight without fear or worry, make love to others with wild abandon, and forge long lasting bonds of friendship with those they trust and respect. To have a Valkyrie as a true friend is one of the greatest gifts a character could ask. To earn the ire of a Valkyrie is akin to sealing your own death. If a Valkyrie feels she has been wronged, she will stop at nothing to avenge that wrong, no matter the cost.

**Hit Dice:** d10

## Requirements

To qualify as a member of the Sisterhood of the Valkyrie, a character must meet the following criteria:

**Alignment:** Any good

**Base Attack Bonus:** +7 or better

**Base Saving Throws:** +3 or better on all saves

**Feats:** Mounted Combat

**Skills:** Knowledge (any one) 6 ranks, Ride 3 ranks

**Special:** Character must be female.

## Class Skills

The Valkyrie's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Weapons and Armor Proficiency:** The Valkyrie is proficient with all simple and martial weapons, all types of armor and shields.

**Bonus Feat:** At 2nd, 4th, 6th, and 8th levels, a valkyrie gains a bonus combat feat.

**Aid of the Valkyrie (Sp):** As a Valkyrie begins her quest for Sisterhood, she is given the ability to aid others she deems worthy. Three times per day she may cast either *create food and water*, *cure moderate wounds* or *protection from evil*, while once per day she may summon

*monster III* (good only). These abilities have a caster level equal to the valkyrie's character level.

**Valkyrie Summoning (Su):** At second level, a Valkyrie gains the service of an unusually intelligent winged creature to serve as both loyal companion and faithful mount. This functions as a druid's animal companion, using the valkyrie's level as her druid level. Valkyrie mounts have an Intelligence of at least 6.

The valkyrie selects their mount from the following list: dragonne, giant eagle, giant owl, griffon, hippogriff, lammasu, large metallic dragon (brass, bronze, copper, gold, or silver), pegasus, roc, wyvern.

Once per day, as a full-round action, a valkyrie may summon her mount to her side. This ability is the equivalent of a spell of a level equal to one-half the valkyrie's level. The mount immediately appears adjacent to the valkyrie. A valkyrie can summon her mount an additional time per day at 5th and 8th level.

At 10th level, a valkyrie's mount gain the half-celestial template.

**Sword of the Valkyrie (Ex):** At third level, a Valkyrie feels a "calling" and must embark on a quest to locate her sword of power. A Valkyrie's sword is an *intelligent axiomatic holy* sword that carries a +3 bonus with 3 primary abilities and 2 extraordinary powers (GM should determine these powers).

**Strength of the Valkyrie (Sp):** At fifth level, a Valkyrie has the ability to augment her warrior abilities by casting *righteous might* and *spell resistance* twice per day on herself only. These function with a caster level equal to the valkyrie's character level.

**Valkyrie Shield (Sp):** At seventh level, a Valkyrie's defensive abilities become even more formidable with her ability to cast *holy aura* (self only) and *blade barrier* once per day. These function with a caster level equal to





Table 7.16: Sisterhood of the Valkyrie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Aid of the Valkyrie
2nd	+2	+1	+1	+1	Valkyrie Summoning, bonus feat
3rd	+3	+2	+1	+1	Sword of the Valkyrie
4th	+4	+2	+1	+1	Bonus Feat
5th	+5	+3	+2	+2	Strength of the Valkyrie
6th	+6	+3	+2	+2	Bonus Feat
7th	+7	+4	+2	+2	Valkyrie Shield
8th	+8	+4	+3	+3	Valkyrie Insight, Bonus Feat
9th	+9	+5	+3	+3	Fury of the Valkyrie
10th	+10	+5	+3	+3	Journey of the Valkyrie

the valkyrie's character level.

**Valkyrie Insight (Ex):** At eighth level, a Valkyrie becomes gifted with *true seeing* (continuously as the spell) and can identify any warrior who has the potential to join the legions of warriors in Folkvang and Valhalla. She is also granted the ability to *commune* with Freya three times per day.

**Fury of the Valkyrie (Sp):** At ninth level, a Valkyrie has nearly completed her quest to fully join the ranks of the Sisterhood. Three times per day, she may summon the power to *holy smite* her enemies as well as call forth a *flame strike* once per day. These function with a caster level equal to the valkyrie's character level.

**Journey of the Valkyrie (Su):** At tenth level, a Valkyrie's journey is complete and she may now join her Sisters in the halls of Folkvang and Valhalla and escort any warrior's soul to its rightful place. At this level, she becomes a magical creature whose type is changed to Outsider. She then gains all of the abilities, immunities and limitations associated with Outsiders. Additionally, the Valkyrie may now *plane shift* at will, but only between the material plane and Folkvana and Valhalla.

## SPIRITUAL HEALER

The spiritual healer represents all that is good in the world by willfully aiding the sick, weak and injured. Often coming from the clerical class, spiritual healers feel the call to help treat individuals who have been subjected to wounds or injuries or even disease. She will use her skills to deliver first aid, care, and the making of teas and poultices to heal any living creature that bears no malice upon the world. A spiritual healer is welcome in any town and by nearly every humanoid race. She often journeys from place to place, traveling to where she is needed most no matter the risk or the distance.

**Hit Die:** d8

## Requirements

To qualify to become a spiritual healer, a character must meet the following:

**Alignment:** Any good

**Base Attack Bonus:** +4 or better

**Skills:** Heal 7 ranks, Profession (herbalist) 5 ranks

**Spells:** Ability to cast 2nd-level divine spells

**Special:** Must have access to the Healing domain

## Class Skills

The spiritual healer's class skills (and the key ability for each skill) are: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Survival (Wis).

**Skill points at each level:** 4 + Int modifier

## Class Features

**Weapon and Armor Proficiency:** Spiritual healers are proficient with all simple weapons and light armor only.

**Spells:** A spiritual healer maintains close ties to her deity or tenets and continues to gain one level in divine magic from her previous class at the rate of every two levels of spiritual healer. The healer only gains new spells and no other benefits associated with that previous class.

**Bonus feat:** A spiritual healer gains a bonus divine feat of her choosing (any prerequisites must be met) from any Game Master approved source at 2nd, 6th and 10th levels.

**Skill bonus:** At first level and every other level afterwards, a spiritual healer gains a +2 competence bonus to one of the following skills: Diplomacy, Heal, Knowledge (nature), Knowledge (religion), Profession (herbalist), or Spellcraft. A skill may be chosen more than once if so desired; the bonuses stack.

**Divine Oath:** The spiritual healer makes a sacred oath to care for and heal the living and destroy any undead. She must hold true to the tenets and ideals of good by giving aid to those in need, providing comfort and compassion to the wounded, and never willingly doing harm to a patient. As long as she follows her Oath, she receives a +3 circumstance bonus to all Heal skill checks.

**Diagnose Aliment (Ex):** At 2nd level, a spiritual healer may make a Heal check to properly assess and diagnose the nature or cause of an injury or illness in a patient. A successful attempt (based upon the table below) allows the healer to accurately determine the source or underlying cause of the aliment. In the case of poisons, the Heal DC equals the DC of the saving throw



Table 7.17: Spiritual Healer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Skill bonus, Divine Oath	+1 level of existing class
2nd	+1	+3	+0	+3	Bonus feat, Diagnose Aliment	—
3rd	+2	+3	+1	+3	Skill bonus, Hands of the Healer	+1 level of existing class
4th	+3	+4	+1	+4	Restore Mind	—
5th	+3	+4	+1	+4	Skill bonus, Lay to Rest	+1 level of existing class
6th	+4	+5	+2	+5	Bonus feat, Brew Healing Tonic	—
7th	+5	+5	+2	+5	Skill bonus, Reknown Healer	+1 level of existing class
8th	+6	+6	+2	+6	Restore Sanity	—
9th	+6	+6	+3	+6	Skill bonus, Extraordinary Healer	+1 level of existing class
10th	+7	+7	+3	+7	Bonus feat, Revival	—

for that particular poison. The spiritual healer also gains a +2 competence bonus on further Heal checks when treating the identified condition or wound.

Heal DC	Diagnosis
15	Physical external injury (laceration, compound fracture, etc.)
20	Physical internal injury (broken bone, internal bleeding, ruptured organ, etc.)
20	Mental trauma (shock, concussion, dazed, etc.)
20	Spell-like effect (charms, enchantments, etc.)
25	Disease (may identify specific disease)

**Hands of the Healer (Ex):** Upon reaching 3rd level, a spiritual healer's skills become more refined. All spells that restore lost hit points heal an additional point of damage per spiritual healer class level. This may exceed the maximum points allowed by the spell. Additionally, the spiritual healer gains a +1 circumstance bonus to all Heal checks.

**Restore Mind (Su):** Spiritual healers work to heal the mind as well as the body. At 4th level, she can break enchantment, as per the spell, once per week.

**Lay to Rest (Su):** When an individual cannot be saved, a spiritual healer will take steps to ensure the body (or spirit associated with it) can never be raised as any kind of undead. At 5th level, a spiritual healer may lay to rest, as the spell, any corpse at will.

**Brew Healing Tonic (Ex):** At 6th level, a spiritual healer has learned what herbs and plants may be effectively brewed into a concoction that promotes healing. As a result, she gains a +3 competence bonus to all Profession (herbalist) checks. Furthermore, three times per day the spiritual healer may brew a herbal healing tea (DC 15) that will restore 2d10 hit points or cure any non-magical disease for anyone who drinks it within two hours of its preparation. The process of brewing the tonic takes 3d6 minutes to properly ready and heat.

**Reknown Healer:** At 7th level, the spiritual healer's reputation for compassion and caring for the sick and

injured is well known. All Charisma-based skill checks receive a +2 circumstance bonus.

**Restore Sanity (Su):** A spiritual healer is capable of restoring individuals who are stricken with a mental disease or under the influence of mind-affecting spells. At 8th level, she may restore sanity, as the spell restore sanity (with no loss of XP), once a week to individuals in need.

**Extraordinary Healer (Su):** At 9th level, the ability of a spiritual healer to cure the afflictions and heal the hurts of others becomes almost divine. Once each per day, she may cast heal, greater restoration, and regenerate. These spells are not considered part of her normal spells per day limits.

**Revival (Ex):** The spiritual healer's abilities reach a crescendo at 10th level. She now has a limited ability to restore the dead, provided that the subject has not been dead for too long. The spiritual healer must make a Heal check (DC 15 + number of minutes subject has been dead + amount of damage suffered beyond -10 hit points). If successful, the subject is restored to -9 hit points and stabilized, allowing for normal healing. However, if the Heal check fails, the subject cannot be revived and must be restored to life through magical means. The healer must be able to work on the physical body of the fallen subject (cannot have been disintegrated or destroyed) in order to restore life back to the body. A creature revived using the Heal skill does not lose a level or a point from Constitution.

## THAUMATURGIST

A Thaumaturgist reaches out to other planes of existence forming pacts with the beings that live there. The nature of the relationship between thaumaturgist and planar creature can vary depending on the duties the thaumaturgist wishes the planar creature to perform, which may range anywhere between assigning quests to assisting in combat. A thaumaturgist is keenly aware that his unparalleled conjurations are just tools in service of his overall philosophy or deity. Clerics most often choose this class but wizards and sorcerers have been known to utilize this prestige class.

**Hit Die:** d6



Table 7.18: Thaumaturgist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Improved ally, spells
2nd	+1	+1	+1	+1	Augment summoning
3rd	+1	+1	+1	+2	Extended summoning
4th	+2	+1	+1	+2	Contingent conjuration
5th	+2	+2	+2	+3	Planar cohort

## Requirements

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

**Feats:** Spell Focus (conjuration).

**Skills:** Knowledge (planes) 5 ranks.

**Spells:** Able to cast *lesser planar ally*.

## Class Skills

The thaumaturgist's class skills are Craft (Int), Diplomacy (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** Thaumaturgists gain no proficiency with any weapon or armor.

**Spells per Day:** When a new thaumaturgist level is

gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

**Improved Ally:** When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard





fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

**Augment Summoning:** At 2nd level, a thaumaturgist gains the Augment Summoning feat.

**Extended Summoning:** At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

**Contingent Conjunction:** A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjunction may fail when triggered. The conjunction spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjunctions can be dismissed normally. A thaumaturgist can have only one contingent conjunction active at a time.

**Planar Cohort:** A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must cast the relevant spell. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements

with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

## TOMBMASON

Tombmasons are the engineers and builders in Egyptian society. They are masters of tomb architecture, tunnels, underground pathways, and mechanical traps. However, this knowledge also qualifies them to be exceptional tomb raiders. Tombmasons are commonly hired by wealthy nobles to explore recently unearthed tombs and catacombs. They will use the salary from their exploits to continually purchase better equipment for their forays into tombs. Rogues, sorcerers, and wizards typically learn to be tombmasons, though the occasional cleric also has been known to select this class.

**Hit Die:** d8

## Requirements

To qualify to become a tombmason, a character must fulfill all the following criteria:

**Base Attack Bonus:** +3

**Skills:** Acrobatics 4 ranks, Craft (stonework) 4 ranks, Disable Device 5 ranks, Profession (architect or engineer) 5 ranks.

**Special:** Must have apprenticed under a master tombmason for two years prior to selecting this class. The character must also be literate (able to read and write).

## Class Skills

The tombmason's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), and Profession (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** Tombmasons are proficient with simple weapons and light armor only.

**Architect:** At 1st level, a tombmason gains the status of Architect. He can plan and craft any simple labyrinth or structure possessing less than three rooms,

Table 7.19: Tombmason

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Architect
2nd	+1	+1	+1	+1	Trapsmith
3rd	+2	+1	+2	+1	Eidetic memory, chief architect
4th	+3	+1	+2	+1	Skill mastery – Profession (engineer)
5th	+3	+2	+3	+2	Minotaur cunning, architect prime
6th	+4	+2	+3	+2	Skill mastery – disable device
7th	+5	+2	+4	+2	Evasion, journeyman architect
8th	+6	+3	+4	+3	Sense undead
9th	+6	+3	+5	+3	Improved evasion
10th	+7	+3	+5	+3	Master architect



such as a dwelling or store with a DC of 20 or less at no penalty. An Architect earns an average salary of 75 gp per contracted task.

**Trapsmith (Ex):** At 2nd level, a tombmason gains the trapfinding ability as a rogue of their character level.

**Eidetic Memory (Ex):** At 3rd level, a tombmason develops a photographic memory. He only needs to see something a single time and study it for a specific length of time to remember it forever. He is capable of memorizing maps, blueprints, faces, and locations, just to name a few. The initial memorization requires an Intelligence check DC 25. For every minute he spends in study, the DC for memorization drops by 1 (i.e. 10 minutes of uninterrupted study requires a DC 15). Recalling memorized information also requires an Intelligence check, but it is considerably lower. Recall has a base DC 10 + 1 for each stored memory. The tombmason can voluntarily clear stored memories to lower his recall DC.

**Chief Architect:** At 3rd level, a tombmason is granted the status of Chief Architect. He gains an inherent (stackable) +4 bonus to all related Craft skill checks. He can plan and craft any intricate labyrinth or moderate size structure possessing three to seven rooms, such as a store or small tomb complete with simple mechanical traps, with a DC of 25 or less at no penalty. A Chief Architect will earn one and a half times the salary of an Architect (115-125 gp per task).

**Skill Mastery:** This ability mirrors that of the rogue's ability. The tombmason becomes so comfortable and certain in his skill (Profession [engineer] or Disable Device, in this case) that he may "take 10" even when adverse conditions, stress, and distractions would normally prevent him from doing so.

**Minotaur's Cunning (Ex):** At 5th level, a tombmason is so familiar with the layout of mazes and underground labyrinths that he becomes immune to *maze* spells and similar spell effects. Furthermore, he can never get lost when inside a maze. He will always have a sense of where the exit is, relative to his location.

**Architect Prime:** At 5th level, a tombmason is granted the status of Architect Prime. He gains an inherent (stackable) +4 bonus to all Craft and Profession related skill checks. He may plan and craft large structures that consist of intricate mechanisms such as aqueducts and moving reflectors used to shine the light of the sun into an area where no light normally reaches, such as a tomb. He may construct these or similar items at no penalty as long as the DC is 35 or less. An Architect Prime will earn twice the salary of an Architect (150 gp per task).

**Evasion (Ex):** At 7th level, a tombmason's reflexes are honed to react quickly. If he is exposed to any effect that normally allows for a Reflex save for half damage (such as fireball), he takes no damage with a successful save. This ability may only be used if the tombmason is wearing light armor or no armor.

**Journeyman Architect:** At 7th level, a tombmason rises to the status of Journeyman Architect. He gains an inherent +6 bonus to all Craft and Profession related

skill checks. He may plan and build large and complex structures such as palaces or coliseums at no penalty provided the DC is 40 or less. A Journeyman Architect will earn three times the normal salary of an Architect (225 gp per task).

**Sense Undead (Su):** At 8th level, a tombmason can sense the presence and general direction of any undead within 30 feet. This sensing ability is always active regardless of what obstacles may be in front of the tombmason.

**Improved Evasion (Ex):** At 9th level, a tombmason's reflexes have continued to evolve and become even sharper. This ability works like evasion, except that while the tombmason still takes no damage on a successful Reflex save, he now takes only half damage on a failed save rather than the full amount.

**Master Architect:** At 10th level, a tombmason has reached the venerable status of Master Architect. He gains an inherent +8 bonus to all Craft and Profession related skill checks. He may plan and build any wondrous structure such as a pyramid or a statue dedicated to a pharaoh with no penalties whatsoever. In short, if he can conceive it, he can build it. Furthermore, he can craft any form of mechanical trap to be placed in a tomb or other area at no penalty. Pharaohs will actively seek him out to plan and construct items for them. A Master Architect will earn four times the normal salary of an Architect (300 gp per task).

## TUTELAR

Early Mesopotamian history was dominated by rivalry between proud city-states. Often this rivalry turned violent with war being waged between neighbors. At the forefront of these wars stood patriotic, even fanatic, warriors who believed their cities to be truly superior to any other. As city-states became kingdoms and empires, tutelars, as these partisan soldiers are called, retained their importance and swelled the ranks of invading armies bent on conquering territories to expand their dominance.

The average tutelar is a professional soldier who implicitly subscribes to the belief that his homeland, whether city-state or empire, is greatest of all, and will ardently give his life in its defense. Obviously, fighters and paladins make the best tutelars, with the odd cleric contemplating the option. The urban nature of this vocation often proves too steep a price for rural classes such as druids and rangers to be considered, and the fervent dedication required by the tutelar may seem distasteful for most bards and rogues. Sorcerers and wizards almost never become tutelars, as the prerequisites are just too combat-orientated for their liking.

This class has excellent potential for urban-based campaigns or those where adventurers make frequent returns to their home city. A tutelar's pride in his city-state drives him to not only adventure beyond it in her defense, but also to return to it to share what he has learned and to bask in the glory that makes the city so great.

**Hit Dice:** d10





Table 7.20: Tutelar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Rouse patriotism (+1), leadership
2nd	+2	+1	+1	+1	Civil duty (+1)
3rd	+3	+2	+1	+2	Partisan defiance
4th	+4	+2	+1	+2	Superior leadership
5th	+5	+3	+2	+3	Civil duty (+2)
6th	+6	+3	+2	+3	Exaltation, immunity to fear
7th	+7	+4	+2	+4	Rouse patriotism (+2)
8th	+8	+4	+3	+4	Supreme leadership
9th	+9	+5	+3	+5	Civil duty (+3)
10th	+10	+5	+3	+5	Legion Commander

## Requirements

To qualify to become a tutelar, a character must fulfill all the following criteria.

**Alignment:** Any lawful.

**Base Attack Bonus:** +5

**Feats:** Endurance, Weapon Focus (any)

**Skills:** Knowledge (local) 6 ranks.

**Special:** In addition, he must inhabit a polity of some sort, such as a city-state.

## Class Skills

The tutelar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Profession (Wis), and Ride (Dex).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** Tutelars are proficient with all simple and martial weapons, with all types of armor, and all shields (including tower shields).

**Rouse Patriotism (Ex):** The indomitable fighting spirit of the tutelar impresses his fellow warriors greatly. At first level, those who fight at his side become more assertive in battle and benefit from a +1 morale bonus to attacks and receive +5 temporary hit points. The hit points may exceed the character's maximum hit points but are deducted immediately upon successful attacks and damage by opponents. If no hit point loss is incurred, the bonus hit points fade 5 rounds later.

These bonuses may be applied to no more than ten individuals that the tutelar must choose before a battle, and lasts for the entire duration of combat so long as the designated individuals do not move farther than sixty feet away from the tutelar. Only one tutelar may apply these bonuses upon any given individual and tutelars do not benefit from the rouse patriotism ability of other tutelars. This ability may be used twice per day. At seventh level, the bonus increases to +2 and designated warriors gain +10 temporary hit points.

**Leadership:** At first level, a tutelar gains Leadership

as a bonus feat.

**Civil Duty (Ex):** At second level, whenever a tutelar is officially fighting to further the cause of his polity, whether in its defense or to expand its territory, he receives a +1 morale bonus to attacks, all saving throws, and any skill checks. This bonus increases to +2 at fifth level and +3 at ninth level.

**Partisan Defiance:** When the tutelar reaches third level, he becomes so fanatic in the belief of his polity's superiority and so sworn to protecting it at all costs, that should anyone attempt to use Enchantment spells in order to alter his allegiance or force him to perform treasonous acts, the spell automatically fails and releases him from its grip. Furthermore, he receives a +2 morale bonus to saving throws against Enchantment spells and effects.

**Superior Leadership:** The tutelar gains a +1 bonus to his Leadership score. However, regardless of this bonus to his Leadership score, the tutelar may still never recruit a cohort of his level or higher.

**Exaltation:** By fifth level, the deeds of selfless devotion and blind service the tutelar has performed for his homeland has become well known. His ruler formally acknowledges this service and publicly exalts him, frequently honoring him with a minor title and a befitting gift (usually land, slaves, or a magic item). This also gives the tutelar some level of political power that allows him to benefit from a +4 circumstance bonus to Charisma-based checks he makes when dealing with inhabitants of his homeland.

**Immunity to Fear:** At sixth level, a tutelar becomes totally immune to fear when engaged in any combat sanctioned by his homeland.

**Supreme Leadership:** At eighth level, the tutelar gets a further +1 (for a total of +2) to his Leadership score. However, regardless of this bonus to his Leadership score, the tutelar may still never recruit a cohort of his level or higher.

**Legion Commander:** When a tutelar attains tenth level, he becomes seen as a truly exemplary member of his homeland's standing army. As a result, he is awarded with the title of "Legion Commander" and assumes control of the royal bodyguard or similar body of elite soldiers.



## ZEALOT OF KUR

The dark gods of Kur attract a broad variety of depraved and corrupt individuals from all walks of life into their service. These demon worshippers all seek ill-gotten power from their chthonic masters and are willing to tie body and soul to deathly Ereshkigal, malevolent Nergal, or any of the demon masters residing in Kur. These zealots become the champions of their wicked benefactors, operating outside the established sacerdotal hierarchies of their gods, usually alone, to further the causes of their masters. These causes may include the destruction of opposing faiths (even rival clergies dedicated to the gods of Kur), the slaying of great healers, and general mayhem spread across the land to debase community structure. A Zealot of Kur is usually a demented and twisted person who despises her humanity and seeks to harm all that is good and pure. She wishes for nothing more than to undermine civilization itself and return humankind to the anarchic lifestyle in which we once lived.

Divine spellcasters, specifically clerics, are the most common aspirants to the Zealot of Kur vocation. However, more militaristic characters, such as barbarians, fighters, rangers, and even fallen paladins, can and do become Zealots of Kur, benefiting from the bonus feats and immunities this prestige class has to offer. Most of the time, these combat-oriented classes are fervent worshippers of Nergal who wish to focus more on the idealistic aspects of evil. Rogues also often feel the attraction of this prestige class, enjoying its versatility if anything. Arcane spellcasters, notably necromancers, sometimes become Zealots of Kur despite the difficult requirements for them to join. Among nonhuman races, tieflings are likely to become zealots of Kur due to their fiendish ancestry.

**Hit Dice:** d8

### Requirements

To qualify to become a Zealot of Kur, a character must fulfill all the following criteria:

**Alignment:** Any evil

**Base Attack Bonus:** +7

**Feats:** Great Fortitude, Iron Will

**Skills:** Knowledge (religion) 4 ranks, Knowledge (the planes) 4 ranks

**Spellcasting:** Must be able to cast 1st level divine spells.



**Religion:** Must worship Ereshkigal, Nergal, or one of the leading demons of Kur as a patron deity and formally pledged his life and soul to the patron deity in a dark ritual initiated specifically for this purpose.

### Class Skills

The Zealot of Kur's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (any) (Int), Perception (Wis), Profession (any) (Wis), Sense Motive (Wis), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 2 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** Zealots of Kur are proficient with all simple and martial weapons, with all types of armor, and all shields (except tower shields).

**Spells:** A zealot of Kur maintains close ties to his deity's tenets and continues to gain magic from his previous spellcasting class. The zealot only gains new spells and no other benefits associated with that previous class.

**Poison Use:** Zealots of Kur are trained in the use of



Table 7.21: Zealot of Kur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+0	Poison use, unnatural aura	+1 level of existing class
2nd	+1	+1	+1	+1	Typhoid Mary, detect good	—
3rd	+2	+2	+1	+1	Sneak attack +1d6	+1 level of existing class
4th	+3	+2	+1	+1	Fiendish lore (+2), Demonkind (+2)	—
5th	+3	+3	+2	+2	Animate dead, poison resistance	+1 level of existing class
6th	+4	+3	+2	+2	Sneak attack +2d6	—
7th	+5	+4	+2	+2	Poison immunity	+1 level of existing class
8th	+6	+4	+3	+3	Fiendish lore (+4), Demonkind (+4)	—
9th	+6	+5	+3	+3	Sneak attack +3d6	+1 level of existing class
10th	+7	+5	+3	+3	Summon galla	+1 level of existing class

poison and are never at risk of accidental poisoning when applying poison to a weapon.

**Unnatural Aura (Su):** The mystical and profane bond that a zealot of Kur forges with his patron deity leaves him with an unnatural presence. Both wild and domesticated animals can sense this unnatural aura at a distance of 30 feet. They do not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range. This aura can also be felt by intelligent beings, albeit in a reduced manner. As a result, the zealot of Kur gains a circumstance bonus to all Intimidate skill checks equal to its zealot level.

**Detect Good (Sp):** At will, a zealot of Kur can use detect good as the spell. A zealot can, as a move action, concentrate on a single item or individual within 60 ft. and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the zealot does not detect evil in any other object or individual within range.

**Typhoid Mary (Su):** At 2nd-level, the zealot of Kur becomes immune to the effects of all diseases including magical diseases such as lycanthropy and mummy rot. Instead, the zealot of Kur becomes a carrier of any disease that he is “infected” with. These diseases lay dormant in his system until he wishes to pass it on to some unfortunate victim, by means of a successful and declared touch attack. The victim is allowed a Fortitude save against the disease. He can be a carrier of a number of diseases equal to his Constitution modifier (minimum 1) at any given time.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every third level (3rd, 6th, 9th). If a zealot of Kur gets a sneak attack bonus from another source, the bonuses on damage stack.

**Demonkind (Ex):** Starting at 4th-level, the zealot of Kur gains a +2 competence bonus on all Charisma checks when attempting to improve the attitude of demons he encounters. In addition, during such encounters, this +2 bonus is also applied to any Bluff, Diplomacy, or Intimidate checks, indicating a particular familiarity a zealot of Kur cultivates when dealing with demonkind. This bonus becomes +4 at eighth level.

**Fiendish Lore (Ex):** The zealot of Kur is inherently fascinated with fiends and their lore. Beginning at fourth level, he gains a +2 competence bonus on all Knowledge (arcana), Knowledge (the planes), and Knowledge (religion) checks when pertaining to fiends. This may include simply identifying a species of fiend, determining the nature of certain demon magic, or recalling the exact mystical phrases used in a fiendish blood ritual. At eighth level, this bonus becomes +4.

**Animate Dead (Sp):** When a zealot of Kur reaches 5th-level, he learns to *animate dead* precisely as the spell. Use the zealot of Kur’s total character level when determining the caster level of the spell. If the zealot of Kur already has access to this spell due to levels he has in another class, then he becomes more adept at animating the dead. He can animate three times his caster level with a single casting of *animate dead*, but can still only control 4 HD worth of undead creatures per caster level.

**Poison Resistance (Ex):** A 5th-level zealot of Kur gains a +4 profane bonus to saving throws against poisons.

**Poison Immunity (Ex):** The zealot of Kur becomes completely immune to poison at 7th-level. Some zealots of Kur even swallow several doses of contact poison only to vomit it up later to spit it at opponents, often in situations when weapons are not an option. Ingested poison becomes harmless after 8 hours.

**Summon Galla (Sp):** 10th-level zealots of Kur can summon a galla once every three days. This mimics the *summon monster VIII* spell, working at the same caster level as the zealot of Kur’s total character level.





Shaina whirled around to face two men dressed in ceremonial armor, curved swords at the ready. Behind them was an open doorway that she hadn't noticed before. Their skin was dusty gray, their eyes sunk deep into the sockets of their emaciated faces. Yet, despite their frail appearance, she knew that they were formidable opponents. The way they held their weapons, the stances they were in, and the focused look on their faces all said one thing to her... Warriors.

Every shred of common sense was telling her to run away and never look back. Yet, she didn't come this far to stop now. The fabled Book of the Gods was here and she was going to find it. That meant facing this challenge; of course, no one ever said she had to fight fair. In the game of survival, there was only one winner and she intended to win. Reaching into her pack, she pulled out a flask and threw it at the lead warrior. At the same time, she launched herself into action, grabbing her torch from the floor and running to the pair's right. Her aim was true and the flask hit the lead man in the center of his chest, shattering and coating him in a viscous fluid. The splash also caught part of the other warrior and soaked his sword arm and shoulder.

Now the two were moving, splitting up to flank her and cut her down quickly. Shaina knew she had only seconds before she would be in a no-win situation. Throwing her torch at the oil-soaked warrior, she parried a strike by his counterpart. The luck of the gods was with her again and the warrior was engulfed in flames in an instant. Feinting right, she pushed off hard with her foot and ran halfway up the wall trying to move behind the one who hadn't been caught by the flame. At the last second of the apex, she leapt backwards over both warriors, landing on her feet behind the one in flames. Without wasting a breath, she struck and let the razor edge of her blade do what it was forged for. The head of her target rolled onto the floor while the body dropped to the ground, burning and sizzling. Shaina crinkled her nose at the smell of burnt flesh and looked towards the remaining warrior as he stalked her.

"Time to improve my odds again," she said to herself as she reached over her shoulder, drawing her shortsword from its sheath. Reversing her grip, she readied herself for the warrior's next move. It came with lightning quickness that nearly cost her dearly. The living skeleton's blade passed between her ribs, narrowly missing a lung. "Goddess, that one hurt..."

## Chapter Eight: Skills and Feats

### SKILLS & FEATS

Skills represent a valuable part of the way the d20 system (and the *Pathfinder® Roleplaying Game*) has been developed. Because of the limited number of points a character has, Game Masters may feel that specifically named skills pertaining to the Craft, Knowledge and Profession skills are unwarranted and unnecessary. In order to maintain the historic flavor and relevance to the topics of this book, very specific named skills have been presented. However, when possible, a more generalized skill(s) that may be substituted as an optional rule is included.

### CRAFT VERSUS PROFESSION

A profession, extrapolated into relatively simple terms, is training in an occupation that utilizes a range of skills, knowledge and wisdom to achieve a specific outcome. Improvement within a given profession is measured by the amount of training or studies needed, learning through daily experience, and level of required supervision needed to complete assigned tasks. The acquired degree of skill that the individual possesses is further reflected in the overall quality of his work and the finished product.

The actual use of the Craft skill is often representative

of the quality of a product being manufactured either from a hobby or profession. Individuals with ranks in a particular Profession will, naturally, have an understanding of how to craft items related to their profession. For example, an individual with the skill Profession (carpenter) will also be capable of performing Craft (furniture), Craft (boat building), or Craft (wagon building) with a certain degree of success.

To that end, an optional synergy rule has been created regarding the relationship between Profession and Craft. This bonus reflects the wider range of knowledge and familiarity an individual possesses in a subject that further leads to a better-crafted product.

### Craft (Tabletmaking) (Int)

This craft entails the selection and shaping of clay into slabs or tablets suitable for cuneiform inscription. The scribe presses a reed stylus onto, or rolls a cylinder seal across, the surface of the wet clay, in a manner akin to writing with ink upon parchment or pressing one's signet ring into melted sealing wax. These tablets are then fired in kilns and baked into an almost indestructible, stone-like state. Sometimes "envelopes" of clay were used to completely enclose an inscribed tablet, which was then also inscribed with the identical text on the exterior in an attempt to reduce forgeries. Refer to the Craft skill for more details of crafting items.

**Check:** Construction of a simple clay tablet has a DC of 13, while creation of a clay envelope requires a DC 17.

**Try Again:** Yes. However, a miss by 5 or more indicates the tablet has been damaged or broken. You



must start anew by crafting a new tablet from clay (paying the appropriate raw materials cost) and kiln firing it until it is properly hardened.

## Divine Sight (Wis; Trained Only)

You can use your sensitivity to divine power to recognize the strength of its presence in individuals. With the Divine Sight skill, you can recognize the potential for godhood in mortal beings, as well as their movement along the path to apotheosis. Use of this skill requires that a minimum of one day be spent in the presence of the mortal examined. Each additional day adds a +1 check bonus to a maximum bonus of +5 after four days.

**Check:** The DC of the Divine Sight check is based on what you seek to see in the individual examined. In addition, the level of power of the divine potential within the individual examined provides modifiers to the DC. It is easier to gain insight into individuals whose potential is already in evidence to some degree. This generally means that those who haven't been corrupted by worldly influences, such as lower level characters, are more readily perceived than others. However, the GM has final say regarding the divine potential within mortals.

Task	DC
Identify Divine Potential	20
Discern Divine Powers	25
Determine Divine Ascension	30

The character level of the target gives a circumstance penalty to Divine Sight checks, according to the following table:

Target Level	Modifier to DC
1st to 3rd	-5
4th to 6th	-4
7th to 9th	-3
10th to 14th	-2
15th to 18th	-1
19th to 20th	0

**Retry:** You cannot make more than one Divine Sight check in a single day.

**Special:** Requires the Divine Perception feat.

## CRAFTMASTER

Your religious training, and the blessings of your god, increases your crafting abilities.

**Prerequisite:** Wis 13, Artifice, Construct or Toil Domain

**Benefit:** In addition to your Intelligence modifier, you may add your Wisdom modifier to any Craft skill checks.

## NEW USES FOR KNOWLEDGE SKILLS

### Knowledge (arcana, nature, religion) (Int; Trained Only)

Divining the future is a very important aspect of life in many cultures, especially life at court. Kings, bureaucrats, generals, and priests wish to know what the future holds and astrologists are consulted to answer their questions. This skill does not impart a supernatural understanding of the future, but it does allow knowledge of the constellations, decimal and sexagesimal mathematics, the reading of astrolabes, and the tracking of heavenly bodies.

**Check:** To discern general constellation mythology or for general navigation is a DC 13. To discern the nature of a specific celestial body or any "known" omens involving such bodies is a DC 17.

### Knowledge (local and nobility) (Int; Trained Only)

Structured bureaucratic hierarchies attest to the success of many city-states, kingdoms, and empires. With this skill, one comprehends complex bureaucratic systems necessary to run an advanced polity. It also allows bureaucratic loopholes to be discovered and exploited.

**Check:** To discern the proper bureaucratic channels to succeed with an endeavor you must make a skill check against a DC 13.

### Knowledge (any) (Int; Trained Only)

You are knowledgeable in different types of poisons and their forms, uses, and origination, as well as any possible antidotes.

**Check:** Answering a question about poisons has a DC of 10 (for really easy questions), 15 (for basic questions) and 20 to 30 (for really tough questions).

**Try Again:** No. The check represents what you know, and thinking about it a second time won't allow you to know something you didn't before.

### Knowledge (any) (Int; Trained Only)

With this skill one can exercise effective intimidation over large groups of people. It also incorporates a certain level of cruelty, and liberally draws upon torture to truly get the message across.

**Check:** You can use this skill to effectively lower the morale of a large group by one level by succeeding against an opposing check. Your skill check must be higher than 1d20 + the group's average HD + the group's average Wis bonus + any modifiers against fear.

**Try Again:** No.

### Knowledge (dungeoneering, engineering, nature) (Int; Trained Only)

The Profession (siege engineer) skill allows one to design and construct siege engines, and also grants the ability to operate such devices successfully. However, this skill deals with the strategic and tactical aspects of siege warfare, such as where to position siege engines, how to deploy troops in a siege situation, and how to gauge



the condition of the besieged enemy. It also allows for clever diversionary tactics to be formulated, like false withdrawals and misleading assaults, and to negotiate effectively with the enemy, commonly to bring a lengthy siege to an end and still gain the upper hand.

**Check:** Answering a question in this field of study has a DC of 10 for basic, 15 for more complex and 20 to 30 for extremely complex questions.

**Try Again:** No.

### Knowledge (any) (Int; Trained Only)

Conducting a successful military campaign requires extensive comprehension of not only strategy and tactics, but knowledge and understanding of supplies, logistics, terrain, espionage, engineering, sieges, the abilities of one's own troops, and all other factors pertaining to the maintenance of a highly efficient and fully functional fighting force. Knowledge of the proper moment to mount an offensive, fall back, or even surrender is vital to the survival ratio of an army.

**Check:** When employing decision-making that involves battlefield strategies, the highest-ranking character with this skill currently in command makes the rolls. Characters may cooperate forming a command group, but they may not Take 10.

DC	Action
10	Determining the best place to defend your encampment
15	Accurate estimation of the size of the opposing force
15	Determining a key location to set up an ambush
15	Examining the surrounding landscape for the best tactical advantage
20	Proper placement of troops to take advantage of the terrain
20	Recognizing a particular military maneuver
20	Evaluating the strengths and weaknesses of siege machines
25	Evaluating your own force's battle weariness and ability to withstand a siege
25	Locating spies within your own encampment
30	Determine war strategy
30	Pinpointing a weakness in the opposition's forces
45	Determine strategy of opposing forces

**Try Again:** No. While the commander or command group may attempt the same strategies or tactics multiple times during the course of a battle (even if they have failed previously), they must live with the consequences. Furthermore, each time a strategy is repeated during the same battle, any opposing checks gain a cumulative competence bonus equal to their Intelligence modifier to detect this.

### NEW PROFESSIONS

**Profession (cylinder seal carver) (Wis; Trained Only)**

A common manner in which to mark ownership was to roll one's unique cylinder seal across wet clay. These clay plaques were used to seal closed doors, jars, and chests. The seal itself was a cylinder of clay, glass, ivory, metal, or stone that was incised with a personal design that, when rolled upon wet clay, left a continuous impression in relief. Cutting these seal designs onto the cylinder was considered quite a feat, and was a rather specialized skill among Mesopotamian cultures.

### Profession (Judge) (Wis; Trained Only)

Jurisprudence originated more than 4000 years ago in Mesopotamia. The most famous of these law codes was of course those compiled by Hammurabi. These laws were very often brutally retaliatory, but also very farsighted, with regulations controlling slavery, commerce, and inheritance. With this skill, one is knowledgeable about the laws of his region and can pass judgment based on a fair trial.

### Profession (Temple Prostitute) (Wis)

The father of history, Herodotus, mentions in his famous treatise, *The Histories*, that every woman of Babylon was required at some point in her life to shamefully consort with a stranger at the temple of Ishtar. While Herodotus is known for his exaggerations, it has been determined that sacred prostitutes did in fact exist in the ancient Near East, and indeed, in the Classical world too. In Mesopotamia, women, and sometimes men, were allowed to legally prostitute themselves at temples dedicated to Ishtar, with the clergy themselves also frequently engaging in such activities.

## FEATS

### Bull Rush Strike (Combat)

Your critical hits can push back your foes.

**Prerequisites** Str 13, Improved Bull Rush, Power Attack, base attack bonus +9

**Benefit** Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

**Normal** You must perform a bull rush combat maneuver to bull rush an opponent.

**Special** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### Domain Strike (Combat)

You unleash a domain power upon your enemy as part of your unarmed strike.

**Prerequisites** Domain class feature, Improved Unarmed Strike.



**Benefit** When you gain this feat, choose one domain-granted power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen granted power to that opponent. Doing so provokes no attacks of opportunity.

**Special** You can take this feat multiple times. Each time you take it, you apply it to a different qualifying domain power.

## Pantheistic Blessing

You are granted a small bit of divine power as a result of your veneration of a pantheon of deities.

**Prerequisites:** Wis 13, must worship a pantheon of deities.

**Benefit:** When taking this feat, select a pantheon from the list below. You gain the listed spell-like ability for your selected pantheon, usable once per day. If the granted spell allows a saving throw, the DC is equal to  $10 + 1/2$  your character level + your Charisma modifier.

**Special:** If you act out of line with the tenets of your pantheon's beliefs, you lose the ability to cast the granted spell-like ability until you have received atonement for your transgression (as a cleric restoring lost class abilities).

## Sundering Strike (Combat)

Your critical hits can sunder your foes' weapons.

**Prerequisites:** Str 13, Improved Sunder, Power Attack, base attack bonus +9

**Benefit:** Whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may deal damage to your opponent's weapon as if from the sunder combat maneuver (roll normal damage to the weapon separately). This does not provoke an attack of opportunity.

**Normal:** You must perform a sunder combat maneuver to sunder an opponent's weapon.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## Tripping Strike (Combat)

The force intrinsic to your critical hits can knock your foes down.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, base attack bonus +9

**Benefit:** Whenever you score a critical hit with a melee attack, you can trip your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may knock your opponent prone as if from the trip combat maneuver. This does not provoke an attack of opportunity. If you are tripped during your own attempt, you can drop your weapon to avoid being tripped.

**Normal:** You must perform a trip combat maneuver to trip an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## Versatile Channeler

You can choose to channel positive and negative energy.

**Prerequisites:** Channel energy class feature, necromancer or neutrally aligned cleric (see below).

**Benefit:** You may make a choice whenever you use your channel energy class feature. If you normally channel positive energy, you may choose to channel negative energy as if your effective cleric level were 2 levels lower than normal. If you normally channel negative energy, you may choose to channel positive energy as if your effective cleric level were 2 levels lower than normal. Having this feat means you qualify for feats and abilities that have "channel positive energy" or "channel negative energy" as a prerequisite (for example, you qualify for the Command Undead feat and the Turn Undead feat).

*Note:* This feat only applies to necromancers, neutral clerics who worship neutral deities, or neutral clerics who do not worship a deity — characters who have the channel energy class ability and have to make a choice to channel positive or negative energy at 1st level. Clerics whose alignment or deity makes this choice for them cannot select this feat.

## Weapon of the Chosen (Combat)

The influence of your deity guides your favored weapon.

**Prerequisites:** Weapon Focus with deity's favored weapon, must worship and receive spells from a deity.

**Benefit:** As a swift action, you can call upon your deity to guide an attack you make with your deity's favored weapon. On your next attack in that round with that weapon, your weapon counts as magical for the purpose of overcoming damage reduction or striking an incorporeal creature. If your attack misses because of concealment, you can reroll your miss chance one time to see whether you actually hit.







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## Chapter Nine: Domains & Spells

The following domains and spells are listed for your convenience according to class with the complete descriptions of new spells following the initial index.

### NEW DOMAINS

#### Abomination Domain

**Deities:** Hades, Tiamat

**Granter Power:** The aberrant and unnatural comforts you.

**Corrupting Touch (Sp)** Your touch warps the form of living creatures, dealing 1 point of Dexterity damage for 1 minute. You can use this ability a number of times

per day equal to 3 + your Wisdom modifier.

**Terrifying Form (Su)** At 8th level, you can contort your physical body into a frightening visage. With a failed Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier) a single foe who can see you is shaken for 1d4 rounds. This ability can be used a number of times per day equal to your cleric level.

**Domain Spells:** 1st—*enlarge person*, 2nd—*alter self*, 3rd—*grotesque*, 4th—*giant vermin*, 5th—*black tentacles*, 6th—*touch of chaos*, 7th—*writhing tendrils*, 8th—*clone*, 9th—*shapechange*.

#### Affinity Domain

**Deities:** Bast, Hathor, Hera, Ishtar, Set, Sobek, Taweret

**Granted Power:** You are favored by, and favor creatures sacred to your deity.

**Wild Empathy (Ex)** You gain wild empathy as the



druid ability except you gain a +4 bonus when dealing with creatures your deity favors and a -4 penalty with all other creatures.

**Animal Companion (Ex)** At 4th level, you gain the service of an animal companion for which your deity favors. Your effective druid level for this animal companion is equal to your cleric level.

**Domain Spells:** 1st—*calm animals*, 2nd—*bestial attribute*, 3rd—*dominate animal*, 4th—*imbue with spell ability*, 5th—*awaken*, 6th—*creature companion*, 7th—*animal shapes*, 8th—*hybrid form*, 9th—*summon otherworldly creature*.

## Balance Domain

**Deities:** Amon, Anubis, Demeter, Enlil, Eros, Forseti, Idunn, Khonsu, Maat, Nemesis, Nephthys, Ninhursag-Ki, Njord, Osiris, Peitho, Persephone, Shu, Skadi, Tefnut, Thoth, Ull

**Granted Power:** All things being equal is your goal.

**Unbalance the Scales (Sp)** As a melee touch attack, you grant a circumstance modifier to the targets next d20 roll. If the roll is a success, it receives a -2. If the roll is unsuccessful the target receives a +2. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Unaligned Protection (Su)** At 8th level, you can protect yourself or a single other willing creature you can see as the *protection from chaos/evil/good/law* spells. This ability is activated as an immediate action and lasts for 1 + your Charisma modifier (if positive) rounds. This protects as whichever *protection from chaos/evil/good/law* spell would be effective against opponents. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—*weighing the balance*, 2nd—*calm emotions*, 3rd—*prayer*, 4th—*dismissal*, 5th—*divine arbitration*, 6th—*shared fate*, 7th—*banishment*, 8th—*equalization*, 9th—*antipathy*.

## Cosmic Domain

**Deities:** Anu, Nyx, Ptah

**Granted Power:** The unknown depths of the cosmos have revealed some wisdom to you. You gain a +1 insight bonus to Perception and Sense Motive skill checks.

**Understanding of the Void (Sp)** As a standard action, you can grant a creature a bonus on Wisdom-based checks equal to 1/2 your cleric level (minimum +1) for 1 round with a touch. You can do so a number of times per day equal to 3 + your Wisdom modifier.

**Seeing the Unseen (Sp)** Starting at 8th level, you can use *arcane sight* at will as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*starlight*, 2nd—*cosmic awareness*, 3rd—*rings of withstanding*, 4th—*solar wind*, 5th—*cosmic ray*, 6th—*true seeing*, 7th—*reverse gravity*, 8th—*astral self*, 9th—*meteor swarm*.

## Craft Domain

**Deities:** Hephaestus, Prometheus, Ptah

**Granted Power:** You receive a +2 bonus to skill checks to craft magic items.

**Crafter's Ease (Su)** You have such an affinity for crafting magical items that you receive a 25% discount off the price to craft a magical item.

**Quick Crafting (Su)** By 6th level, you have spent so much time creating magical items, you have discovered both magical and mundane ways to cut down on the time required to craft magical items. The time you require to create magical items is only 75% what it would normally be.

**Domain Spells:** 1st—*unseen servant*, 2nd—*make whole*, 3rd—*stone shape*, 4th—*minor creation*, 5th—*fabricate*, 6th—*animate objects*, 7th—*mend fortifications*, 8th—*polymorph any object*, 9th—*raise structure*.

## Dead Domain

**Deities:** Anubis, Ereshkigal, Hathor, Hel, Hermes, Maat, Nergal, Osiris, Persephone, Thanatos

**Granted Power:** The chill of a graveyard comforts you as a mother's bosom.

**Grave Sense (Sp)** As a standard action, you can detect the presence of dead and undead creatures as the *detect undead* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Animating Touch (Sp)** Your touch can raise a single dead creature as an undead. At 6th level, this functions as *animate dead*. At 12th level, this functions as *create undead*. At 16th level, this functions as *create greater undead*. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—*deathwatch*, 2nd—*gentle repose*, 3rd—*speak with dead*, 4th—*status*, 5th—*raise dead*, 6th—*antilife shell*, 7th—*resurrection*, 8th—*final reward*, 9th—*restore life*.

## Desert Domain

**Deities:** Lilith, Set

**Granted Power:** You are a master of the sand and stones of deserts.

**Desert Defense (Su)** You are continuously protected by *endure elements* while in deserts. You grant a +2 bonus to allies making Survival checks in desert environments.

**Sand Form (Sp)** You can assume the form of a sand elemental as a move action. You can use this ability a number of rounds per day equal to your cleric level plus your Wisdom modifier. At 8th level, this functions as *elemental body II*. At 12th level, this functions as *elemental body III*. At 16th level, this functions as *elemental body IV*.

**Domain Spells:** 1st—*pass without trace*, 2nd—*soften earth and stone*, 3rd—*wall of sand*, 4th—*repel vermin*, 5th—*commune with nature*, 6th—*find the path*, 7th—*creeping doom*, 8th—*horrid wilting*, 9th—*greater sirocco*.

## Heaven Domain

**Deities:** Aether, Anu, Freya, Horus, Odin, Zeus



**Granted Power:** Being destined for great things, the power of the upper planes empowers you.

**Heavenly Fire (Sp)** This ability functions as the sorcerer celestial bloodline ability, except you can use it a number of times per day equal to 3 + your Wisdom modifier.

**Fated (Su)** This ability functions as the destined sorcerer bloodline ability, except you do not gain it until 6th level, and it improves every 3rd level.

**Domain Spells:** 1st—*bless*, 2nd—*consecrate*, 3rd—*daylight*, 4th—*holy sword*, 5th—*commune*, 6th—*heavenly blessing*, 7th—*holy word*, 8th—*holy aura*, 9th—*purge of might*.

## Moon Domain

**Deities:** Artemis, Hecate, Khonsu, Nut, Sin, Tefnut, Thoth

**Granted Power:** The power of the moon grants you various abilities.

**Nightsight (Su)** You have enhanced visual abilities while outside at night. Normally, you have darkvision 60 ft. and low-light vision. During a full moon, you only have low-light vision, but can see three times as far as normal. During a new moon, you only have darkvision, but with a range of 120 ft. This only functions while outside at night, not underground or inside any structure, including tents.

**Tidal Control (Sp)** At 8th level, you can raise or lower the water level as the *control water* spell with a caster level equal to your cleric level as a standard action. You can use this ability a number of rounds per day equal to your cleric level. These rounds do not need to be used consecutively.

**Domain Spells:** 1st—*silverkiss*, 2nd—*glitterdust*, 3rd—*silence*, 4th—*confusion*, 5th—*circle of moonlight*, 6th—*curse of lycanthropy*, 7th—*insanity*, 8th—*silverskin*, 9th—*lunar veil*.

## Music Domain

**Deities:** Apollo, Bes, Bragi, Dionysus, Pan

**Granted Power:** You sing for the glory of your god.

**Praise (Su)** You can use a single 1st level bardic performance ability with an effective bard level equal to your cleric level. You can use this ability a number of rounds per day equal to your cleric level.

**Hallelujah (Su)** At 8th level, you gain two additional bardic performance abilities. The number of rounds you can use your bardic performance abilities increases to 2 + twice your cleric level + your Wisdom modifier.

**Domain Spells:** 1st—*phantom musician*, 2nd—*enthrall*, 3rd—*sculpt sound*, 4th—*drinking song*, 5th—*campfire lullaby*, 6th—*srine's song*, 7th—*piper's call*, 8th—*irresistible dance*, 9th—*wail of the banshee*.

## Omen Domain

**Deities:** Forseti, Mimir, Ptah, Shamash, Sin

**Granted Power:** You command the power of prognostication.

**Read (Sp)** As a swift action, you gain a +1 insight bonus on your next d20 roll. This bonus increases by +1 at every 5th level, for a maximum of +5 at 20th level. You can use this ability a number of times equal to 3 +

your Wisdom modifier.

**Fortune (Su)** At 6th level, you can divine a creature's future. This ability functions as *augury*. At 12th level, this ability functions as *divination*. You can use this once per day at 6th level, plus an additional time per day every three levels after 6th.

**Domain Spells:** 1st—*fate*, 2nd—*augury*, 3rd—*nondetection*, 4th—*divination*, 5th—*commune*, 6th—*contact other plane*, 7th—*greater divination*, 8th—*cheat destiny*, 9th—*prophecy*.

## Sea Domain

**Deities:** Aegir, Njord, Pontos, Poseidon, Tiamat

**Granted Power:** You're a salty sea dog, preaching the word of your god in whatever port you find yourself.

**Sea Splash (Sp)** As a standard action, you can launch a burst of salty sea-water, targeting any foe within 30 ft. as a ranged touch attack. This deals 1d6 points of acid damage + 1 point of for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Trident of Warning (Su)** At 8th level, any trident, magical or otherwise, held by you can gain the warning ability of a *trident of warning* for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you.

**Domain Spells:** 1st—*dolphin companion*, 2nd—*kelp snare*, 3rd—*water walking*, 4th—*shape reef*, 5th—*tsunami*, 6th—*salt spray*, 7th—*red tide*, 8th—*horrid wilting*, 9th—*releasing the kraken*.

## Seidhr Domain

**Deities:** Freya, Gefjon, Mimir

**Granted Powers:** You gain Brew Potion as a bonus feat.

**Evil Eye (Su)** As the witch ability (see Chapter 2 of the *Pathfinder Roleplaying Game: Advanced Player's Guide*) except usable a number of times per day equal to 3 + your Wisdom modifier.

**Potions of Power (Su)** You can brew potions of higher level spells than normal. At 8th level, you can brew potions of 4th level spells. At 12th level, you can brew potions of 5th level spells. At 16th level, you can brew potions of 6th level spells. At 20th level, you can brew potions of 7th level spells.

**Domain Spells:** 1st—*augury*, 2nd—*locate object*, 3rd—*tongues*, 4th—*scrying*, 5th—*contact other plane*, 6th—*legend lore*, 7th—*greater divination*, 8th—*greater prying eyes*, 9th—*foresight*.

## Time Domain

**Deities:** Anu, Ares, Hades, Hecate, Hel, Idunn, Khonsu, Sin, Thoth

**Granted Power:** Your sense of timing is near perfect.

**Guidance (Sp)** You always have *guidance* prepared as a bonus orison and can cast it as a move action.

**Celerity (Sp)** Beginning at 6th level, you can act with great *haste*. For a number of rounds per day equal to your cleric level plus your Wisdom modifier, you are under the effects of *haste* (self only) as the spell. These rounds do not need to be used consecutively.



**Domain Spells:** 1st—*discern age*, 2nd—*temporal bolts*, 3rd—*past pain*, 4th—*wall of time*, 5th—*glimpse of the reaper*, 6th—*temporal strike*, 7th—*static fog*, 8th—*ripening*, 9th—*temporal displacement*.

## Vigilance Domain

**Deities:** Athena, Frigg, Heimdall, Ishum, Nephthys, Ninurta, Shamash, Taweret, Thanatos, Wepwawet

**Granted Powers:** Forewarned is forearmed is the motto by which you live every aspect of your life.

**Allied Defense (Su)** You can touch a creature, granting it a +1 insight bonus to armor class against the next attack they suffer while flat-footed. This bonus increases by +1 at every 5th level, to a maximum of +5 at 20th level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. You cannot be the subject of this ability.

**Danger Sense (Su)** Beginning at 8th level, you are constantly protected from surprise and cannot be caught flat-footed. You also gain a +2 insight bonus to armor class, saving throws, and a +4 insight bonus on Perception and Sense Motive skill checks.

**Domain Spells:** 1st—*alarm*, 2nd—*inkling*, 3rd—*glyph of warding*, 4th—*detect scrying*, 5th—*true seeing*, 6th—*forbiddance*, 7th—*eyes on the world*, 8th—*symbol of stunning*, 9th—*everlasting guardian*.

## Winter Domain

**Deities:** Hod, Skadi, Ull

**Granter Powers:** Your faith keeps you warm in even the coldest of places.

**Frost Bolt (Sp)** As a standard action, you can unleash a chilling bolt of divine cold from your outstretched hand. You can target any single foe within 30 ft. as a ranged touch attack with this bolt of cold. If you hit the foe, the frost bolt deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Cold Resistance (Ex)** At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

**Domain Spells:** 1st—*whirlwind of ice*, 2nd—*resist elements*, 3rd—*northwind*, 4th—*sleet storm*, 5th—*ice storm*, 6th—*icetomb*, 7th—*control weather*, 8th—*summon polar worm*, 9th—*glacial slide*.

## Writing Domain

**Deities:** Bragi, Nabu, Thoth

**Granted Power:** The written word is a gift to all civilized peoples. You gain one bonus language and a +2 bonus on Linguistics skill checks.

**Linguistic Ease (Ex)** Your love of words is made easier by your affinity for languages. For each rank you put in the Linguistics skill, you gain two languages.

**The Gift of Gab (Sp)** Your god has blessed you with greater ability to understand languages. At 6th level, you can use *comprehend languages* at will. At 12th level, you can use *tongues* at will. You can use this ability a number of rounds per day equal to your cleric level.

These rounds do not need to be used consecutively.

**Domain Spells:** 1st—*erase*, 2nd—*copy mundane text*, 3rd—*restore page*, 4th—*explosive runes*, 5th—*copy magical text*, 6th—*restore book*, 7th—*reduce to words*, 8th—*symbol of insanity*, 9th—*greatest glyph of warding*.

## New Spells

While we have provided spell lists for nearly every base class from the Pathfinder® Roleplaying Game, you will notice one conspicuously absent, the Oracle. Due to the way that divine mysteries drive the way Oracles derive their spells, we have left it up to the Game Master to determine what spells are appropriate for the specific mystery selected by the player. Each pantheon that we have presented offers a wealth of lore that can serve as the foundation for any Oracle mystery so we encourage both the Game Master and player to work together to develop an appropriate and exciting mystery.

## ALCHEMIST FORMULAE/ INVESTIGATOR EXTRACTS

### 1st-Level Alchemist Formulae/Investigator Extracts

**Allure:** Subject receives +1 bonus to Charisma based skills.

**Discern Age:** Accurately determine a subject's age.

**Silverkiss:** Temporarily coats weapons with silver.

**Weighing the Balance:** Determine how far removed from neutral subject is.

### 2nd-Level Alchemist Formulae/Investigator Extracts

**Cosmic Awareness:** +4 insight bonus to Perception checks.

**Haunted:** Subject senses unnerving random hallucinations.

**Inkling:** Subject gains a "sixth sense" warning him of impending danger.

**Virility:** Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Alchemist Formulae/Investigator Extracts

**Restore Page:** Fragments of a single page are restored completely.

**Sea Legs:** You gain better footing on deck and are immune to nausea.

**Spark of Insight:** Recall forgotten memories.

### 4th-Level Alchemist Formulae/Investigator Extracts

**Corrupt Weapon:** Weapon becomes +5, double damage against good.



## 5th-Level Alchemist Formulae/Investigator Extracts

*Circle of Moonlight:* Protects against lycanthropes and undead.

## 6th-Level Alchemist Formulae/Investigator Extracts

*Dark Gift:* Grants subject a random fiendish ability.

*Heavenly Blessing:* Grants subject a random celestial ability.

*Method of Madness:* Subject gains insight and wisdom through madness.

*Restore Book:* Fragments of a single book are restored completely.

## ARCANIST/SORCERER/WIZARD

### 1st-Level Arcanist/Sorcerer/Wizard Spells

#### Conjuration

*Phantom Musician:* Animates a musical instrument.

*Silverkiss:* Temporarily coats weapons with silver.

#### Divination

*Discern Age:* Accurately determine a subject's age.

*Fate:* Adds +20 bonus to your next skill check.

#### Enchantment

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

### 2nd-Level Arcanist/Sorcerer/Wizard Spells

#### Evocation

*Temporal Bolts:* Bolts of energy age targets.

#### Illusion

*Haunted:* Subject senses unnerving hallucinations.

#### Necromancy

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.

#### Transmutation

*Copy Mundane Text:* Duplicates a provided nonmagical text.

### 3rd-Level Arcanist/Sorcerer/Wizard Spells

#### Conjuration

*Past Pain:* Time folds and reopens old wounds.

*Rain of Frogs:* Summon a swarm of poisonous frogs.

#### Divination

*Spark of Insight:* Recall forgotten memories.

#### Enchantment

*Sea Legs:* You gain better footing on deck and are immune to nausea.

#### Evocation

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.

*Thunderstrike:* One victim is struck by electrical and sonic damage.

#### Transmutation

*Grotesque:* Creature can assume an amorphous form.

*Restore Page:* Fragments of a single page are restored completely.

### 4th-Level Arcanist/Sorcerer/Wizard Spells

#### Conjuration

*Wall of Sand:* Creates a wall or dome of sand.

#### Evocation

*Solar Wind:* As gust of wind, plus 3d6 fire damage.

### 5th-Level Arcanist/Sorcerer/Wizard Spells

#### Abjuration

*Circle of Moonlight:* Protects against lycanthropes and undead.

#### Conjuration

*Wall of Time:* Creates a wall with a number of different temporal effects.

#### Divination

*Glimpse of the Reaper:* Target shaken by visions of its own death.

#### Evocation

*Rolling Thunder:* Creates a wave of sonic force.

#### Necromancy

*Wasting:* Causes one of target's limbs to shrivel and become useless.

#### Transmutation

*Copy Magical Text:* Duplicates a provided magical text.

*Tsunami:* Creates giant wave directed by you.

### 6th-Level Arcanist/Sorcerer/Wizard Spells

#### Divination

*Method of Madness:* Subject gains insight and wisdom through madness.

#### Enchantment

*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.

#### Evocation

*Ice Tomb:* Subject is covered in ice and put into a state of temporal stasis.

*Temporal Strike:* As temporal bolts, but also affects subject's gear, clothing, etc.

*Wind Shear:* Batters area with very high winds.



## Necromancy

*Shared Fate:* Links two targets. What happens to one happens to both.

## Transmutation

*Restore Book:* Fragments of a single book are restored completely.

## 7th-Level Arcanist/Sorcerer/Wizard Spells

### Conjuration

*Restore Life:* Fully restores life to corpse or undead.  
*Vessel Barding:* Temporarily raises ships AC.

### Divination

*Eyes on the World:* Know when an area has been breached or when an object or creature has been threatened.

## Necromancy

*Curse of Lycanthropy:* Victim becomes a werecreature.

## Transmutation

*Dead Calm:* Restricts air movement around a target.  
*Hybrid Form:* You take on a half-beast form.  
*Mend Fortifications:* Repairs up to 30 cu. ft. of materials.  
*Reduce to Words:* Transforms inanimate objects into written text.  
*Ripening:* Temporarily age subject a lot.  
*Static Fog:* Time greatly slows for those within area.

## 8th-Level Arcanist/Sorcerer/Wizard Spells

### Abjuration

*Eye of the Storm:* Nullifies all weather-related effects with a specified area.  
*Silverskin:* Subject is sheathed in silver, which provides numerous protections.

### Conjuration

*Maelstrom:* Creates a massive tempest.  
*Shadow Tentacles:* Shadows animate and attack with a number of effects.  
*Summon Otherworldly Creature:* You summon an outsider of your creature-type to serve you.

### Enchantment

*Splinter the Mind:* Shatters a subject's mind causing random insanity.

## Necromancy

*Astral Self:* As astral projection, but with a personal range.

## 9th-Level Arcanist/Sorcerer/Wizard Spells

### Conjuration

*Everlasting Guardian:* Summon and bind an outsider to a definable area.  
*Raise Structure:* Conjure a fortress or other structure from the ground.

## Transmutation

*Temporal Displacement:* You and others travel through time.

## BARD/SKALD SPELLS

### 1st-Level Bard/Skald Spells

*Allure:* Subject receives +1 bonus to Charisma based skills.  
*Phantom Musician:* Animates a musical instrument.  
*Silverkiss:* Temporarily coats weapons with silver.

### 2nd-Level Bard/Skald Spells

*Clan Song:* Gain a +1 morale bonus after a night's rest.

### 3rd-Level Bard/Skald Spells

*Aversion:* Repulsed and disgusted at first creature you see.  
*Fascinate:* Draws the undivided attention of the target.  
*Rain of Frogs:* Summon a swarm of poisonous frogs.

### 4th-Level Bard/Skald Spells

*Calming the Beast:* Reduces adrenalin and suppresses aggressive behavior in subject.  
*Drinking Song:* Makes listeners drunken as if drinking alcohol.  
*Solar Wind:* As gust of wind, plus 3d6 fire damage.

### 5th-Level Bard/Skald Spells

*Campfire Lullaby:* Causes willing subjects to benefit as if having slept.

### 6th-Level Bard/Skald Spells

*Piper's Call:* All creatures of a particular type are drawn to the caster.  
*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.  
*Smitten:* Same as fascinate, however target becomes obsessed.

## BLOODRAGER SPELLS

### 1st-Level Bloodrager Spells

*Silverkiss:* Temporarily coats weapons with silver.

### 2nd-Level Bloodrager Spells

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.  
*Temporal Bolts:* Bolts of energy age targets.

### 3rd-Level Bloodrager Spells

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.  
*Past Pain:* Time folds and reopens old wounds.  
*Thunderstrike:* One victim is struck by electrical and sonic damage.

### 4th-Level Bloodrager Spells

*Solar Wind:* As gust of wind, plus 3d6 fire damage.  
*Wall of Sand:* Creates a wall or dome of sand.

## CLERIC SPELLS

### 1st-Level Cleric Spells

*Aegis of the Gods:* Grants a +4 bonus to one saving throw type.  
*Allure:* Subject receives +1 bonus to Charisma based skills.



***Discern Age:*** Accurately determine a subject's age.  
***Dolphin Companion:*** Summons a normal dolphin to aid you.  
***Phantom Musician:*** Animates a musical instrument.  
***Silverkiss:*** Temporarily coats weapons with silver.  
***Starlight:*** Focused light from above.  
***Weighing the Balance:*** Determine how far removed from neutral subject is.

### 2nd-Level Cleric Spells

***Bestial Attribute:*** You gain a physical ability from your creature-type.  
***Clan Song:*** Gain a +1 morale bonus after a night's rest.  
***Cosmic Awareness:*** +4 insight bonus to Perception checks.  
***Haunted:*** Subject senses unnerving random hallucinations.  
***Inkling:*** Subject gains a "sixth sense" warning him of impending danger.  
***Kelp Snare:*** Causes seaweed to grow and entangle foes.  
***Mawkish Affliction:*** Reduces Con by 1d6+1 points/2 levels.  
***Northwind:*** A thin cone of ice-crystal filled air causes 2d4 cold damage.  
***Temporal Bolts:*** Bolts of energy age targets.  
***Virility:*** Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Cleric Spells

***Aversion:*** Repulsed and disgusted at first creature you see.  
***Fascinate:*** Draws the undivided attention of the target.  
***Past Pain:*** Time folds and reopens old wounds.  
***Rings of Withstanding:*** Rings form that protect against various attacks.  
***Sea Legs:*** You gain better footing on deck and are immune to nausea.  
***Spark of Insight:*** Recall forgotten memories.  
***Thunderstrike:*** One victim is struck by electrical and sonic damage.  
***Wall of Sand:*** Creates a wall or dome of sand.

### 4th-Level Cleric Spells

***Arcane Malison:*** Diminishes the effects of arcane spells and spell abilities.  
***Calming the Beast:*** Reduces adrenalin and suppresses aggressive behavior in subject.  
***Corrupt Weapon:*** Weapon becomes +5, double damage against good.  
***Drinking Song:*** Makes listeners drunken as if drinking alcohol.  
***Wall of Time:*** Creates a wall with a number of different temporal effects.

### 5th-Level Cleric Spells

***Campfire Lullaby:*** Causes willing subjects to benefit as if having slept.  
***Circle of Moonlight:*** Protects against lycanthropes and undead.  
***Divine Arbitration:*** Make a fair and unbiased judgment to solve a conflict.  
***Glimpse of the Reaper:*** Target shaken by visions of its own death.  
***Narcissism:*** Subject is cursed with self-love.  
***Cosmic Ray:*** Cosmic energy ray deals 1d8/two level (max

10d8).

***Rolling Thunder:*** Creates a wave of sonic force.  
***Thin Air:*** Create an area where the air thins, making it harder to breathe  
***Tsunami:*** Creates giant wave directed by you.  
***Wasting:*** Causes one of target's limbs to shrivel and become useless.

### 6th-Level Cleric Spells

***Creature Companion:*** Summons a "familiar" to serve you.  
***Curse of Lycanthropy:*** Victim becomes a wererecreature.  
***Dark Gift:*** Grants subject a random fiendish ability.  
***Heavenly Blessing:*** Grants subject a random celestial ability.  
***Ice tomb:*** Subject is covered in ice and put into a state of temporal stasis.  
***Method of Madness:*** Subject gains insight and wisdom through madness.  
***Saltspray:*** Cone of salt mist showers your foes.  
***Shared Fate:*** Links two targets. What happens to one happens to both.  
***Sirine's Song:*** Subject becomes mesmerized by music and is drawn to it.  
***Smitten:*** Same as fascinate, however target becomes obsessed.  
***Temporal Strike:*** As temporal bolts, but also affects subject's gear, clothing, etc.  
***Wind Shear:*** Batters area with very high winds.

### 7th-Level Cleric Spells

***Eyes on the World:*** Know when an area has been breached or when an object or creature has been threatened.  
***Greater Divination:*** As divination, but sees farther into the future with less ambiguity.  
***Mend Fortifications:*** Repairs up to 30 cu. ft. of materials.  
***Piper's Call:*** All creatures of a particular type are drawn to the caster.  
***Reclaim:*** Revitalizes a barren land allowing nature to reclaim it.  
***Red Tide:*** Causes an area to erupt with a thick rust-red cloud of poisonous algae  
***Static Fog:*** Time greatly slows for those within area.  
***Vessel Barding:*** Temporarily raises ship's AC.

### 8th-Level Cleric Spells

***Astral Self:*** As astral projection, but with a personal range.  
***Cheat Destiny:*** Alter reality for a single creature.  
***Dead Calm:*** Restricts air movement around a target.  
***Equalization:*** Shifts most radical aspect of subject's alignment toward neutral.  
***Eye of the Storm:*** Nullifies all weather-related effects within a specified area.  
***Final Reward:*** Sends the spirit of the target on to the Afterlife.  
***Hybrid Form:*** You take on a half-beast form.  
***Maelstrom:*** Creates a massive tempest.  
***Mists of Ecstasy:*** All creatures within helplessly revel in pleasure.  
***Ripening:*** Temporarily age subject a lot.  
***Shadow Tentacles:*** Shadows animate and attack with a



number of effects.

*Silverskin:* Subject is sheathed in silver, which provides numerous protections.

*Splinter the Mind:* Shatters a subject's mind causing random insanity.

*Summon Polar Worm:* Summon either a Remorhaz or a Frost Worm to attack your enemies.

## 9th-Level Cleric Spells

*Breserker Rage:* Creates intense emotions of hatred in all creatures.

*Everlasting Guardian:* Summon and bind an outsider to a definable area.

*Glacial Slide:* Create a slow-moving artificial glacier.

*Greatest Glyph of Warding:* As glyph of warding, but up to 15d8 damage or 9th-level spell.

*Lunar Veil:* Nullifies lycanthropes, moon-based spells, and low-light vision.

*Purge of Darkness:* Unholy blast destroys or damages all good in a 100 ft. radius.

*Purge of Might:* Holy blast destroys or damages all evil in a 100 ft. radius.

*Raise Structure:* Conjure a fortress or other structure from the ground.

*Releasing the Kraken:* Summons a kraken to perform a service.

*Restore Life:* Fully restores life to corpse or undead.

*Sirocco, Greater:* Creates a powerful sandstorm.

*Summon Otherworldly Creature:* You summon an outsider of your creature-type to serve you.

*Temporal Displacement:* You and others travel through time.

## DRUID SPELLS

### 1st-Level Druid Spells

*Discern Age:* Accurately determine a subject's age.

*Dolphin Companion:* Summons a normal dolphin to aid you.

*Silverkiss:* Temporarily coats weapons with silver.

*Starlight:* Focused light from above.

*Weighing the Balance:* Determine how far removed from neutral subject is.

*Whirlwind of Ice:* Causes 1d4 slashing and 1d4 cold damage to creatures within the area.

### 2nd-Level Druid Spells

*Cosmic Awareness:* +4 insight bonus to Perception checks.

### 3rd-Level Druid Spells

*Grotesque:* Creature can assume an amorphous form.

*Rain of Frogs:* Summon a swarm of poisonous frogs.

*Sea Legs:* You gain better footing on deck and are immune to nausea.

*Thunderstrike:* One victim is struck by electrical and sonic damage.

*Wall of Sand:* Creates a wall or dome of sand.

### 4th-Level Druid Spells

*Life Blast:* Drain life from local vegetation to launch a blast of positive energy.

*Shape Reef:* You can alter the shape of a coral reef.

## 5th-Level Druid Spells

*Circle of Moonlight:* Protects against lycanthropes and undead.

*Thin Air:* Create an area where the air thins, making it harder to breathe

*Tsunami:* Creates giant wave directed by you.

## 6th-Level Druid Spells

*Saltspray:* Cone of salt mist showers your foes.

*Wind Shear:* Batters area with very high winds.

## 7th-Level Druid Spells

*Hybrid Form:* You take on a half-beast form.

*Reclaim:* Revitalizes barren land allowing nature to reclaim it.

*Red Tide:* Causes an area to erupt with a thick rust-red cloud of poisonous algae

*Writhing Tendrils:* Extra partial action, combat benefits, and +6 to Dexterity-based checks.

## 8th-Level Druid Spells

*Dead Calm:* Restricts air movement around a target.

*Equalization:* Shifts most radical aspect of subject's alignment toward neutral.

*Eye of the Storm:* Nullifies all weather-related effects with a specified area.

*Final Reward:* Sends the spirit of the target on to the Afterlife.

*Maelstrom:* Creates a massive tempest.

*Silverskin:* Subject is sheathed in silver, which provides numerous protections.

*Summon Otherworldly Creature:* You summon an outsider of your creature-type to serve you.

*Summon Polar Worm:* Summon either a Remorhaz or a Frost Worm to attack your enemies.

## 9th-Level Druid Spells

*Glacial Slide:* Create a slow-moving artificial glacier.

*Lunar Veil:* Nullifies lycanthropes, moon-based spells, and low-light vision.

*Releasing the Kraken:* Summons a kraken to perform a service.

*Sirocco, Greater:* Creates a powerful sandstorm.

## HUNTER SPELLS

### 1st-Level Hunter Spells

*Discern Age:* Accurately determine a subject's age.

*Dolphin Companion:* Summons a normal dolphin to aid you.

*Silverkiss:* Temporarily coats weapons with silver.

*Starlight:* Focused light from above.

*Weighing the Balance:* Determine how far removed from neutral subject is.

*Whirlwind of Ice:* Causes 1d4 slashing and 1d4 cold damage to creatures within the area.

### 2nd-Level Hunter Spells

*Cosmic Awareness:* +4 insight bonus to Perception checks.

*Sea Legs:* You gain better footing on deck and are immune to nausea.



### 3rd-Level Hunter Spells

*Grotesque:* Creature can assume an amorphous form.

*Life Blast:* Drain life from local vegetation to launch a blast of positive energy.

*Rain of Frogs:* Summon a swarm of poisonous frogs.

*Thunderstrike:* One victim is struck by electrical and sonic damage.

*Wall of Sand:* Creates a wall or dome of sand.

### 4th-Level Hunter Spells

*Shape Reef:* You can alter the shape of a coral reef.

### 5th-Level Hunter Spells

*Circle of Moonlight:* Protects against lycanthropes and undead.

*Thin Air:* Create an area where the air thins, making it harder to breathe

*Tsunami:* Creates giant wave directed by you.

### 6th-Level Hunter Spells

*Saltspray:* Cone of salt mist showers your foes.

*Wind Shear:* Batters area with very high winds.

## INQUISITOR SPELLS

### 1st-Level Inquisitor Spells

*Aegis of the Gods:* Grants a +4 bonus to one saving throw type.

*Allure:* Subject receives +1 bonus to Charisma based skills.

*Discern Age:* Accurately determine a subject's age.

*Silverkiss:* Temporarily coats weapons with silver.

*Starlight:* Focused light from above.

*Weighing the Balance:* Determine how far removed from neutral subject is.

### 2nd-Level Inquisitor Spells

*Bestial Attribute:* You gain a physical ability from your creature-type.

*Clan Song:* Gain a +1 morale bonus after a night's rest.

*Cosmic Awareness:* +4 insight bonus to Perception checks.

*Haunted:* Subject senses unnerving random hallucinations.

*Inkling:* Subject gains a "sixth sense" warning him of impending danger.

*Kelp Snare:* Causes seaweed to grow and entangle foes.

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.

*Temporal Bolts:* Bolts of energy age targets.

*Virility:* Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Inquisitor Spells

*Aversion:* Repulsed and disgusted at first creature you see.

*Fascinate:* Draws the undivided attention of the target.

*Past Pain:* Time folds and reopens old wounds.

*Rings of Withstanding:* Rings form that protect against various attacks.

*Spark of Insight:* Recall forgotten memories.

*Thunderstrike:* One victim is struck by electrical and sonic damage.

*Wall of Sand:* Creates a wall or dome of sand.

### 4th-Level Inquisitor Spells

*Arcane Malison:* Diminishes the effects of arcane spells and spell abilities.

*Corrupt Weapon:* Weapon becomes +5, double damage against good.

*Wall of Time:* Creates a wall with a number of different temporal effects.

### 5th-Level Inquisitor Spells

*Circle of Moonlight:* Protects against lycanthropes and undead.

*Cosmic Ray:* Cosmic energy ray deals 1d8/two level (max 10d8).

*Divine Arbitration:* Make a fair and unbiased judgment to solve a conflict.

*Glimpse of the Reaper:* Target shaken by visions of its own death.

*Narcissism:* Subject is cursed with self-love.

*Rolling Thunder:* Creates a wave of sonic force.

*Thin Air:* Create an area where the air thins, making it harder to breathe

*Tsunami:* Creates giant wave directed by you.

*Wasting:* Causes one of target's limbs to shrivel and become useless.

### 6th-Level Inquisitor Spells

*Curse of Lycanthropy:* Victim becomes a wererecreature.

*Dark Gift:* Grants subject a random fiendish ability.

*Heavenly Blessing:* Grants subject a random celestial ability.

*Ice tomb:* Subject is covered in ice and put into a state of temporal stasis.

*Method of Madness:* Subject gains insight and wisdom through madness.

*Saltspray:* Cone of salt mist showers your foes.

*Shared Fate:* Links two targets. What happens to one happens to both.

*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.

*Smitten:* Same as fascinate, however target becomes obsessed.

*Temporal Strike:* As temporal bolts, but also affects subject's gear, clothing, etc.

*Wind Shear:* Batters area with very high winds.

## MAGUS SPELL LIST

### 1st-Level Magus Spells

*Fate:* Adds +20 bonus to your next skill check.

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

*Silverkiss:* Temporarily coats weapons with silver.

### 2nd-Level Magus Spells

*Haunted:* Subject senses unnerving hallucinations.

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.

*Temporal Bolts:* Bolts of energy age targets.

### 3rd-Level Magus Spells

*Grotesque:* Creature can assume an amorphous form.

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.



*Past Pain:* Time folds and reopens old wounds.  
*Rain of Frogs:* Summon a swarm of poisonous frogs.  
*Sea Legs:* You gain better footing on deck and are immune to nausea.  
*Spark of Insight:* Recall forgotten memories.  
*Thunderstrike:* One victim is struck by electrical and sonic damage.

## 4th-Level Magus Spells

*Solar Wind:* As gust of wind, plus 3d6 fire damage.  
*Wall of Sand:* Creates a wall or dome of sand.

## 5th-Level Magus Spells

*Circle of Moonlight:* Protects against lycanthropes and undead.  
*Glimpse of the Reaper:* Target shaken by visions of its own death.  
*Rolling Thunder:* Creates a wave of sonic force.  
*Tsunami:* Creates giant wave directed by you.  
*Wall of Time:* Creates a wall with a number of different temporal effects.  
*Wasting:* Causes one of target's limbs to shrivel and become useless.

## 6th-Level Magus Spells

*Ice Tomb:* Subject is covered in ice and put into a state of temporal stasis.  
*Temporal Strike:* As temporal bolts, but also affects subject's gear, clothing, etc.  
*Wind Shear:* Batters area with very high winds.

## MEDIUM SPELL LIST

### 1st-Level Medium Spells

*Aegis of the Gods:* Grants a +4 bonus to one saving throw type.  
*Allure:* Subject receives +1 bonus to Charisma based skills.

### 2nd-Level Medium Spells

*Cosmic Awareness:* +4 insight bonus to Perception checks.  
*Inkling:* Subject gains a "sixth sense" warning him of impending danger.  
*Virility:* Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Medium Spells

*Aversion:* Repulsed and disgusted at first creature you see.  
*Fascinate:* Draws the undivided attention of the target.

### 4th-Level Medium Spells

*Calming the Beast:* Reduces adrenalin and suppresses aggressive behavior in subject.

## MESMERIST SPELLS

### 1st-Level Mesmerist Spells

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.  
*Phantom Musician:* Animates a musical instrument.

### 2nd-Level Mesmerist Spells

*Haunted:* Subject senses unnerving hallucinations.

### 3rd-Level Mesmerist Spells

*Aversion:* Repulsed and disgusted at first creature you see.  
*Fascinate:* Draws the undivided attention of the target.

### 4th-Level Mesmerist Spells

*Calming the Beast:* Reduces adrenalin and suppresses aggressive behavior in subject.

### 5th-Level Mesmerist Spells

*Glimpse of the Reaper:* Target shaken by visions of its own death.

### 6th-Level Mesmerist Spells

*Method of Madness:* Subject gains insight and wisdom through madness.  
*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.  
*Smitten:* Same as fascinate, however target becomes obsessed.

## OCCULTIST SPELL LIST

### 1st-Level Occultist Spells

#### Conjuration

*Phantom Musician:* Animates a musical instrument.

#### Divination

*Discern Age:* Accurately determine a subject's age.  
*Fate:* Adds +20 bonus to your next skill check.

#### Enchantment

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

### 2nd-Level Occultist Spells

#### Evocation

*Temporal Bolts:* Bolts of energy age targets.

#### Illusion

*Haunted:* Subject senses unnerving hallucinations.

#### Necromancy

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.

#### Transmutation

*Copy Mundane Text:* Duplicates a provided nonmagical text.

### 3rd-Level Occultist Spells

#### Conjuration

*Past Pain:* Time folds and reopens old wounds.

#### Divination

*Spark of Insight:* Recall forgotten memories.

#### Evocation

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.  
*Thunderstrike:* One victim is struck by electrical and sonic damage.

#### Transmutation

*Grotesque:* Creature can assume an amorphous form.  
*Restore Page:* Fragments of a single page are restored completely.

### 4th-Level Occultist Spells

#### Conjuration

*Wall of Sand:* Creates a wall or dome of sand.

#### Evocation

*Solar Wind:* As gust of wind, plus 3d6 fire damage.



**5th-Level Occultist Spells****Abjuration**

*Circle of Moonlight:* Protects against lycanthropes and undead.

**Conjuration**

*Wall of Time:* Creates a wall with a number of different temporal effects.

**Divination**

*Glimpse of the Reaper:* Target shaken by visions of its own death.

**Evocation**

*Rolling Thunder:* Creates a wave of sonic force.

**Necromancy**

*Wasting:* Causes one of target's limbs to shrivel and become useless.

**Transmutation**

*Copy Magical Text:* Duplicates a provided magical text.

**6th-Level Occultist Spells****Divination**

*Method of Madness:* Subject gains insight and wisdom through madness.

**Enchantment**

*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.

**Evocation**

*Ice tomb:* Subject is covered in ice and put into a state of temporal stasis.

*Temporal Strike:* As temporal bolts, but also affects subject's gear, clothing, etc.

*Wind Shear:* Batters area with very high winds.

**Necromancy**

*Shared Fate:* Links two targets. What happens to one happens to both.

**Transmutation**

*Restore Book:* Fragments of a single book are restored completely.

**PALADIN SPELLS****1st-Level Paladin Spells**

*Veil of Heaven:* You surround yourself with a veil of positive energy.

**2nd-Level Paladin Spells**

*Cosmic Awareness:* +4 insight bonus on Perception checks.

*Inkling:* Subject gains a "sixth sense" warning him of impending danger.

**3rd-Level Paladin Spells**

*Rings of Withstanding:* Rings form that protect against various attacks.

**PSYCHIC SPELL LIST****1st-Level Psychic Spells**

*Allure:* Subject receives +1 bonus to Charisma based skills.

*Discern Age:* Accurately determine a subject's age.

*Fate:* Adds +20 bonus to your next skill check.

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

*Phantom Musician:* Animates a musical instrument.

*Silverkiss:* Temporarily coats weapons with silver.

**2nd-Level Psychic Spells**

*Haunted:* Subject senses unnerving hallucinations.

*Mawkish Affliction:* Reduces Con by 1d6+1 points/2 levels.

*Temporal Bolts:* Bolts of energy age targets.

**3rd-Level Psychic Spells**

*Aversion:* Repulsed and disgusted at first creature you see.

*Fascinate:* Draws the undivided attention of the target.

*Grotesque:* Creature can assume an amorphous form.

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.

*Past Pain:* Time folds and reopens old wounds.

*Rain of Frogs:* Summon a swarm of poisonous frogs.

*Restore Page:* Fragments of a single page are restored completely.

*Sea Legs:* You gain better footing on deck and are immune to nausea.

*Spark of Insight:* Recall forgotten memories.

*Thunderstrike:* One victim is struck by electrical and sonic damage.

**4th-Level Psychic Spells**

*Calming the Beast:* Reduces adrenaline and suppresses aggressive behavior in subject.

*Drinking Song:* Makes listeners drunken as if drinking alcohol.

*Solar Wind:* As gust of wind, plus 3d6 fire damage.

*Wall of Sand:* Creates a wall or dome of sand.

**5th-Level Psychic Spells**

*Campfire Lullaby:* Causes willing subjects to benefit as if having slept.

*Circle of Moonlight:* Protects against lycanthropes and undead.

*Copy Magical Text:* Duplicates a provided magical text.

*Glimpse of the Reaper:* Target shaken by visions of its own death.

*Rolling Thunder:* Creates a wave of sonic force.

*Tsunami:* Creates giant wave directed by you.

*Wall of Time:* Creates a wall with a number of different temporal effects.

*Wasting:* Causes one of target's limbs to shrivel and become useless.

**6th-Level Psychic Spells**

*Ice tomb:* Subject is covered in ice and put into a state of temporal stasis.

*Method of Madness:* Subject gains insight and wisdom through madness.

*Piper's Call:* All creatures of a particular type are drawn to the caster.

*Restore Book:* Fragments of a single book are restored completely.

*Shared Fate:* Links two targets. What happens to one happens to both.

*Sirine's Song:* Subject becomes mesmerized by music and is drawn to it.

*Smitten:* Same as fascinate, however target becomes obsessed.





**Temporal Strike:** As temporal bolts, but also affects subject's gear, clothing, etc.

**Wind Shear:** Batters area with very high winds.

## 7th-Level Psychic Spells

**Curse of Lycanthropy:** Victim becomes a werecreature.

**Dead Calm:** Restricts air movement around a target.

**Eyes on the World:** Know when an area has been breached or when an object or creature has been threatened.

**Hybrid Form:** You take on a half-beast form.

**Mend Fortifications:** Repairs up to 30 cu. ft. of materials.

**Reduce to Words:** Transforms inanimate objects into written text.

**Restore Life:** Fully restores life to corpse or undead.

**Ripening:** Temporarily age subject a lot.

**Static Fog:** Time greatly slows for those within area.

**Vessel Barding:** Temporarily raises ships AC.

## 8th-Level Psychic Spells

**Astral Self:** As astral projection, but with a personal range.

**Eye of the Storm:** Nullifies all weather-related effects with a specified area.

**Maelstrom:** Creates a massive tempest.

**Shadow Tentacles:** Shadows animate and attack with a number of effects.

**Splinter the Mind:** Shatters a subject's mind causing random insanity.

**Summon Otherworldly Creature:** You summon an outsider of your creature-type to serve you.

## 9th-Level Psychic Spells

**Everlasting Guardian:** Summon and bind an outsider to a definable area.

**Raise Structure:** Conjure a fortress or other structure from the ground.

**Temporal Displacement:** You and others travel through time.

## RANGER SPELLS

### 1st-Level Ranger Spells

**Dolphin Companion:** Summons a normal dolphin to aid you.

**Starlight:** Focused light from above.

### 2nd-Level Ranger Spells

**Cosmic Awareness:** +4 insight bonus on Perception checks.

**Sea Legs:** You gain better footing on deck and are immune to nausea.

### 3rd-Level Ranger Spells

**Life Blast:** Drain life from local vegetation to launch a blast of positive energy.

**Wall of Sand:** Creates a wall or dome of sand.

## SHAMAN SPELLS

### 1st-Level Shaman Spells

**Aegis of the Gods:** Grants a +4 bonus to one saving throw type.

**Allure:** Subject receives +1 bonus to Charisma based skills.

**Discern Age:** Accurately determine a subject's age.

**Dolphin Companion:** Summons a normal dolphin to aid you.

**Silverkiss:** Temporarily coats weapons with silver.

**Starlight:** Focused light from above.

**Weighing the Balance:** Determine how far removed from neutral subject is.

**Whirlwind of Ice:** Causes 1d4 slashing and 1d4 cold damage to creatures within the area.

## 2nd-Level Shaman Spells

**Bestial Attribute:** You gain a physical ability from your creature-type.

**Cosmic Awareness:** +4 insight bonus to Perception checks.

**Haunted:** Subject senses unnerving random hallucinations.

**Inkling:** Subject gains a "sixth sense" warning him of impending danger.

**Kelp Snare:** Causes seaweed to grow and entangle foes.

**Mawkish Affliction:** Reduces Con by 1d6+1 points/2 levels.

**Northwind:** A thin cone of ice-crystal filled air causes 2d4 cold damage.

**Temporal Bolts:** Bolts of energy age targets.

**Virility:** Grants subject a bonus to both Strength and Constitution abilities.

## 3rd-Level Shaman Spells

**Aversion:** Repulsed and disgusted at first creature you see.

**Fascinate:** Draws the undivided attention of the target.

**Grotesque:** Creature can assume an amorphous form.

**Past Pain:** Time folds and reopens old wounds.

**Rain of Frogs:** Summon a swarm of poisonous frogs.

**Rings of Withstanding:** Rings form that protect against various attacks.

**Sea Legs:** You gain better footing on deck and are immune to nausea.

**Spark of Insight:** Recall forgotten memories.

**Thunderstrike:** One victim is struck by electrical and sonic damage.

**Wall of Sand:** Creates a wall or dome of sand.

## 4th-Level Shaman Spells

**Arcane Malison:** Diminishes the effects of arcane spells and spell abilities.

**Calming the Beast:** Reduces adrenalin and suppresses aggressive behavior in subject.

**Corrupt Weapon:** Weapon becomes +5, double damage against good.

**Wall of Time:** Creates a wall with a number of different temporal effects.

## 5th-Level Shaman Spells

**Circle of Moonlight:** Protects against lycanthropes and undead.

**Cosmic Ray:** Cosmic energy ray deals 1d8/two level (max 10d8).

**Divine Arbitration:** Make a fair and unbiased judgment to solve a conflict.

**Glimpse of the Reaper:** Target shaken by visions of its own death.

**Rolling Thunder:** Creates a wave of sonic force.

**Thin Air:** Create an area where the air thins, making it harder to breathe

**Tsunami:** Creates giant wave directed by you.



*Wasting:* Causes one of target's limbs to shrivel and become useless.

### 6th-Level Shaman Spells

*Creature Companion:* Summons a "familiar" to serve you.

*Curse of Lycanthropy:* Victim becomes a werecreature.

*Dark Gift:* Grants subject a random fiendish ability.

*Heavenly Blessing:* Grants subject a random celestial ability.

*Ice Tomb:* Subject is covered in ice and put into a state of temporal stasis.

*Method of Madness:* Subject gains insight and wisdom through madness.

*Saltspray:* Cone of salt mist showers your foes.

*Shared Fate:* Links two targets. What happens to one happens to both.

*Smitten:* Same as fascinate, however target becomes obsessed.

*Temporal Strike:* As temporal bolts, but also affects subject's gear, clothing, etc.

*Wind Shear:* Batters area with very high winds.

### 7th-Level Shaman Spells

*Eyes on the World:* Know when an area has been breached or when an object or creature has been threatened.

*Greater Divination:* As divination, but sees farther into the future with less ambiguity.

*Hybrid Form:* You take on a half-beast form.

*Mend Fortifications:* Repairs up to 30 cu. ft. of materials.

*Piper's Call:* All creatures of a particular type are drawn to the caster.

*Reclaim:* Revitalizes a barren land allowing nature to reclaim it.

*Red Tide:* Causes an area to erupt with a thick rust-red cloud of poisonous algae.

*Static Fog:* Time greatly slows for those within area.

*Vessel Barding:* Temporarily raises ship's AC.

*Writhing Tendrils:* Extra partial action, combat benefits, and +6 to Dexterity-based checks.

### 8th-Level Shaman Spells

*Astral Self:* As astral projection, but with a personal range.

*Cheat Destiny:* Alter reality for a single creature.

*Dead Calm:* Restricts air movement around a target.

*Eye of the Storm:* Nullifies all weather-related effects within a specified area.

*Final Reward:* Sends the spirit of the target on to the Afterlife.

*Maelstrom:* Creates a massive tempest.

*Ripening:* Temporarily age subject a lot.

*Shadow Tentacles:* Shadows animate and attack with a number of effects.

*Silverskin:* Subject is sheathed in silver, which provides numerous protections.

*Splinter the Mind:* Shatters a subject's mind causing random insanity.

*Summon Otherworldly Creature:* You summon an outsider of your creature-type to serve you.

*Summon Polar Worm:* Summon either a Remorhaz or a Frost Worm to attack your enemies.

### 9th-Level Shaman Spells

*Brekerker Rage:* Creates intense emotions of hatred in all creatures.

*Everlasting Guardian:* Summon and bind an outsider to a definable area.

*Glacial Slide:* Create a slow-moving artificial glacier.

*Greatest Glyph of Warding:* As glyph of warding, but up to 15d8 damage or 9th-level spell.

*Lunar Veil:* Nullifies lycanthropes, moon-based spells, and low-light vision.

*Purge of Darkness:* Unholy blast destroys or damages all good in a 100 ft. radius.

*Purge of Might:* Holy blast destroys or damages all evil in a 100 ft. radius.

*Raise Structure:* Conjure a fortress or other structure from the ground.

*Releasing the Kraken:* Summons a kraken to perform a service.

*Restore Life:* Fully restores life to corpse or undead.

*Sirocco, Greater:* Creates a powerful sandstorm.

*Temporal Displacement:* You and others travel through time.

## SPIRITUALIST SPELL LIST

### 1st-Level Spiritualist Spell List

*Allure:* Subject receives +1 bonus to Charisma based skills.

### 2nd-Level Spiritualist List

*Haunted:* Subject senses unnerving hallucinations.

### 3rd-Level Spiritualist List

*Grotesque:* Creature can assume an amorphous form.

### 4th-Level Spiritualist Spell List

*Calming the Beast:* Reduces adrenaline and suppresses aggressive behavior in subject.

### 5th-Level Spiritualist Spell List

*Glimpse of the Reaper:* Target shaken by visions of its own death.

### 6th-Level Spiritualist Spell List

*Method of Madness:* Subject gains insight and wisdom through madness.

## SUMMONER SPELLS

### 1st-Level Summoner Spells

*Dolphin Companion:* Summons a normal dolphin to aid you.

*Fate:* Adds +20 bonus to your next skill check.

*Forgetfulness:* Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

### 2nd-Level Summoner Spells

*Temporal Bolts:* Bolts of energy age targets.

### 3rd-Level Summoner Spells

*Northwind:* A thin cone of ice-crystal filled air causes 2d4 cold damage.

*Past Pain:* Time folds and reopens old wounds.

*Rain of Frogs:* Summon a swarm of poisonous frogs.





**Thunderstrike:** One victim is struck by electrical and sonic damage.

## 4th-Level Summoner Spells

**Solar Wind:** As gust of wind, plus 3d6 fire damage.

**Wall of Sand:** Creates a wall or dome of sand.

## 5th-Level Summoner Spells

**Circle of Moonlight:** Protects against lycanthropes and undead.

**Glimpse of the Reaper:** Target shaken by visions of its own death.

**Rolling Thunder:** Creates a wave of sonic force.

**Tsunami:** Creates giant wave directed by you.

**Wall of Time:** Creates a wall with a number of different temporal effects.

**Wasting:** Causes one of target's limbs to shrivel and become useless.

## 6th-Level Summoner Spells

**Ice Tomb:** Subject is covered in ice and put into a state of temporal stasis.

**Method of Madness:** Subject gains insight and wisdom through madness.

**Temporal Strike:** As temporal bolts, but also affects subject's gear, clothing, etc.

**Wind Shear:** Batters area with very high winds.

## WARPRIEST SPELLS

### 1st-Level Warpriest Spells

**Aegis of the Gods:** Grants a +4 bonus to one saving throw type.

**Allure:** Subject receives +1 bonus to Charisma based skills.

**Silverkiss:** Temporarily coats weapons with silver.

**Starlight:** Focused light from above.

### 2nd-Level Warpriest Spells

**Bestial Attribute:** You gain a physical ability from your creature-type.

**Cosmic Awareness:** +4 insight bonus to Perception checks.

**Inkling:** Subject gains a "sixth sense" warning him of impending danger.

**Kelp Snare:** Causes seaweed to grow and entangle foes.

**Mawkish Affliction:** Reduces Con by 1d6+1 points/2 levels.

**Northwind:** A thin cone of ice-crystal filled air causes 2d4 cold damage.

**Temporal Bolts:** Bolts of energy age targets.

**Virility:** Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Warpriest Spells

**Past Pain:** Time folds and reopens old wounds.

**Rings of Withstanding:** Rings form that protect against various attacks.

**Thunderstrike:** One victim is struck by electrical and sonic damage.

**Wall of Sand:** Creates a wall or dome of sand.

### 4th-Level Warpriest Spells

**Arcane Malison:** Diminishes the effects of arcane spells and spell abilities.

**Corrupt Weapon:** Weapon becomes +5, double damage against good.

**Wall of Time:** Creates a wall with a number of different temporal effects.

## 5th-Level Warpriest Spells

**Circle of Moonlight:** Protects against lycanthropes and undead.

**Cosmic Ray:** Cosmic energy ray deals 1d8/two level (max 10d8).

**Glimpse of the Reaper:** Target shaken by visions of its own death.

**Rolling Thunder:** Creates a wave of sonic force.

**Thin Air:** Create an area where the air thins, making it harder to breathe.

**Tsunami:** Creates giant wave directed by you.

**Wasting:** Causes one of target's limbs to shrivel and become useless.

## 6th-Level Warpriest Spells

**Curse of Lycanthropy:** Victim becomes a werecreature.

**Dark Gift:** Grants subject a random fiendish ability.

**Heavenly Blessing:** Grants subject a random celestial ability.

**Ice Tomb:** Subject is covered in ice and put into a state of temporal stasis.

**Salt Spray:** Cone of salt mist showers your foes.

**Temporal Strike:** As temporal bolts, but also affects subject's gear, clothing, etc.

**Wind Shear:** Batters area with very high winds.

## WITCH SPELLS

### 1st-Level Witch Spells

**Aegis of the Gods:** Grants a +4 bonus to one saving throw type.

**Allure:** Subject receives +1 bonus to Charisma based skills.

**Discern Age:** Accurately determine a subject's age.

**Fate:** Adds +20 bonus to your next skill check.

**Forgetfulness:** Enemies forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

**Silverkiss:** Temporarily coats weapons with silver.

### 2nd-Level Witch Spells

**Bestial Attribute:** You gain a physical ability from your creature-type.

**Cosmic Awareness:** +4 insight bonus to Perception checks.

**Haunted:** Subject senses unnerving random hallucinations.

**Kelp Snare:** Causes seaweed to grow and entangle foes.

**Mawkish Affliction:** Reduces Con by 1d6+1 points/2 levels.

**Virility:** Grants subject a bonus to both Strength and Constitution abilities.

### 3rd-Level Witch Spells

**Aversion:** Repulsed and disgusted at first creature you see.

**Fascinate:** Draws the undivided attention of the target.

**Past Pain:** Time folds and reopens old wounds.

**Rain of Frogs:** Summon a swarm of poisonous frogs.

**Rings of Withstanding:** Rings form that protect against various attacks.

### 4th-Level Witch Spells

**Corrupt Weapon:** Weapon becomes +5, double damage against good.



**Solar Wind:** As gust of wind, plus 3d6 fire damage.

**Wall of Sand:** Creates a wall or dome of sand.

**Wall of Time:** Creates a wall with a number of different temporal effects.

## 5th-Level Witch Spells

**Circle of Moonlight:** Protects against lycanthropes and undead.

**Glimpse of the Reaper:** Target shaken by visions of its own death.

**Narcissism:** Subject is cursed with self-love.

**Rolling Thunder:** Creates a wave of sonic force.

**Thin Air:** Create an area where the air thins, making it harder to breathe.

**Tsunami:** Creates giant wave directed by you.

**Wasting:** Causes one of target's limbs to shrivel and become useless.

## 6th-Level Witch Spells

**Dark Gift:** Grants subject a random fiendish ability.

**Heavenly Blessing:** Grants subject a random celestial ability.

**Ice Tomb:** Subject is covered in ice and put into a state of temporal stasis.

**Method of Madness:** Subject gains insight and wisdom through madness.

**Saltspray:** Cone of salt mist showers your foes.

**Shared Fate:** Links two targets. What happens to one happens to both.

**Smitten:** Same as fascinate, however target becomes obsessed.

**Temporal Strike:** As temporal bolts, but also affects subject's gear, clothing, etc.

**Wind Shear:** Batters area with very high winds.

## 7th-Level Witch Spells

**Curse of Lycanthropy:** Victim becomes a werecreature.

**Eyes on the World:** Know when an area has been breached or when an object or creature has been threatened.

**Hybrid Form:** You take on a half-beast form.

**Piper's Call:** All creatures of a particular type are drawn to the caster.

**Red Tide:** Causes an area to erupt with a thick rust-red cloud of poisonous algae

**Static Fog:** Time greatly slows for those within area.

## 8th-Level Witch Spells

**Cheat Destiny:** Alter reality for a single creature.

**Dead Calm:** Restricts air movement around a target.

**Eye of the Storm:** Nullifies all weather-related effects within a specified area.

**Maelstrom:** Creates a massive tempest.

**Mists of Ecstasy:** All creatures within helplessly revel in pleasure.

**Ripening:** Temporarily age subject a lot.

**Shadow Tentacles:** Shadows animate and attack with a number of effects.

**Silverskin:** Subject is sheathed in silver, which provides numerous protections.

**Splinter the Mind:** Shatters a subject's mind causing random insanity.

**Summon Polar Worm:** Summon either a Remorhaz or a Frost Worm to attack your enemies.

## 9th-Level Witch Spells

**Brekerker Rage:** Creates intense emotions of hatred in all creatures

**Everlasting Guardian:** Summon and bind an outsider to a definable area.

**Glacial Slide:** Create a slow-moving artificial glacier.

**Greatest Glyph of Warding:** As glyph of warding, but up to 15d8 damage or 9th-level spell.

**Lunar Veil:** Nullifies lycanthropes, moon-based spells, and low-light vision.

**Raise Structure:** Conjure a fortress or other structure from the ground.

**Releasing the Kraken:** Summons a kraken to perform a service.

**Restore Life:** Fully restores life to corpse or undead.

**Sirocco, Greater:** Creates a powerful sandstorm.

**Summon Otherworldly Creature:** You summon an outsider of your creature-type to serve you.

**Temporal Displacement:** You and others travel through time.







## Spell Descriptions

### AEGIS OF THE GODS

**School** abjuration; **Level** cleric 1, inquisitor 1, medium 1, shaman 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** up to one creature touched per three caster levels

**Duration** 10 min. /level

**Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You surround the subjects with a magical aura that helps protect them from harm. The subject gains a +4 resistance bonus to one saving throw chosen by you upon casting the spell. A person may have more than one active *aegis of the gods*, but each must apply to a different saving throw.

### ALLURE

**School** enchantment (compulsion) [mind-affecting]; **Level** alchemist 1, bard 1, cleric 1, inquisitor 1, investigator 1, medium 1, psychic 1, shaman 1, skald 1, spiritualist 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. /level)

**Target** one humanoid creature

**Duration** 1 hour/level

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

The recipient of this spell becomes more desirable, likeable, and popular in the eyes of all those who are in range. Because of this she gains a +1 insight bonus to all Charisma-based skill checks.

### ARCANE MALISON

**School** abjuration; **Level** cleric 4, inquisitor 4, shaman 4, warpriest 4

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. + 10 ft. /level)

**Area** 30 ft. radius

**Duration** 1 round/level (10 max.)

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

This spell creates an area where arcane spells and spell-like abilities are diminished. All arcane spells cast from within or into the area are affected. Targets of these spells receive a +2 bonus to their saving throws OR receive a save against any arcane spell that they would not normally be entitled to. Conversely, any divine spell or spell-like effect cast from within or into the area gains a +2 bonus to their DC.

### ASTRAL SELF

**School** necromancy; **Level** arcanist 8, cleric 8, psychic 8, shaman 8, sorcerer/wizard 8

**Casting Time** 15 minutes

**Components** V, S, M (jacinth gem worth 1,000 gp and a silver bar worth 5 gp)

**Range** personal

**Target** you

**Duration** See text

As *astral projection* (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 10), except for the reduced casting time and the personal range.

### AVERSION

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, psychic 3, shaman 3, skald 3, witch 3

**Casting Time** 1 standard action



**Components** V, S

**Range** touch

**Target** 1 creature

**Duration** 1 hour/level

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

The target of this spell becomes repulsed and completely disgusted at the first individual or creature they lay eyes upon and will do everything they can to get away from that individual. The target must make a successful Will save to resist the effect. If he fails, he cannot keep his eyes off the source of his repulsion and is unable to concentrate on anything else. All concentration checks are at a –5 penalty and the character finds it difficult to even maintain a conversation while the source is within sight.

### BERSERKER RAGE

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 9, shaman 9, witch 9

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. + 10 ft. /level)

**Targets** all living creatures within a 60ft. + 10 ft. /level radius

**Duration** 10 min. + 1 min. /level (D)

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

This spell creates intense emotions of hatred in all creatures (including indigenous wildlife) that reside in the area of effect. This hatred clouds all rational judgment and reason, leaving only a desire to kill and destroy without regard to friend or foe. Those affected enter an uncontrolled berserker rage of extreme bloodlust and frenzy (similar to the rage ability of the barbarian). Individuals in this state gain +4 to Strength, +4 to Constitution, a +2 bonus to Will saves, a –4 penalty to Armor Class, and one extra attack per round at their highest attack bonus for the duration of the Berserker Rage. Enraged creatures refrain from using defensive equipment (such as shields) or missile weapons, preferring to drop them and engage in direct melee combat (with their bare hands if necessary). All attacks are automatically focused on the nearest target (standing or not) and will continue until the affected creature is subject to a successful attack by another individual or once inside the 5 ft. melee threat radius. At the point, their attention and focus will shift to that individual who engaged them in melee.

When the spell effect ends, those creatures left alive and standing collapse in exhaustion and must do nothing but rest for the next 2d4 hours. If they are injured, they will be unable to tend to their wounds or any other action other than lying on the ground panting or falling unconscious if their hit points have dropped below zero after the effects of the spell end.

### BESTIAL ATTRIBUTE

**School** transmutation (polymorph); **Level** cleric 2, inquisitor 2, shaman 2, warpriest 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** 1 creature

**Duration** 1 hour/level

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

The subject of this spell gains a single physical attribute of the caster's creature-type (humanoid, dragon, outsider, etc.). She may gain the creature-type's natural ability score (Strength, Constitution, or Dexterity), attack form (claw, bite, sting, etc.), mode of locomotion (running speed, wings to fly, fins to swim, etc.), camouflage, senses, or means of respiration (gills/amphibious). Which attribute gained is under the control of the caster, and once set cannot be changed.



### CALMING THE BEAST

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, cleric 4, medium 4, mesmerist 4, psychic 4, shaman 4, skald 4, spiritualist 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100ft. + 10 ft. /level)

**Target** 1 creature

**Duration** 1 round/level

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

The target of this spell feels a powerful calming and soothing sensation that reduces adrenalin and suppresses aggressive behavior. This can negate a barbarian's rage ability or simply calm down an enraged dragon. In either case, the victim will lose a full round of action as they "come down" from their



emotional state. The target must make a Will save to ignore the spell's effect, however due to the potency of the spell the target receives a -2 penalty.

## CAMPFIRE LULLABY

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 5, cleric 5, psychic 5, skald 5

**Casting Time** 10 minutes

**Components** V, M (less than week old campfire wood ash)

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

**Target** several living creatures within a 15 ft. radius burst.

**Duration** 1 hour

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

When sung to a group of creatures that willingly succumb to it, regardless of HD, they gain all of the benefits of having had a full night's sleep (including re-memorizing spells that have already been prepared and/or cast that day.) Unwilling creatures are unaffected by this spell. A creature may only receive the benefits of this spell once every five days.

## CHEAT DESTINY

**School** abjuration; **Level** cleric 8, shaman 8, witch 8

**Casting Time** 1 standard action

**Components** V, M (single gemstone worth 2,500 gp), DF

**Range** 30 ft.

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

The *cheat destiny* spell alters reality for a single creature within 30 ft. of the caster. Should a roll determine the death of that creature, whether that roll was an attack, saving throw, skill check, or any other roll, this spell allows for that result to be undone, effectively reshaping reality itself to accommodate the new outcome. The spell must be cast within 1 round of the fateful roll and allows the subject to reroll the dice for that fatal attack, save, or check and granting him a +2 luck bonus to avoid succumbing to the previous fate. By effectively giving the target a second opportunity, reality has been altered. However, there is still a real possibility that the new roll may still result in the subject's death.

## CIRCLE OF MOONLIGHT

**School** abjuration; **Level** alchemist 5, arcanist 5, cleric 5, druid 5, hunter 5, inquisitor 5, investigator 5, magus 5, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, summoner 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (spring of belladonna and flask of holy water), DF

**Range** touch

**Area** 10-ft. radius

**Duration** 10 min. /level

**Saving Throw** see text; **Spell Resistance** yes

You create a spherical barrier marked by a visible circular halo of white light. This barrier prevents any lycanthrope or undead of 5 Hit Dice or less from entering the sphere or physically touching those inside it. Lycanthropes and undead of 6 Hit Dice or more must make a Will save in order to pass through and take 3d6 hit points of damage upon doing so.

The barrier also acts against flying or incorporeal undead who may try to bypass it by entering from above or below the visible halo. The damage is only inflicted once, though affected creatures must make a successful Will save each round within the area of effect or flee as if panicked.

## CLAN SONG

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, skald 2

**Casting Time** 5 minutes

**Components** V

**Range** close (25 ft. +5 ft. /level)

**Area** centered on you

**Duration** 24 hours

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

This spell is usually cast just before bedtime as the clan sits around a fire, singing and telling tales. All who hear the clan song will sleep soundly that night, however this does not affect an individual's ability to awaken should a threat come in the middle of the night. The next morning they will raise refreshed and alert. They receive a +1 morale bonus to saving throws, skill checks, ability checks and attack rolls for the duration of the spell. If the spell is cast at some other time than just before bedtime and those affected do not rest, the targets do not receive the +1 benefit and the spell is wasted.

## COPY MAGICAL TEXT

**School** transmutation; **Level** arcanist 5, occultist 5, psychic 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (same as writing a new spell in a spellbook)

**Range** touch

**Target** one arcane magical text

**Duration** 1 min. /level

**Saving Throw** none; **Spell Resistance** no

This spell creates a facsimile of one arcane magical text. The spell can copy 1 page of spells every minute, duplicating precisely, with no deviation from the original whatsoever. All the materials needed to copy spellbooks must be made available to this spell, or it will simply fail outright. This means that the standard cost of 100 gp for special quills, inks, and other supplies, must be spent for every page intended to be duplicated. If the spellbook to be copied has not been checked for magical traps hidden in the text (like *explosive runes*), *copy magical text* will trigger the trap during its copying process. This spell does not copy scrolls.

## COPY MUNDANE TEXT

**School** transmutation; **Level** arcanist 2, occultist 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (blank writing surface large enough for text)

**Range** touch

**Target** One mundane text

**Duration** 10 min. /level

**Saving Throw** none; **Spell Resistance** no

This spell creates a facsimile of one mundane text. The spell can copy 1 page of text, illustrations, maps, diagrams,



etc. every minute, duplicating almost precisely. For one to tell the difference between the original and the copy, a Linguistics check (DC 30) is needed. Blank paper, a book, wet clay tablets, or the equivalent, are required to be provided by the caster for the spell to function. If there is not enough room in these materials to hold the copied text, the spell will simply fail outright.

### CORRUPT WEAPON

**School** evocation; **Level** alchemist 4, cleric 4, inquisitor 4, investigator 4, shaman 4, warpriest 4, witch 4

**Casting Time** 1 action

**Components** V, S

**Range** touch standard

**Target** Weapon touched

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

Casting this spell allows the cleric to channel unholy energies into her weapon, giving it tremendous power for smiting good. The weapon acts as a +5 magical weapon and deals double damage upon striking good aligned opponents (critical damage by weapon type). The weapon also emits a *protection against good* spell.

### COSMIC AWARENESS

**School** divination; **Level** alchemist 2, cleric 2, druid 2, hunter 2, inquisitor 2, investigator 2, medium 2, paladin 2, ranger 2, shaman 2, warpriest 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** yes (harmless)

The subject gains the temporary ability to tap into the cosmic consciousness and become more aware of her surroundings as a result. The recipient gains a +4 insight bonus to Perception skill checks and a +2 circumstance bonus to initiative checks while under the effect of this spell.

### COSMIC RAY

**School** evocation; **Level** cleric 5, inquisitor 5, shaman 5, warpriest 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft. /level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You release a powerful channel of concentrated cosmic radiation from either your eyes or open palm that deals 1d8 points of damage per two caster levels (maximum 10d8) if you succeed at a ranged touch attack to strike your target. The energy unleashed by this spell is cosmic in nature and most normal energy resistances and immunities do not protect against it, unless specifically noted.

### CREATURE COMPANION

**School** conjuration [summoning]; **Level** cleric 6, shaman 6

**Casting Time** 10 minutes





**Components** V, S, DF

**Range** close (25ft. +5ft. /level)

**Effect** one summoned creature

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons an average specimen of the caster's creature-type (humanoid, dragon, outsider, etc.) to act as the caster's familiar. The creature gains all of the special gifts and benefits of being a familiar as dictated in Chapter 3 of the *Pathfinder® Roleplaying Game Core Rulebook* and subject to the caster's level. The spell ends immediately should the familiar die before the duration ends. The caster may end the spell and dismiss the "familiar" before the spell expires.

## CURSE OF LYCANTHROPY

**School** necromancy; **Level** arcanist 7, cleric 6, inquisitor 6, psychic 7, shaman 6, sorcerer/wizard 7, warpriest 6, witch 7

**Casting Time** 1 round

**Components** V, S, M (a tuft of lycanthrope fur), DF

**Range** touch

**Target** one creature

**Duration** permanent

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

With a single touch, you infect the target with a form of lycanthropy. This is a magical form of the disease and therefore cannot be cured with natural herbal remedies. However, *remove curse*, *remove disease* or other similar or more powerful spells (*wish*, *miracle*, etc.) may successfully cure the condition. Once the spell takes effect, the target assumes the lycanthrope template and is considered a shapeshifter thereafter. The animal type the victim assumes may be randomly determined by rolling a d10 on the following table:

d10	Animal Type
1-2	Werebear
3	Wereboar
4-5	Wererat
6	Weretiger
7-9	Werewolf
10	Other, GM's choice

## DARK GIFT

**School** transmutation; **Level** alchemist 6, cleric 6, inquisitor 6, investigator 6, shaman 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** 1 min. + 1 min. / level

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

Drawing upon the dark powers of the Underworld, the recipient of this spell is slightly transformed, growing a set of small horns, antlers or a barbed tail. She also gains a fiendish ability or trait. The player should roll on the following "fiendish powers table":

## 1d6 Fiendish Powers

1	<b>Immunities (Ex):</b> Immune to all fire and poison
2	<b>Resistances (Ex):</b> Cold and Acid Resistance 20
3	<b>See Through Darkness (Su):</b> Can see in total and magical darkness as if in daylight
4	<b>Fear Aura (Su):</b> As a free action, you can create an aura of fear around you in a 5ft. radius. This is identical to a <i>fear</i> spell cast by a 12th-level sorcerer (DC17)
5	<b>Regeneration (Ex):</b> You still take normal damage from holy or blessed weapons of at least +2 enchantment
6	<b>Summon Fiends (Sp):</b> One time, you can gate in 1d10 2 HD evil Outsiders or 1d4 6 HD evil Outsiders

## DEAD CALM

**School** transmutation; **Level** arcanist 7, cleric 8, druid 8, psychic 7, shaman 8, sorcerer/wizard 7, witch 8

**Casting Time** 1 standard action

**Components** V, S, M/DF (small corked bottle containing a vacuum)

**Range** long (400 ft. + 40 ft. /level)

**Target** 50-ft. radius circle, centered on an object

**Duration** 10 min. /level

**Saving Throw** none; **Spell Resistance** no

You create an area where there is no air movement, natural or otherwise. The area is still and calm with no air currents. This will drive away any air elementals and most avian creatures from the area. This spell does not affect any other forms of weather or effects of weather from outside the spell's area (i.e. rain or snow can still fall, lightning can still strike, etc.). A common tactic is for the caster to use this spell to leave an enemy ship dead in the water by casting it on their center mast.

## DISCERN AGE

**School** divination; **Level** alchemist 1, arcanist 1, cleric 1, druid 1, hunter 1, inquisitor 1, investigator 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (pinch of powdered patina)

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature or object

**Duration** instantaneous

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

You know the exact age of the target within a one-year span. This knowledge can be helpful in determining the authenticity of ancient text, whether a wine is ripe or has gone bad, how long a lich has been undead, when a magic sword was crafted or the approximate power of a dragon. You may also determine the age of long-lived creatures such as an elf or dragon. However, this spell will yield no information when cast upon ageless or immortal creatures, even if the target has only recently been elevated to that position.

## DIVINE ARBITRATION

**School** divination; **Level** cleric 5, inquisitor 5, shaman 5

**Casting Time** 1 standard action

**Components** V, S, DF



**Range** close (25 ft. + 5 ft. /level)

**Target** two individuals and you

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

When two sides of an argument just cannot see eye-to-eye, the cleric can use *divine arbitration* as a fair and unbiased way to resolve the conflict. Both parties must agree to trust the outcome of the spell and fully cooperate in its casting. As the spell is cast, all three minds (the caster's and the participants) are briefly joined on a subconscious level and all three can see and understand the motivations and points of view of the others in regards to the conflict only. At the spell's completion, the resolution to the argument (if there is one) will be known by all participants. All participants will sense only information directly involved in the conflict. This spell can in no way be used to pilfer secrets from a participant's mind.

### DOLPHIN COMPANION

**School** conjuration (summoning); **Level** cleric 1, druid 1, hunter 1, ranger 1, shaman 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft. /level)

**Target** one dolphin

**Duration** 1 hour + 10 min. /level

**Saving Throw** none; **Spell Resistance** no

This spell calls a normal dolphin to your side that acts as your animal companion. The creature will understand and obey you, as would a well-trained dog. Commands such as "stay", "guard", "fetch", "attack", or "protect" can be used as well as having the dolphin aid you in swimming quickly or to great depths. Although summoned, the animal serves out of friendship and loyalty and will not take any abuse or be commanded to do something that is obviously suicidal. This breaks the enchantment and the dolphin will immediately leave the area. Depending on the caster's actions, the dolphin may even choose to remain in proximity with the caster after the spell's duration is up, though no longer acting as an animal companion.

### DRINKING SONG

**School** enchantment [mind-affecting]; **Level** bard 4, cleric 4, psychic 4, skald 4

**Casting Time** 1 round

**Components** V, M (one alcoholic beverage per creature affected)

**Range** close (25 ft. + 5 ft. /level)

**Target** all living creatures within range

**Duration** concentration

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

One reason bards are so popular in the common taverns and ale houses of many a city isn't because of their ability to tell tales, recite heart-wrenching poetry, or play instruments with the skill of virtuoso performers, but because they have a tendency to make even the most dreary gathering fun. When an accomplished bard or cleric (5 or more ranks in a Perform skill) casts this spell, all living creatures within range who fail their Will save gain a temporary +4 enhancement bonus to Charisma and become utterly drunk for the duration.

Bards or clerics with fewer than 5 ranks of the Perform skill only impart a +2 enhancement bonus to Charisma and the drunkenness lasts for half as long. Drunken characters are treated as if they were nauseated for the duration of the spell. Unwilling targets that successfully resist this spell immediately attempt to attack the bard.

### EQUALIZATION

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 8, druid 8

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature

**Duration** permanent

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

This spell attempts to bring radically aligned individuals toward a more balanced view of themselves and the world around them. The target creature must make a Will save or the most radical aspect of its alignment will shift toward neutral. (Example: if the target's alignment is lawful evil and he acts more lawful than evil then the lawful aspect will shift making him neutral evil.) If the target already has a neutral component to its alignment then the shift will make the new alignment neutral or "true neutral".

### EVERLASTING GUARDIAN

**School** conjuration (summoning); **Level** arcanist 9, cleric 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9

**Casting Time** 10 minutes

**Components** V, S, F/DF (carved idol of creature being summoned worth 2,000 gp)

**Range** close (25ft. + 5ft. /level)

**Area** any defined area, object or structure

**Duration** 1 year/ level

**Saving Throw** none; **Spell Resistance** no

You can summon and bind an outsider to a definable area, object or structure (for example, a valley, sword, or tower, respectively). The outsider summoned is determined by the 8th level list found under the *summon monster* spell in Chapter 10 of the *Pathfinder® Roleplaying Game Core Rulebook*, with the following restrictions:

- Cleric: The outsider must be the same alignment as the cleric's patron deity.
- Wizard/Sorcerer: The outsider's alignment may be up to one step removed from the caster's alignment.

The outsider can be ordered to guard and care for its charge in any manner you see fit, however once the guidelines are set they cannot be changed.

### EYE OF THE STORM

**School** abjuration; **Level** arcanist 8, cleric 8, druid 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Area** 25ft. radius

**Duration** 10 rounds + 1 round/level

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

This spell creates a zone that nullifies all weather related



effects in the area of effect centered upon the target touched. This can be a person or an object. Within the eye, all effects such as lightning, sleet, hail, wind, rain, snow and ice cease to function. Inside the area of effect there are only mild temperatures and still air. This does not prevent spells such as *wall of ice*, *shocking grasp* or *flame strike*. It also does not alter the basic temperature of the air, only reducing the chilling effects of wind or precipitation within the area of effect.

### EYES ON THE WORLD

**School** divination; **Level** arcanist 7, cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

**Casting Time** 5 minutes

**Components** V, S

**Range** long (400ft. + 40ft. /level)

**Target** 1 area, object or creature/2 levels

**Duration** 1 hour/level

**Saving Throw** Will negates (creature only); **Spell Resistance** yes  
This spell allows you to instantly know when an area has been breached or when an object or creature has been threatened. During the casting you must be in the area ward and touch any objects or creatures to be warded. If multiple areas are to be warded, then you must have a clear mental picture of each area. The exact circumstances of what is considered as "breached" or "threatened" may be defined during the spell casting or may simply be left up to the GM. You will receive a mental alarm and know which target was triggered. This alarm is unobtrusive and does not distract the caster in any way.

### FASCINATE

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, psychic 3, shaman 3, skald 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature

**Duration** 1 hour/level

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

The recipient of this enchantment need only glance into the eyes of her intended target in order to cause the victim to become intrigued and infatuated with her. The target must roll a Will save to resist the effect. If he fails, the victim cannot keep his eyes off the recipient and cannot concentrate on anything else while she is within sight. The recipient gains a +10 circumstance bonus to all Bluff, Intimidate, and Diplomacy checks in regards to the spell's victim. The victim desires the recipient and becomes jealous if she has anyone else close to her, but he will never willingly do anything to bring her harm.

### FATE

**School** divination; **Level** arcanist 1, magus 1, occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** See text

You gain temporary, intuitive insight into the immediate future during your next skill check. Your next single skill check, which must be rolled and cannot be the result of the Take 10 or Take 20 options, gains a +20 insight bonus. The most likely time you would use this spell is when you desperately require the benefit of the Take 10 or Take 20 options, but cannot use them due to the current situation.

### FINAL REWARD

**School** necromancy; **Level** cleric 8, druid 8, shaman 8

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100ft. + 10ft. /level)

**Target** one creature/ 2 levels

**Duration** instantaneous

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

By means of this spell, the caster forces the "ka" (soul) of the target on to its rightful destination. This causes tormented spirits and unwilling undead alike trapped on the material plane to be released to their appropriate outer plane, whether they will it or not. *Final reward* allows any spirit or undead to be freed of all known forms of binding including *magic jar*, *control undead*, *trap the soul* and even *soul bind*. However, upon release, the spirit or soul of the target cannot remain on the material plane and must move on to its proper plane.

### FORGETFULNESS

**School** enchantment (compulsion) [mind-affecting]; **Level** arcanist 1, magus 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid

**Duration** 1 round/level

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

By means of this spell, you inflict a single humanoid with a temporary case of absentmindedness, causing them to suffer a -2 circumstance penalty on all Intelligence checks and Intelligence-based skill checks. If a spellcaster, they might also botch his magic due to some forgotten phrase, gesture, or component. To successfully cast a spell, the target must make a concentration check (DC 15 + double spell level). A failed check means the victim has lost his spell.

### GLACIAL SLIDE

**School** evocation [cold]; **Level** cleric 9, druid 9, shaman 9, witch 9

**Casting Time** 1 round

**Components** V, S

**Range** long (400ft. +40ft. / level)

**Effect** a plane of ice, up to 30ft. square/ level

**Duration** 10 min. /level

**Saving Throw** Special (see text); **Spell Resistance** no

You create an artificial glacier that slowly moves in any direction you choose; however once set in motion the glacier must run its course and cannot be dispelled. The ice moves at a rate of 1ft. each minute and will slowly crush



any natural or man-made structure in its path. Only magical structures receive a Fortitude save to resist being crushed by the glacier. If the structure succeeds it's save then either the ice flows around it or it is pushed along with the ice, depending on the structure's size and nature.

### GLIMPSE OF THE REAPER

**School** divination [fear, mind-affecting]; **Level** arcanist 5, cleric 5, inquisitor 5, magus 5, mesmerist 5, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 5, summoner 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. /level)

**Target** one creature

**Duration** 10 min. /level

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

The target of this spell receives quick flashes of visions of its own death. Dark, disturbing, and menacing forms, coupled with an intense feeling of dread, fill the mind of the target. These visions are so upsetting that the subject becomes shaken and unable to maintain concentration without great effort. All concentration checks and Will saves are at a -4 morale penalty due to the unnerving nature of the spell. The glimpses of the future are quick, vague, somewhat distorted, and cloaked in shadows, so the visions are no help if the victim tries to use them to avoid the inevitable.

### GREATER DIVINATION

**School** divination; **Level** cleric 7, shaman 7

**Casting Time** 10 minutes

**Components** V, S, M (incense and an appropriate offering worth 250 gp)

**Range** personal

**Target** you

**Duration** instantaneous

Similar to divination but more powerful, a greater divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one month. Unlike *divination*, this advice will not take the form of a short phrase or a cryptic rhyme or omen, but rather a concise yet informative message, which usually leaves you not doubting the true intention. Specifics like precise numbers (of enemies, gold coins, etc.), names of unknown persons, game statistics (such as levels, ability scores, etc.), and other bits of too exacting information will not be supplied however. For example, suppose the inquiry is "Will we do well if we venture into the black ziggurat of Nergal?" Since the place is crawling with Zealots of Kur who guard a substantial treasure of gold, lapis lazuli, and ivory worth 100,000 gp, with an Encounter Level beyond the characters, the greater divination response might be: "A large contingent of Nergal's faithful watch over a very rich treasure who will stop your incursion, unless you bolster your forces."

The players should be able to redirect their course of action due to this insightful answer. The base chance for a correct greater divination is 70% + 1% per caster level. This can be adjusted if unusual circumstances require it (if, for example, unusual precautions against divination spells have

been taken). Also, if a successful Knowledge (nature) check (DC 30) is made in anticipation of the casting of this spell with the appropriate actions made (viewing and analyzing the heavens) by you, then a +10% bonus can be added to this roll. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with divination, multiple greater divinations about the same topic by the same caster use the same dice result as the first greater divination and yield the same answer each time.

### GREATEST GLYPH OF WARDING

**School** abjuration; **Level** cleric 9, shaman 9, witch 9

**Casting Time** 10 minutes

**Components** V, S, M (diamond dust worth 800 gp)

**Range** touch

**Target or Area** object touched or up to 5 sq. ft. /level

**Duration** permanent until discharged

**Saving Throw** See text; **Spell Resistance** yes (object)

As *glyph of warding* (see Chapter 10 of the *Pathfinder® Roleplaying Game Core Rulebook*), except that the blast deals up to 15d8 damage, and the greatest glyph can store a spell of up to 9th level.

### GROTESQUE

**School** transmutation; **Level** arcanist 3, druid 3, hunter 3, magus 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3

**Casting Time** 1 standard action

**Components** S, M/DF (a gooey chunk of bitumen)

**Range** touch

**Target** willing corporeal creature touched

**Duration** 2 min. /level (D)

**Saving Throw** see below; **Spell Resistance** no

The subject of this spell and all her gear become an amorphous blob. All rigid and hard objects within the subject's body, like her skeleton, or worn by the subject, like her armor, take on properties similar to that of jelly. Her skin becomes extremely elastic; effectively nothing more than a rubbery bag containing all the subject's near-liquid innards. This transformation is truly disturbing to witness, as all vestiges of what the subject was formally are grossly distorted and elongated. All those within 30 feet of the subject when the spell is cast must make a Will saving throw (DC 13 + caster's ability modifier) or become frightened (the frightened creature will flee as well as it can even using special abilities or spells to do so, or if it cannot flee, it will fight with a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws). The subject also benefits from damage reduction 10/magic and becomes immune to critical hits, flanking, paralysis, poison, polymorphing, sleep, and stunning. Her material armor, including natural armor if any, becomes worthless, though her size, Dexterity, deflection bonuses, and armor bonuses from force armor (such as from the *mage armor* spell) still apply. The subject also loses all vision due to the severe transformation, but gains the blindsight ability with a range of 60 feet. This means the subject can now "see" using nonvisual senses and can maneuver and fight as well as a sighted creature. Invisibility and darkness are irrelevant, though the subject still cannot discern ethereal beings.



The subject can move by rolling her shapeless mass about with a speed of 20 feet regardless of her normal speed. She can pass through relatively small openings and wriggle free from grapples more easily, gaining a +10 circumstance bonus to all Escape Artist checks. However, she cannot attack or cast spells with verbal (as speaking is impossible), somatic, material, or focus components while subject to *grotesque* (note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell).

## HAUNTED

**School** illusion (phantasm) [fear, mind-affecting]; **Level** alchemist 2, arcanist 2, cleric 2, inquisitor 2, investigator 2, magus 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a bit of ghaſt, ghoul, mummy, skeleton or zombie bone)

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature

**Duration** 1 hour + 10 min. /level

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

The unfortunate target of this spell is "haunted" by spectral visions out of the corner of his eye, such as quick shadows, eerie sounds, odd smells, and creepy sensations that cannot be directly felt or seen. The victim will believe that he is going mad or the world around him is. These illusions set the victim on edge, keeping him distracted. The victim receives a -2 circumstance penalty to Acrobatics, Disable Device, Perception, Perform, or Sleight of Hand checks and on Initiative rolls for the spell's duration.

## HEAVENLY BLESSING

**School** transmutation (polymorph) [good]; **Level** alchemist 6, cleric 6, inquisitor 6, investigator 6, shaman 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, DF

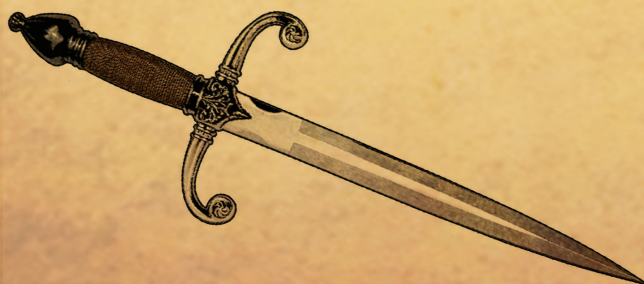
**Range** touch

**Target** one creature

**Duration** 1 round + 1 round/level

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

Drawing upon the powers of the higher planes, the recipient of this spell is slightly transformed, gaining golden or silvery eyes, golden tinted skin or silvery hair. She also gains a celestial ability or trait. The player should roll a d6 on the following table:



## 1d6 Celestial Powers

1	<b>Menace (Su):</b> An aura of righteousness surrounds the recipient in a 20-foot radius. All those within this area must make a Will save (DC 16) or suffer a -2 morale penalty to attacks, AC, and saves, until they successfully attack.
2	<b>Magic Circle against Evil (Su):</b> Same as the spell as if cast by a 12th level sorcerer.
3	<b>Immunities (Ex):</b> Immune to electrical and petrification attacks.
4	<b>Resistances (Ex):</b> Acid and cold resistance 20 and +4 innate bonus against poisons.
5	<b>Keen Vision (Ex):</b> Low-light vision and darkvision 60 feet.
6	<b>Teleport (Su):</b> Can <i>greater teleport</i> at will. Self only and up to 50 pounds of objects.

## HYBRID FORM

**School** transmutation (polymorph); **Level** arcanist 7, cleric 8, druid 7, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (small piece of creature)

**Range** touch

**Target** one creature

**Duration** 1 hour/level

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

The subject of this spell takes on an anthropomorphic, bipedal, half-bestial form. Features of the new form usually include, but are not limited to, an animalistic head, coat or skin of the creature-type, prehensile claws and a tail. The subject is automatically proficient in the use of its new natural weapons and gains the following benefits:

- A +2 natural bonus to AC, Strength, Constitution, Dexterity and Fortitude saves.
- Any extraordinary senses the standard creature-type possesses.
- Damage Reduction 10/silver.

The creature-type of the caster determines the animalistic characteristics of the new form. If the caster has no creature-type (druids, sorcerers, wizards) then the material component must be a piece of the creature-type desired (hair, bone, feather, etc.).

## ICETOMB

**School** evocation [cold]; **Level** arcanist 6, cleric 6, inquisitor 6, magus 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, summoner 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25ft. + 5ft. / level)

**Area** 1 creature

**Duration** special (see text)

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

In all appearance, this spell looks like a *cone of cold* spell. However only the first creature struck by the cone (and failing their save) is affected. The victim is covered in a thick layer of ice and enters a state of *temporal stasis*, as the spell. This effect lasts until the ice melts naturally or takes 20 points of heat/fire damage, at which point the ice shatters and the victim is reanimated. Once released the victim is groggy and "stunned" for 1d4 rounds.



**INKLING**

**School** divination; **Level** alchemist 2, cleric 2, inquisitor 2, investigator 2, medium 2, paladin 2, shaman 2, warpriest 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Area** 10ft. radius

**Duration** 10 min. /level

**Saving Throw** none; **Spell Resistance** no

This spell is placed upon a single guard or sentinel. Once cast the recipient must stay within 10ft. of where the spell was cast. The spell ends if he should leave this area, after the spell has been triggered or the spell's duration expires. The spell grants the recipient a "sixth sense" in regards to danger around him. He will instantly "know" if an intruder is nearby and in what general direction (within a quarter circle). This prevents the guard from being caught flat-footed or flanked and prevents sneak attacks.

**KELP SNARE**

**School** transmutation; **Level** cleric 2, inquisitor 2, shaman 2, warpriest 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft. /level)

**Area** plants within 15-ft. radius of center point

**Duration** 1 min. /level

**Saving Throw** Reflex (see text); **Spell Resistance** no

When cast underwater, this spell causes the surrounding plant life to animate and entangle all creatures within range. However, when cast on the surface, seaweed and kelp magically sprout and grow from the surface, entangling those within range. Any creature within range must make a Reflex

save in order not to get entangled. If the save is successful the creature is not entangled but still may only move at half speed through the area. Those creatures that become entangled suffer a –2 penalty to attack rolls and –4 penalty to effective Dexterity and cannot move. Such creatures attempting to cast spells must make a concentration check (DC 15) or lose the spell. Those entangled may attempt to break free by using a full round action and either make a Strength check or an Escape Artist check (DC 20). Once the spell duration has expired, the plant growth vanishes.

**LIFE BLAST**

**School** necromancy; **Level** druid 4, hunter 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S, M (a dead leaf)

**Range** 150 ft.

**Area** 150-ft. line

**Duration** instantaneous

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

This spell must be cast in an area with vegetation or it has no effect. When you cast this spell, you draw the life force from the surrounding land and hurl it at your enemies, dealing 1d6 points of positive energy damage per caster level (to a maximum of 12d6 at 12th level) to any undead creatures in the spell's area. However, doing so blights the land around you in a spread with a radius of 5 feet per caster level you have (to a maximum of 60 feet at 12th level). All vegetation in that area immediately withers and dies. Plant creatures aren't affected.

The blast starts from your palm and is able to travel through solid objects and obstacles.





**LUNAR VEIL****School** abjuration; **Level** cleric 9, druid 9, shaman 9, witch 9**Casting Time** 1 standard action**Components** V, S, DF**Range** long (400 ft. + 40 ft. /level)**Area** 50-ft. radius circle**Duration** 1 hour/level**Saving Throw** none; **Spell Resistance** no

All creatures within the spell's effect see the moon eclipsed, if the moon is visible. This is an illusion and has no real bearing on the effect of the spell upon those within its area. All forms of low-light vision fail within this area as well as any moon-based spells. Each spell effect must save as if targeted by *dispel magic* in order to continue to function. The true power of this spell, however, is to nullify all lycanthropes. Each and every lycanthrope within the area of effect loses its shapeshifter status along with all powers and benefits associated with lycanthropy. This can be a huge blessing for those who see lycanthropy as a curse or a bane for those who revel in it.

**MAELSTROM****School** conjuration (summoning); **Level** arcanist 8, cleric 8, druid 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8**Casting Time** 1 round**Components** V, S, M/DF (a bit of fur, amber, crystal, glass rod, wool, and rattle)**Range** long (400 ft. + 40 ft. /level)**Effect** 300-ft. diameter storm cloud**Duration** 10 min.**Saving Throw** See text; **Spell Resistance** no

This spell creates a churning, black mass of clouds. Brilliant flashes of lightning dance across its surface and the deafening roar of thunder can be heard for miles. All creatures beneath this massive storm are subject to the following:

- Each creature must make a Fortitude save or be deafened for 1d4x10 minutes.
- Driving rain cuts visibility down to just 15 feet. This affects darkvision as well.
- A bolt of lightning strikes a random target each round for 10d10 damage (Reflex half). If the caster concentrates, she may choose the target. This is a full round action which does not require a concentration check.
- All creatures of 4 HD or less must make a Fortitude save or be dazed as the spell.
- The pure chaos of this storm causes spellcasters to make a concentration check (DC 15) each time they wish to cast spells.

**MAWKISH AFFLICTION****School** necromancy; **Level** arcanist 2, bloodrager 2, cleric 2, inquisitor 2, magus 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, warpriest 2, witch 2**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft. /level)**Target** one creature**Duration** 1 min. /level**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell temporarily reduces the victim's Constitution by

1d6+1 points/2 levels (+5 maximum). The target of this spell dies if his Constitution reaches 0.

**MEND FORTIFICATIONS****School** transmutation; **Level** arcanist 7, cleric 7, psychic 7, shaman 7, sorcerer/wizard 7**Casting Time** 10 minutes**Components** V, S**Range** close (25ft. + 5ft. /level)**Target:** 30ft. cube of structure**Duration** permanent**Saving Throw** none; **Spell Resistance** no

As with the *make whole* spell, mend fortifications allows the caster to repair damaged objects, however on a much grander scale. Up to 30ft. x 30ft. x 30ft. of walls, battlements, ramparts, towers, gates and other structures can be repaired as good as new with one application of this spell. All structures to be repaired must fall within the area of effect. While this spell does affect doors and gates, it does not affect single machines such as catapults. Magical properties of or within the structures are not restored by this spell, only the physical form.

**METHOD OF MADNESS****School** divination [mind-affecting]; **Level** alchemist 6, arcanist 6, cleric 6, inquisitor 6, investigator 6, mesmerist 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, spiritualist 6, summoner 6, witch 6**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** 1 creature**Duration** special**Saving Throw** Will negates; **Spell Resistance** yes

Through induced madness, the target is allowed to reach into her subconscious and the innate logic and wisdom locked therein. This allows the target to gain a larger perspective of events around her and how they effect her situation. It also allows her to mentally compute vast amounts of information. This has two effects:

- The target gains insight into the adventure/situation at hand. The GM should give the player 1d4 +1 hints or clues that pertain only to how events or people are linked or motivated. This should never reveal key surprises or plot twists, but involve only people or events already known to the target.
- The target understands a riddle, puzzle, maze or game. The GM should only give out clues if the PCs have already tried to figure it out themselves and are stuck. This should never be used as an "easy out".

To induce this kind of deep thinking capability the recipient must enter a mindset of madness. For the duration of the spell the recipient acts as though under a *confusion* spell for 5 minutes per number of hints or answers to a puzzle or riddle. However if a 7-9 is rolled, replace the violent behavior with babbling incoherently and the duration of the spell and its confusion effects lasts 1d3 hours.

**MISTS OF ECSTASY****School** enchantment (compulsion) [mind-affecting]; **Level** cleric 8, witch 8



**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft. /level)

**Area** 20-ft. radius

**Duration** 1 round/level

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

This spell causes a bluish-green cloud to erupt in a 20 foot radius from its target. All living creatures within the mist must make a Reflex save to avoid the gas. Those who fail immediately drop everything and fall to the ground writhing and shuddering in extreme physical and emotional pleasure. Victims are blissfully oblivious to their surroundings and of all physical attacks made upon them. Their minds are closed to all stimuli save that of the spell. This also makes them immune to any mental attacks (*mind blast*, *magic jar*, and *charm*). As a side effect, anyone in mental contact with the victims is also affected even if unexposed to the mists directly. This is automatic and no save is allowed. At the end of the spell the victims are exhausted and are considered fatigued for the next 10d4 minutes.

### NARCISSISM

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 5, inquisitor 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature

**Duration** 1 hour/level

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

A curse not used often, *narcissism* causes the victim to become overwhelmed with self-love. He cannot help but look at himself in every reflective surface at every possible opportunity. This can in the very least be annoying and at worst be very dangerous. In social situations, the victim will always try to make some comment about how attractive he is or how ugly someone else is when compared to him. Even if he is not a normally talkative person, he will still act very distracted, always looking for a reflective surface. This distraction causes the victim a –3 penalty to Bluff, Diplomacy, Intimidate, Perception, Perform, and Sense Motive checks. In combat situations, the victim may be more afraid of damaging his appearance than defeating the enemy. This gives him a +2 circumstance bonus to AC but a –2 penalty to hit. The victim also will not actively seek to engage in melee combat, but will fight more in a defensive manner.

### NORTHWIND

**School** evocation [cold]; **Level** arcanist 3, bloodrager 3, cleric 2, inquisitor 2, magus 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, summoner 3, warpriest 2

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** see below; **Spell Resistance** yes

A thin cone of ice-crystals blast from your outstretched hand.

Any creature in the area takes 1d6 points of cold damage per two caster levels (maximum 10d6), with a Reflex save for half damage. Also, creatures caught in the area of effect are limited to a standard action for 2 rounds if they fail a Fortitude save.

### PAST PAIN

**School** conjuration; **Level** arcanist 3, bloodrager 3, cleric 3, inquisitor 3, magus 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, summoner 3, warpriest 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature

**Duration** instantaneous

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

The caster causes previously healed wounds on the target to reopen. This inflicts 3d8 points of damage +1 point/caster level. Exactly which wounds of the past reopen are random and cannot be influenced by the caster.

### PHANTOM MUSICIAN

**School** conjuration (creation); **Level** arcanist 1, bard 1, cleric 1, mesmerist 1, occultist 1, psychic 1, skald 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one musical instrument

**Duration** 1 hour/level

**Saving Throw** None; **Spell Resistance** no

This spell causes a musical instrument to hover above the ground and allows it to animate and play. The instrument can play any song, melody or tune the caster knows provided she makes a successful Perform check (DC 10). She can change the tune being played at will as long as she is within 100ft. of the instrument. The instrument can play continuously, repeating the same tune or it can be programmed to play up to 5 tunes in any order desired.

### PIPER'S CALL

**School** enchantment (charm) [mind-affecting]; **Level** bard 6, cleric 7, psychic 6, shaman 7, skald 6, witch 7

**Casting Time** 10 minutes

**Components** V, S

**Range** medium (100ft. + 10ft. /level)

**Effect** calls and charms creatures

**Duration** 1 hour/level or until completed

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

The caster must either sing or play music as she casts *Piper's Call*: All creatures of a particular type chosen at the time of casting must make a Will save or be drawn toward the caster. (Use the ranger's favored enemy list for examples) Once during the duration of the spell but no earlier than 10 minutes from starting the spell, the caster can then use a *suggestion* (no save) on all creatures that answered her call. Those creatures of the type chosen for the spell that resisted (by successful saves) are still aware of the attempted summoning and may come to investigate anyway.



**PROPHECY**

**School** conjuration (creation); **Level** cleric 9, sorcerer/wizard 9  
**Casting Time** 1 hour  
**Components** V, S, M/DF (sacrificial offering worth 10,000 gp)  
**Range** See text  
**Target, Effect, or Area** See text  
**Duration** See text

**Saving Throw** none; **Spell Resistance** no

*Prophecy* might very well be a spell mightier than *wish*. However, unlike *wish*, its effects are not felt immediately and in most applications of the spell, only come to fruition after the caster is long dead. When the caster makes use of this spell she does so to benefit later generations, and as a result, it is used very infrequently, if at all during a cleric's lifetime. There is usually a dire long-term situation that cannot be easily thwarted or reversed that leads some clerics to consider this spell. Such events may include but are not limited to: the conquest of one's homeland by an aggressive outside force, civil war, severe drought or other cataclysmic natural event, disease epidemic, or even some calamity caused by magic.

To cast the spell the cleric needs to carefully consider her desired result and then decide on how to achieve this. It might be a simple manner of *prophesying* that a great warrior will arise and lead the conquered against their oppressors. Or it might be more intricate, something along the lines of predicting the return of a long-lost heir to the throne, identifiable only by a distinct birthmark, as was *prophesied*, who brings with him a powerful artifact that will help him reunite his kingdom that was torn apart by civil war. The spell then adjusts reality to set in course the proposed outcome of the caster. Whatever the *prophecy*, it cannot directly or presently benefit the caster whatsoever. Also, sometimes two *prophecies* might be in direct conflict to one another, cast by clerics of opposition. If this happens, the two *prophecies* will have to play out and see which one was the more thoroughly determined or favorable. As the result of this spell is very often vague at best, it is left to the GM to have the final say. Do note though, that *prophecies* are not faultless and can sometimes be circumvented. Most often this spell will be encountered as it is coming into effect and might very well act against the characters.

**PURGE OF DARKNESS**

**School** evocation [evil]; **Level** cleric 9, shaman 9  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** long (400 ft. + 40 ft. /level)  
**Area** 100-ft. radius blast  
**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

The cleric calls down a black bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of cloying darkness expands out to a radius of 100 feet. All good creatures caught within the area of effect must make a Fortitude save or take 10d10 + 10 points of damage. All Good-based magic items must make a Will save or be disjoined as if struck by a *mage's disjunction* spell.

**PURGE OF MIGHT**

**School** evocation [good]; **Level** cleric 9, shaman 9  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** long (400 ft. + 40 ft. /level)  
**Area** 100-ft. radius blast  
**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

The cleric calls down a golden bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of shimmering light expands out to a range of 100 feet. All evil creatures caught within the area of effect must make a Fortitude save or take 10d10 + 10 points of damage. All evil magic items must make a Will save or be disjoined as if struck by a *mage's disjunction* spell.

**RAIN OF FROGS**

**School** conjuration (summoning); **Level** arcanist 3, bard 3, druid 3, hunter 3, magus 3, psychic 3, shaman 4, skald 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3  
**Casting Time** 1 round

**Components** V, S, M/DF (a square of red cloth)

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

**Effect** one swarm of poisonous frogs (see below)

**Duration** concentration + 2 rounds

**Saving Throw** none; **Spell Resistance** no

This spell functions as *summon swarm*, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm, except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

You summon a swarm of poisonous frogs, which attacks all other creatures within its area. You may summon the swarm so that it shares the area of other creatures. If no living creatures are within its area, the swarm attacks or pursue the nearest creature as best it can. The caster has no control over its target or direction of travel.

**POISONOUS FROG SWARM**

N Diminutive animal (swarm)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

**DEFENSE**

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**hp** 31 (9d8–9)

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

**Defensive Abilities** swarm traits, Immune weapon damage

**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** swarm (2d6 plus poison [1d4 Con damage; Fort DC 13])

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 13), poison

**STATISTICS**

**Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +6; **CMB** —; **CMD** —

**Feats** Weapon Finesse

**Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception

**SPECIAL ABILITIES**

**Poison** (Ex) **Bite**—injury; save Fortitude DC 13; frequency 1/



round for 6 rounds; effect 1d4 Con damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

\*Special Notes on the Stat Block: If this were truly an “animal” instead of vermin (as centipede would be) there would be many other changes to make as well. However, the spell simply says to use the centipede swarm with the following changes...” so only the changes indicated in the spell have been applied.

### RAISE STRUCTURE

**School** conjuration (creation); **Level** arcanist 9, cleric 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9

**Casting Time:** 30 minutes

**Components** V, S

**Range** long (400ft. +40ft. /level)

**Effect** 100ft.-square structure

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You conjure a fortress or other structure from the ground, made of whatever raw materials are available. The fortress comes complete with battlements, ramparts and catwalks. The walls of the fortress are 15ft. high and can have arrow slits, one every 10ft., along its length. The structure can also have the following:

- Up to 2 main gates. These are double-doors as tall as 15ft.
- Up to 5 guard towers, 10ft. diameter and 20ft. high.
- One Foyer for a main gate, including a portcullis and murder holes.
- One main tower, 20ft. in diameter and 30ft. high, three levels.
- Up to three small, one-story structures inside the walls.
- Up to 5 small fireplaces.

This spell does not provide any magical protections, well or sewage system, or any interior furnishings.

### RECLAIM

**School** transmutation; **Level** cleric 7, druid 7, shaman 7

**Casting Time** 10 minutes

**Components** V, S

**Range** long (400ft. +40ft. /level)

**Area** 1-mile radius

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

War, civilization or just arcane experiments “gone bad” can have a terrible effect on the land. *Reclaim* allows nature to take back the land and give it a little push in the right direction. When casting is complete the area begins to revitalize. Grasses, flowers and small bushes sprout and grow at an accelerated rate as well as a number of small trees (1d10/ level). Water becomes clear and unnatural pollutants are absorbed into the earth.

### RED TIDE

**School** conjuration (creation); **Level** cleric 7, druid 7, shaman 7, witch 7

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. +10ft. /level)

**Area** 20ft. radius

**Duration** 1 round

**Saving Throw** Fortitude partial; **Spell Resistance** no

This spell causes an area to erupt with a thick rust-red cloud of poisonous algae. The center point of the spell must be underwater, but the spell aerates the water and creates a thick algae-laden fog within the area for the spell’s effects and duration. Any creature within the cloud (on land or underwater) must make a Fort. save or take 6d6 points of damage in the first round and 2d6 points of damage in the following round. The victim also becomes nauseated, allowing only a single move-equivalent action each round. Targets that do make their save still suffer 3d6 points of damage, but do not suffer any more damage and are not nauseated.

### REDUCE TO WORDS

**School** transmutation; **Level** arcanist 7, psychic 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, F (vial of black ink and a white quill), M (enough material to contain object being reduced)

**Range** touch

**Target** one touched object of up to 4 cu. ft. /level

**Duration** instantaneous

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

You are able to reduce one inanimate object (if it is within the size limit) to nothing more than written text upon ordinary pages or the equivalent (like clay tablets). For every cubic foot of matter reduced in this way, 2 pages are taken up with arcane text. Thus, when casting this spell, the required amount of blank pages must be made available (also touched by the caster during the spell casting, commonly in the form of a journal, book, or wet clay tablet), or the spell will automatically fail. Once the object has been reduced to text, the spell’s effect lasts indefinitely until the text is read aloud. Normally only the caster can decipher the text, but should another individual make a successful Spellcraft check (DC 27) or enact a read magic spell, that individual can also make real the object that had been reduced. Should the text or pages be damaged in any form, a like amount will be missing from the object when made real again later, as the textual lacunae cannot be recovered.

For example, a gold statue reduced to words in a leather-bound journal suffers a blow from an axe. About 10% of the text is damaged (as the leather cover absorbed most of the impact), which means that when the statue is made real again by reading the text, 10% of the statue will be missing altogether. Obviously should the entire text be destroyed, the whole object would suffer the same fate. The exception however, is when magic items are reduced. They get to apply their break DCs, hardness factors, hit points, and saving throws, as if they had not been reduced at all.

### RELEASING THE KRAKEN

**School** conjuration (calling); **Level** cleric 9, druid 9, shaman 9, witch 9

**Casting Time** 1 round

**Components** V, S



**Range** long (400 ft. + 40 ft. /level)

**Effect** summons one kraken

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This powerful spell summons a kraken to you and allows you to speak with it. You may order the beast to perform one task; however you must first barter a price. The kraken may want treasure or (more likely) food. Sometimes, if you're lucky, the task can become the payment. For example, if you wish it to destroy a pirate vessel, it can have all persons on board or perhaps all treasure on board as its payment. However, the payment should fit the task required. Once the task is completed, the kraken will immediately leave the area and will harbor no ill feelings toward the caster unless she was abusive during the bartering negotiations.

### RESTORE BOOK

**School** transmutation; **Level** alchemist 6, arcanist 6, investigator 6, occultist 6, psychic 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of leather, a drop of ink, and a piece of parchment)

**Range** touch

**Target** 1 book

**Duration** instantaneous

**Saving Throw** none

Given a mere portion of a book, this powerful dweomer can restore the entire volume, much to the joy of researchers, archivists and historians. In order to function, at least 15% of a single book must be gathered together; fragments of pages, pieces of binding, whatever has survived. The caster must also know what the book is, though not necessarily how to read it, including the name and general contents. When the spell is completed, the book is completely restored, appearing as it did when first created.

If the book contained magic spells, there is a base 1% chance for every level of spell in the book of this spell failing, destroying all remaining fragments. Therefore, if the book contains three 7th level spells, there is a base 21% chance of this spell failing. A successful Spellcraft check may reduce the chances of failure with each point on the check reducing the base failure by 1%. So in the above example, a Spellcraft check with a total of 18 reduces the failure chance to a mere 3%.

### RESTORE LIFE

**School** conjuration (healing); **Level** arcanist 7, cleric 9, psychic 7, shaman 9, witch 9

**Casting Time** 10 minutes

**Components** V, S, M (diamond worth 25,000 gp), DF

**Range** touch

**Target** dead or undead creature touched

**Saving Throw** none; **Spell Resistance** yes

*Restore life* is very similar to a *resurrection* spell with one major difference. *Restore life* can restore any undead to its former living self (target gains one permanent negative level). This could mean that a cursed ghost or vampire can have another opportunity at life or that it could strip a lich of its very power. The success of this spell depends upon the caster's deity deeming that the target is worthy of a second

chance at life (GM's prerogative or a chance for the caster to role-play convincing his or her god to allow this spell to work). For this reason, there is a high rate of failure with the casting of this spell. The GM should set the DC level to an appropriate level of difficulty that he deems proper (recommended minimum of 50). The diamond material is only consumed if this spell is successful.

### RESTORE PAGE

**School** transmutation; **Level** alchemist 3, arcanist 3, investigator 3, occultist 3, psychic 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of parchment and drop of ink)

**Range** touch

**Target** 1 page

**Duration** instantaneous

**Saving Throw** none

This is a less potent version of *restore book*. When cast on the fragments of a single page or scroll of not more than three feet in length, it will restore the item completely. A minimum of 10% of the original item must remain. This spell will not restore a magical scroll which has been used, but it may restore a scroll that has been damaged, partially burnt, etc. See *restore book* for rules regarding magical writings.

### RINGS OF WITHSTANDING

**School** abjuration; **Level** cleric 3, inquisitor 3, paladin 3, shaman 3, warpriest 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 min. /level (D)

**Saving Throw** Will negates (blinding only); **Spell Resistance** yes (blinding only)

A series of powdery, glittering rings encircles and moves with you. They are capable of withstanding any force attack (like *magic missile*) and gives you improved cover. When an opponent attempts to strike you (whether successful or not), the rings strike out in a bright shower of golden particles, possibly blinding them. This protection almost completely surrounds you, guarding you from all sides of the battle, excluding however, top and bottom. When you wish to attack, the rings momentarily part allowing you unrestricted access to your foes.

### RIPENING

**School** transmutation; **Level** arcanist 7, cleric 8, psychic 7, shaman 8, sorcerer/wizard 7, witch 8

**Casting Time** 1 standard action

**Components** V, S, M/DF

**Range** touch

**Target** one creature

**Duration** 1 hour/level

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

The subject of this spell temporarily ages a full one-third of its natural, average life span. The subject can never die directly from this spell; however, creatures of advanced age tend to be more frail and easier to injure. Conversely, creatures that gain power as they age, such as dragons, can



temporarily gain great benefits from this spell. Ageless or immortal creatures are not affected by this spell.

### ROLLING THUNDER

**School** evocation; **Level** arcanist 5, cleric 5, inquisitor 5, magus 5, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, summoner 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (miniature drum), DF

**Range** close (25 ft. + 5 ft. /level)

**Area** 20-ft. radius burst centered on you or cone extending to range limit

**Duration** instantaneous

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

By clapping your hands (the somatic component) you create a wave of sonic force that causes all creatures within the area of effect to take 3d6 points of damage and make a Will save or be stunned for 1d4 rounds. Deaf creatures still take damage but are immune to the stunning effect. The *silence* spell will negate the effects of Rolling Thunder:

### SALTSPRAY

**School** evocation; **Level** cleric 6, druid 6, hunter 6, inquisitor 6, shaman 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, DF

**Area** 30 ft. cone

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

*Saltspray* creates a cone of intensely salty seawater, originating from your hand and extending outward. The spray does 1d6 points of damage per caster level (15d6 maximum). Fire-based and plant-based creatures receive a –3 penalty to save against this spell and take an additional +1 point of damage per die of effect.

### SEA LEGS

**School** enchantment; **Level** alchemist 3, arcanist 3, cleric 3, druid 3, hunter 2, investigator 3, magus 3, psychic 3, ranger 2, shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature/level

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

You and those you touch at the time of casting gain a natural aptitude for life aboard a ship. You are sure-footed even on rough seas and suffer no penalty to performing tasks under such conditions. In addition, you become immune to nausea. This immunity functions even against magical effects.

### SHADOW TENTACLES

**School** conjuration; **Level** arcanist 8, cleric 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. /level)

**Area** 30-ft. radius

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** yes

This spell causes shadows within the area of effect to animate and attack individuals chosen by the caster. One dark tentacle per caster level emerges from these shadows. A successful melee touch attack roll must be made for each individual tentacle. Shadow tentacles can be cast with one of three effects. Once the effect is chosen it cannot be changed for the duration of the spell. To determine the effect of a successful hit, roll 1d3 and consult below; multiple effects are possible against a single target, if it is within range of more than one tentacle or remains in melee range for additional attacks.

1. The subject takes 6d8 points of cold damage and is *slowed* for the spell's duration. A Fortitude save may be made for half damage, but the subject is still slowed.
2. The subject gains 1d4+1 negative levels. Twenty-four hours after gaining these negative levels, the subject must make a Fortitude save. If the save is successful, the subject shrugs off the negative levels with no other effects. If the save fails, the negative levels go away, but the subject loses one character level permanently.
3. The subject is *planeshifted* to the Plane of Shadows (or to whatever dark plane fits into your campaign). The subject must make a successful Will save to avoid this affect.

### SHAPE REEF

**School** transmutation; **Level** druid 4, hunter 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** portion of coral reef, up to 10 cu. ft. + 1 cu. ft. /level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

The character can form a portion of a reef into any shape that suits the character's purpose. For example, the character can open a passage, form a room, raise a set of bars to trap a creature, or seal off a chamber. The character can even cause an object (such as a crude spear) to form and be detached from the reef.

### SHARED FATE

**School** necromancy; **Level** arcanist 6, cleric 6, inquisitor 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (set of manacles), DF

**Range** close (25 ft. + 5 ft. /level)

**Target** two creatures

**Duration** 10 min. /level

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

With treachery a constant threat, *shared fate* allows a meeting between two rivals to be as safe as possible. This spell links two individuals in such a way that any harm that befalls one is immediately shared by the other. Wounds, poisons, and spell effects are shared and affect both participants regardless of the source. If one participant dies while still linked, the other participant must make a Fortitude save against this spell or perish as well.

### SILVERKISS

**School** conjuration; **Level** alchemist 1, arcanist 1, bard





1, bloodrager 1, cleric 1, druid 1, hunter 1, inquisitor 1, investigator 1, magus 1, psychic 1, shaman 1, skald 1, sorcerer/wizard 1, warpriest 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Effect** coats weapons with silver

**Duration** 1 min. /level

**Saving Throw** none; **Spell Resistance** no

With a touch, you can coat a weapon with a thin but durable layer of silver. You can cover one large-sized weapon per level (or two medium-sized, four small-sized, or eight tiny-sized weapons per level). For the duration of the spell, affected weapons should be treated just as normal silvered weapons in regard to their effectiveness against certain creatures. However, they still retain a core of their original material and still save as that material or silver, whichever is better.

### SILVERSKIN

**School** abjuration; **Level** arcanist 8, cleric 8, druid 8, shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S, M (sliver of silver foil and a small mirror), DF

**Range** personal

**Effect** cover your body in enchanted silver

**Duration** 1 min. /level

**Saving Throw** none; **Spell Resistance** no

Your entire body (but not clothing or equipment) becomes sheathed in a thin coating of gleaming silver. The metal is as flexible and comfortable as your own skin. Although the silver covers every part of your body, it does not interfere with any of your natural senses. *Silverskin* provides you with the following protections and benefits:

- DR 30/magic
- Open hand attacks act as +1 silvered weapons doing 1d4+1 damage.
- Creatures vulnerable to silver take 1d4 points of damage +1/level if they physically touch/attack you.
- Immunity to light- and color-based spells and effects.
- Immunity to all gaze attacks.
- Cast *silverkiss* at will. (one large-sized weapon/round)

### SIRINE'S SONG

**School** enchantment (compulsion) [mind-affecting]; **Level** arcanist 6, bard 6, cleric 6, inquisitor 6, mesmerist 6, occultist 6, skald 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. +10ft. /level)

**Area** 60 ft. cone

**Duration** 1 round/level

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

The caster must sing or play music and concentrate in the direction she wishes the spell to affect, though its effects fall within a conical area similar to a color spray or cone of cold spell. All within the area must make a Will save or become mesmerized by the music and be drawn to it. Those drawn in are completely oblivious to their surroundings or to any dangers nearby. Once a creature reaches the caster, it will

stand still in a trance until the music stops, even if the spell's duration has expired. Those creatures entranced can be easily awakened.

### SIROCCO, GREATER

**School** evocation [air, electricity, fire]; **Level** cleric 9, druid 9, shaman 9, witch 9

**Casting Time** 1 minute

**Components** V, S, DF

**Range** long (400 ft. + 40 ft. /level)

**Effect** cylinder (250 ft. radius, 60 ft. high)

**Duration** concentration + 1 round/level (D)

**Saving Throw** see text; **Spell Resistance** yes

As the *sirocco* spell (see Chapter 5 of the *Pathfinder Roleplaying Game: Advanced Player's Guide*), except as stated above and below. In addition, 1d4 randomly chosen targets are struck with a strong jolt of electricity each round, taking 5d6 points of electrical damage (Reflex save for half damage). The high winds within the storm reduce both movement and vision to one half. Beginning on the second round, the caster may direct the storm to move at a rate of 60 feet per round in any direction she wishes. The caster must use one round to halt the storm's progress if she wishes to change its direction at any time after its initial movement.

### SMITTEN

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 6, inquisitor 6, mesmerist 6, psychic 6, shaman 6, skald 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature touched

**Duration** 1 hour/level

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

This spell operates similarly to the *fascinate* spell, however its effects are more extreme. The recipient of this enchantment need only glance into the eyes of her intended target in order to affect the victim, who must roll a Will save to resist the effect. If he fails, the victim becomes obsessed with the spell's recipient and will do everything within his power to possess her. At first, he will try to win her over with gifts or acts of devotion. But he will quickly go mad with desire, resorting to violence if need be. All possible suitors to the recipient will become the victim's most hated enemies. To what extent he will go to rid himself of this competition depends greatly on his personality and alignment.

### SOLAR WIND

**School** evocation [air, fire]; **Level** arcanist 4, bard 4, bloodrager 4, cleric 4, magus 4, occultist 4, psychic 4, skald 4, sorcerer/wizard 4, summoner 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. /level)

**Effect** gust of heated wind (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range

**Duration** 1 round

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



As *gust of wind*, with the exception that the blast of air is accompanied by a scathing wave of heat. This inflicts 3d6 fire damage, but as heat rather than open flames (thus negating any chance of anything catching on fire).

### SPARK OF INSIGHT

**School** divination [mind-affecting]; **Level** alchemist 3, arcanist 3, cleric 3, inquisitor 3, investigator 3, magus 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** 1 creature

**Duration** instantaneous

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

With a light touch to the forehead, the spell recipient is given a mental jolt to the subconscious. This allows her to remember some forgotten piece of lore or information that pertains to the situation at hand. First, the answer the caster or recipient seeks must be stated at the time of the casting, such as "What was the order of colors on the pillar back in the foyer area?" When the spell is cast, the recipient will receive a mental flash of insight and remember the answer or detail needed. The information requested must have been known or at least casually observed at some point prior to the casting of the spell.

### SPLINTER THE MIND

**School** enchantment (compulsion) [mind-affecting]; **Level** arcanist 8, cleric 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. +10ft. /level)

**Target** 1 creature

**Duration** permanent

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

*Splinter the mind* shatters the conscious and subconscious minds, causing the victim to manifest one of five different forms of insanity. The caster may choose which form manifests or may let a random form manifest (roll 1d6-1, a 1 allows the GM to choose the spell's manifestation). The five forms of insanity are:

- **Schizophrenia**- Subject loses own personality and chooses a role model to emulate. The role model will always be as different from the victim as possible. (Example: a sorcerer may think he is a paladin.)
- **Dementia**- Subject becomes lethargic and bored with everything. Nothing has any real meaning to the victim and he will ignore almost any important situation 50% of the time.
- **Delusional**- Subject is convinced he is an important figure: a demigod, king, famous adventurer, arch-mage, etc. Those who fail to recognize the victim as such are sure to be met with hostility. The victim acts as appropriate to his perceived station.
- **Paranoia**- Subject believes "everyone" is out to get him. That "they" are plotting against him and spying on him at all times. This includes friends and party members. Anyone playing into this delusion, even just to poke fun,

will likely provoke the victim to violence.

- **Hallucinations**- same as the *haunted* spell.

### STARLIGHT

**School** conjuration (creation); **Level** cleric 1, druid 1, hunter 1, inquisitor 1, ranger 1, shaman 1, warpriest 1

**Casting Time** 1 standard action

**Components** V, S, M (pinch of powdered moonstone), DF

**Range** close (25 ft. + 5 ft. /level)

**Effect** cylinder (10-ft. radius, 40 ft. high)

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

A vertical beam of light originating 40 feet above the ground is called into being. It can be conjured anywhere within range and will maintain that distance, moving with the caster. The beam can quickly be angled diagonally (45-degree maximum) to suit the caster's requirements at any time. Its illumination is of consistent intensity all along its length and its glow is similar to that of a bullseye lantern. When taken into an area of magical darkness, the portion affected will not function.

### STATIC FOG

**School** transmutation; **Level** arcanist 7, cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (small piece of fleece and a small glass orb or marble), DF

**Range** medium (100 ft. + 10 ft. /level)

**Area** 30-ft. radius

**Duration** 1 min. /level (outside the effect)

**Saving Throw** none; **Spell Resistance** no

You create an immobile, grayish fog bank that reduces visibility to dark smudges or vague shapes. For those inside the fog, visibility is somewhat darkened, but remains within normal visual parameters. There is a distinct presence of an ozone smell, much like that of a recent potent electrical discharge. Within the fog, time slows so that for each round (6 seconds) spent inside, one minute passes outside the fog. This temporal dampening causes all creatures to move at one half their normal rate and causes all projectiles to immediately slow and fall useless as soon as they are released. Likewise, any magical effect with a range other than personal or touch immediately fizzles out without effect.

### SUMMON OTHERWORLDLY CREATURE

**School** conjuration (summoning); **Level** arcanist 8, cleric 9, druid 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 9

**Casting Time** 1 round

**Components** V, S

**Range** close (25ft. + 5ft. /level)

**Effect** summons one extraplanar creature to serve you

**Duration** 1 min. /level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature to serve you. For the duration of the summoning, the caster has a telepathic/empathic link to the servitor creature, and it will follow its master's orders to the best of its ability. It can act as a bodyguard and will even fight to the death if need be. The caster can choose any creature from the *summon*







*monster VII* or *summon nature's ally VII* tables. The creature type chosen should have some personal significance to the caster (typically it is the sacred animal of his deity), which must be determined at the time the character gains the spell. Once the creature type is chosen, the caster can never use it to summon any other type of creature.

### SUMMON POLAR WORM

**School** conjuration (summoning); **Level** cleric 8, druid 8, shaman 8, witch 8

**Casting Time** 1 round

**Components** V, S

**Range** close (25ft. +5ft. /level)

**Effect** 1 summoned creature

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You summon either a Remorhaz or a Frost Worm to attack your enemies. The creature appears where you like within the spell's range on your turn. It will fight to the best of its ability until death or the spell expires, at which time it disappears. If you can communicate with it you may direct it to perform other tasks as well.

### TEMPORAL BOLTS

**School** evocation; **Level** arcanist 2, bloodrager 2, cleric 2, inquisitor 2, magus 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, summoner 2, warpriest 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. /level)

**Target** up to 5 creatures, no 2 being more than 30 ft. apart

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A small sphere of static energy springs from your hand to strike your foe. You must make a successful ranged touch attack for each bolt. The spell causes a small portion of the target to rapidly age, causing 2d4 points of damage +1 point/level. Only organic creatures, including most corporeal undead, can be affected. For every two levels of experience, you gain one such missile for a maximum of five at 10th level or higher. You may choose one target or multiple targets, but you must make an attack roll for each missile and all targets must be within 30 feet of each other as well as within the caster's range.

### TEMPORAL DISPLACEMENT

**School** transmutation; **Level** arcanist 9, cleric 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9

**Casting Time** 1 hour

**Components** V, S, M (a brass clock with jewels worth 7,500 gp per creature)

**Range** touch

**Target** creatures touched

**Duration** see text (D)



**Saving Throw** none; **Spell Resistance** no

You and all creatures linked to you through touch travel either into the future or the past. This spell shifts travelers through time but not space. The caster must have a specific time in mind and must retain full concentration during the casting or risk missing her mark. If the caster should be disturbed during the casting and she fails any required Concentration checks, she and all travelers still pass through time but miss their temporal mark by 2 days/point missed on the Concentration check.

All travelers may remain time displaced for up to 24 hours/2 caster levels before being thrown back to the time from which the spell was cast. The caster may send any or all fellow travelers back at will; when she returns to her original time, the spell ends and all remaining fellow travelers return as well. While time is displaced, neither the caster nor her companions will be able to encounter their counterpart face to face because of temporal paradox energies in place that prevent such an occurrence.

Traveling into the future can be very enlightening but traveling into the past has dangers all its own. If the travelers should seriously affect the timeline, they will "return" to an alternate timeline at the spell's completion. Returning the timeline to the way it was before is very difficult at best. This spell is usually cast at dawn, midnight, or noon in order to mark the passage of each 24-hour period.

### TEMPORAL STRIKE

**School** evocation; **Level** arcanist 6, cleric 6, inquisitor 6, magus 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, summoner 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. /level)

**Target** up to 5 creatures, no 2 being more than 30 ft. apart

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

An advanced version of the *temporal bolts* spell, *temporal strike* sends a small bolt of static energy from your hand to strike your target with each successful ranged touch attack. While its effects of rapid aging are similar, it deals 2d8 points of damage +1 point/level for each bolt released. For every three levels of experience, you gain one such bolt, starting with three and up to a maximum of five at 15th level. Like *temporal bolts*, you may choose one target or multiple targets, but you must make an attack roll for each missile and all targets must be within 30 feet of each other as well as within the caster's range.

In addition, each bolt can affect one spell or spell-like effect or one active magical item on the personage of the target. Only temporary magical effects can be affected. The GM should choose a random magical effect on the target and roll a dispel check as per the *dispel magic* spell. There is no caster level maximum when computing the dispel check.

### THIN AIR

**School** transmutation; **Level** cleric 5, druid 5, hunter 5, inquisitor 5, shaman 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100ft. +10ft. /level)

**Area** 10 cubic ft. /level

**Duration** 1 round/level

**Saving Throw** Fort negates; **Spell Resistance** no

You create an area where the air thins, making it harder to breathe. Creatures must make a Fortitude save for every round they remain within the spell's effect. For each failed save the victim suffers an ill effect on the table below.

# of Failed Saves	Effect (condition)
1	Victim becomes fatigued. Cannot run or charge, suffers -2 to Str and Dex.
2	Victim becomes exhausted. Can only move at half normal rate, suffers -6 to Str and Dex.
3	Victim becomes unconscious. Knocked out and helpless.

In addition, thin air affects fires (they burn only half as bright and all fire-based spells only do half normal damage) and fire-based creatures are weakened (they suffer a -2 morale penalty to all rolls).

### THUNDERSTRIKE

**School** evocation [electricity, sonic]; **Level** arcanist 3, bloodrager 3, cleric 3, druid 3, hunter 3, inquisitor 3, magus 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, summoner 3, warpriest 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. /level)

**Area** 5 ft.-radius burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

The caster commands a powerful jolt of energy to erupt at the point of origin. All within 5 feet must make a Reflex save or suffer 4d6 points of electrical damage and 4d6 points of sonic damage. The blast is very quick and does not pose a threat of igniting nearby combustibles; however it will ignite any combustibles at the exact point of origin.

### TOUCH OF CHAOS

**School** transmutation; **Level** cleric 7

**Casting Time** 1 standard action

**Components** S

**Range** touch

**Target** creature touched

**Duration** instantaneous

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

This cruel spell seeks to mimic the disfiguring touch of the horrid chaos beast (*Pathfinder Roleplaying Game: Bestiary* 2). Should the caster of this spell successfully touch his target, who in turn fails the requisite Fortitude save, the victim undergoes a severe transmogrification of its body. Its shape melts, flows, writhes, and boils, as the affected creature attempts to hold itself together. The afflicted victim is unable to hold or use any item, and clothing, armor, rings, helmets, and backpacks hamper rather than aid, reducing the creature's Dexterity score by 4. The misshapen form



also slows the effected creature down to a speed of 10 feet or one-quarter normal, whichever is less. The constant amorphous transformations cause searing pain to the victim forcing it to act incoherently at best. This means that spells cannot be cast, magic items cannot be operated, and should it attack, it does so blindly, unable to determine ally from enemy, with a -4 penalty to strike and a 50% miss chance.

Every round the victim suffers from this spell, it receives 1 temporary point of Wisdom damage from the mentally harrowing ordeal. Should its Wisdom drop to 0, it immediately falls into a nightmare-filled sleep, becoming helpless. However, every round the victim is allowed, as a standard action, a Charisma check (DC 15), to regain control of its body through sheer sense of self. Should this check prove to be successful, the victim assumes its normal shape for 1 minute, after which it again loses its body shape integrity.

This condition is not a disease or poison and thus cannot be cured or neutralized as a result. Shapechange or stonesskin allows the victim to regain its true form for the duration of these spells. A successful *dispel magic* or *greater dispelling* will of course end the *touch of chaos* spell altogether, and *restoration*, *heal*, or *greater restoration* removes the actual affliction. A separate *restoration* spell however, is required to remove any Wisdom damage.

## TSUNAMI

**School** transmutation [water]; **Level** arcanist 5, cleric 5, druid 5, hunter 5, inquisitor 5, magus 5, psychic 5, shaman 5, sorcerer/wizard 5, summoner 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft. /level)

**Area** 10-ft. cube/level

**Duration** 1 round/2 levels

**Saving Throw** Reflex half; **Spell Resistance** no

You can create, from any body of water large enough, a massive animated wave that will travel in any direction you wish. The wave can smash into structures, topple small

sailing vessels, or pummel creatures. When used against a target, the wave causes 1d4 points of damage per caster level. However, for every 10 feet of dry land the wave crosses, it loses one die of damage. Small creatures are carried along the path of the wave while Medium- or Large-sized creatures are carried along half the distance. The wave travels at a speed of 90 feet.

## VEIL OF HEAVEN

**School** abjuration [good]; **Level** paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal or 5 ft.; see text

**Target** you or all creatures within 5 ft.; see text

**Duration** 10 minutes/level (D)

**Saving Throw** Will half; **Spell Resistance** none

You surround yourself with a veil of positive energy, making it harder for evil outsiders to harm you. For the duration of this spell, you gain a +2 sacred bonus to AC and on saves. Both of these bonuses apply only against attacks or effects created by outsiders with the evil subtype. You can dismiss this spell as a swift action to deal 1d8 points of damage + 1 point per paladin level to all such outsiders within 5 feet. A Will save halves this damage.

## VESSEL BARDING

**School** conjuration (creation); **Level** arcanist 7, cleric 7, psychic 7, shaman 7, sorcerer/wizard 7

**Casting Time** 1 round

**Components** V, S, F/DF (miniature wooden ship with small metal plates attached to its hull)

**Range** touch

**Target** one vessel

**Duration** 10 min. /level

**Saving Throw** none

**Spell Resistance** no

You create an invisible field of force that surrounds an entire ship. This force provides the ship with a +1 bonus/3 levels to its



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AC. This protection applies to the ship only and does not protect the crew in any way. It has no effect on ship performance or any spells cast in or on it.

### VIRILITY

**School** transmutation; **Level** alchemist 2, cleric 2, inquisitor 2, investigator 2, medium 2, shaman 2, warpriest 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** 1 creature

**Duration** 10 min. /level

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

The recipient of this spell gains a bonus to both her Strength and her Constitution. Each ability score gains a +1 bonus per 3 levels of the caster (maximum +5 at 15th level), which adds the usual benefits to attack and damage rolls and gives the recipient additional hit points. These hit points are treated just as normal hit points, however they disappear when the spell ends. This could mean real trouble if the recipient is already sorely wounded.

### WALL OF SAND

**School** conjuration (creation); **Level** arcanist 4, bloodrager 4, cleric 3, druid 3, hunter 3, inquisitor 3, magus 4, occultist 4, psychic 4, ranger 3, shaman 3, sorcerer/wizard 4, summoner 4, warpriest 3, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (handful of fine sand), DF

**Range** medium (100 ft. + 10 ft. /level)

**Effect** anchored plane of sand up to one 10-ft. square/level, or hemisphere of sand with a radius of up to 3 ft. + 1 ft. /level

**Duration** 1 min. /level

**Saving Throw** see text; **Spell Resistance** yes

This spell creates a barrier of animated sand that can be realized either as an anchored plane or a hemisphere, depending on the version chosen. The surface of the wall is malleable, but always shifts back to its original shape. Because of this, physical blows to the wall are impotent. Some spells on the other hand, such as *passwall* and *phase door*, can and do open the wall for an extended amount of time, but one (including the caster) cannot pass through the wall (or hemisphere) by any means short of these spells. The plane of sand version of this spell is primarily used as a defensive measure against pursuers and can be very



effective to close off a cave or valley entrance.

The hemisphere version can also be used in a defensive manner against air assault or bad weather. From the outside, it is indistinguishable from most large sand dunes, so it can also be used to hide creatures or objects in plain sight within the deep desert. If a creature climbs over a false dune created by this spell, it must make a Survival check (DC 15) to detect that it is not a natural dune. The hemisphere may also be used to trap one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

### WALL OF TIME

**School** conjuration (creation); **Level** arcanist 5, cleric 4, inquisitor 4, magus 5, occultist 5, psychic 5, shaman 4, sorcerer/wizard 5, summoner 5, warpriest 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (hourglass), DF

**Range** medium (100 ft. + 10 ft. /level)

**Effect** anchored plane of transparent energy up to one 10-ft. square/level, or hemisphere of transparent energy with a radius of up to 3 ft. + 1 ft. /level

**Duration** 1 min. /level

**Saving Throw** see text; **Spell Resistance** yes

This spell creates an energy barrier realized as an anchored plane or hemisphere, depending on the version chosen. The spell's transparent energy randomly pulsates with flashes and streaks of energy within its area of effect. The wall does not hinder any solid, liquid, or gas from passing through, but anything that contacts the wall (either by simple touch or passing through it) is subject to a temporal effect as shown in the table below. There is no save against this affect.

1d6	Effect
1	Subject is affected by a single <i>Temporal Bolt</i> .
2	Subject is affected by a single <i>Temporal Strike</i> .
3	Subject ages 10 years.
4	Subject becomes 10 years younger.
5	Subject is shifted 1d3 rounds into the future.
6	Subject is shifted 1d3 rounds into the past.

Although the wall does not prevent material items or creatures from passing through, it does scramble any spells attempting to penetrate its surface and nullifies that energy; only *dispel magic* can directly affect the wall of time (its DC is 15 + caster level to resist the dispel).

### WASTING

**School** necromancy; **Level** arcanist 5, cleric 5, inquisitor 5, magus 5, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, summoner 5, warpriest 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (desiccated crow or raven's foot)

**Range** touch

**Target** one creature

**Duration** permanent

**Saving Throw** Fortitude partial; **Spell Resistance** yes

With this spell the next creature you touch suffers greatly

as one of its limbs shrivels and becomes useless. You must make a successful touch attack to discharge the spell and you can hold the spell for up to 5 rounds before it dissipates harmlessly. The victim must make a Fortitude save or one of its limbs withers. Even if the save succeeds, the victim suffers 2 points of temporary Constitution damage.

### WEIGHING THE BALANCE

**School** divination; **Level** alchemist 1, cleric 1, druid 1, hunter 1, inquisitor 1, investigator 1, shaman 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. /level)

**Target** one creature

**Duration** instantaneous

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

The caster can determine how far out of balance a creature is from "true neutral". The spell reveals only along which axis the subject's alignment is out of balance - good/evil or law/chaos. The caster has a 5% chance/level to determine which way the target's alignment swings on either axis. Obviously, the GM should make this roll in secret.

### WHIRLWIND OF ICE

**School** evocation [cold]; **Level** druid 1, hunter 1, shaman 1

**Casting Time** 1 standard action

**Components** V

**Range** 5 ft.

**Area** 5 ft., radius spherical emanation centered on the caster

**Duration** 1 round/level (D)

**Saving Throw** Reflex half; **Spell Resistance** yes

This spell creates a whirling cloud of icy shards about you. All creatures except you caught within or moving into the area of effect take 1d4 points of cold damage and 1d4 points of slashing damage. A successful Reflex save halves all damage.

### WIND SHEAR

**School** evocation [air]; **Level** arcanist 6, cleric 6, druid 6, hunter 6, inquisitor 6, magus 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, summoner 6, warpriest 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (small wooden tube and tiny fan), DF

**Range** medium (100 ft. + 10 ft. /level)

**Target** 30-ft. diameter cylinder

**Duration** 1 round

**Saving Throw** Reflex half; **Spell Resistance** no

You cause a 30-foot diameter cylinder of pummeling winds to bash down on an area. Any creatures on the ground and within the spell's area of effect take 3d6 points of damage and all creatures within are forced to the ground and prone at the end of the spell's duration. The cylinder is 10 feet high per level and any flying creatures caught within will be forced down to the ground, taking 1d8 points of damage/10 feet fallen.



**WRITHING TENDRILS****School** transmutation; **Level** druid 7, shaman 7**Casting Time** 1 standard action**Components** V**Range** personal**Target** you**Duration** concentration (maximum of 1 round/level) (D)

This spell causes a writhing mass of filiferous tendrils to sprout from the caster's shoulders and upper arms. Averaging ten feet in length and demonstrating impressive prehensility, these tendrils can grasp and deftly manipulate objects, wield weapons, perform skills, and even cast spells. This effectively gives the caster the benefit of one partial action in addition to his regular action each round in a manner similar to that of a *haste* spell. However, the caster of writhing tendrils does not gain any of the other benefits of the *haste* spell because the speed of his actions has not been supernaturally increased, but rather he has additional appendages to help him perform multiple actions simultaneously.

The caster can direct the tendrils to fight, which are capable of even using projectile weapons like bows and crossbows, using his attack bonuses. However, these should

be adjusted with the tendrils' own Strength (which is 18) and Dexterity (which is 20) ability score modifiers. When wielding melee weapons, they have an effective reach of 10 feet without losing the ability to strike adjacent targets, unless fighting with a reach weapon which extends this distance by an additional 5 feet. Even when the tendrils fight, the caster may not exceed his total amount of attacks a round, not counting the added partial action.

The tendrils, due to their amazing precision, confer to the caster a +6 competence bonus to all skill checks that rely on Dexterity (such as Disable Device, and Escape Artist). The caster may also opt to use the tendrils' Strength modifier instead of his own to affect Strength-related checks. In addition, should the caster make use of a move-only action (whether a double move or run), he can add 10 feet to his speed, as the tendrils can be used to nudge him along faster.

Due to the added volume of the caster under the effect of a writhing tendrils spell, certain size penalties are applied. A Medium-sized creature affected by this spell becomes equivalent to a Large creature for the purposes of AC (which is a -1 penalty) and hiding (which is a -4 penalty). However, attacks and grapple checks are not affected, nor are face measurements.

*She was getting tired and her adversary knew it. Methodically, with the precision of a weaponsmaster, he attacked her time and time again, forcing her to be more defensive than offensive. It was only a matter of time before he slipped through her guard again and delivered a more serious wound. She needed an edge, something she could use to her advantage and end this fight. Glancing about, she noticed the battle had brought them back to Derek's body hanging limply on the wall. In the shadows of the flames, she saw his necklace with a lone bead hanging from his neck.*

*"Desperate times call for desperate measures," she thought as she hurled her shortsword at her attacker and then reached for the necklace.*

*The warrior deflected the sword easily and took advantage of the opening to slice his blade deep into her side and across her left hip. Shaina screamed in pain as her hand closed around the necklace and yanked. Standing there breathing heavily, both opponents took final measure of each other. The warrior knew he was winning and that she had little strength left in her. Shaina stared at the warrior, a dozen wounds upon his body, all bleeding like hers. She nodded in a gesture of salute and then smiled like a cat that has finally cornered her prey. The warrior's only response was to initiate a series of blows that would finally finish her. Seeing this, Shaina feinted left, ducked under his blade and stepped up inside his reach only to shove the bead inside his mouth. The warrior jumped back but was too late. In a whirlwind kick, Shaina's boot connected with his jaw, breaking the bead inside. His head erupted in a ball of flame, the parts of his body still covered in oil catching fire. As the blast rolled outward to Shaina, she tumbled hard trying to avoid its heat. The flames burnt her back briefly, but as quickly as it had begun, it was over.*

*She lay there gasping for breath, not sure if she was even alive at first. The reality of her situation hit soon after as the pain from her wounds reminded her brain that not only was she hurt, but she was hurt badly and needed healing now if she was going to survive. Shaina crawled to her pack and found the vials of healing that she kept there for extreme circumstances. Without wasting time, she pulled the wax seals from them and began gulping the foul substance down. Within minutes, numbness washed over her body and her wounds began to knit back together. She'd been lucky again, but how much longer would her luck hold true?*





## Chapter Ten: Lo, There Be Monsters

Mythology is filled with tales of fantastic creatures, unspeakable horrors and monsters so terrible that even the gods fear them. The monsters contained within this section all have a connection to a specific pantheon from this book, be it Greek, Egyptian, Mesopotamian or Norse. Some, like Jormangund or even Cereberus, are creatures of legend, capable of slaying gods. Others, like the seemingly insignificant fleshbane, can terrorize even the strongest at heart when whole swarms are

released upon the unwary thief inside an Egyptian tomb. Many of these creatures serve as guardians to entrances where mortals are forbidden to pass, let alone enter...

### AM-REN

CR 4

XP 1,200

CE Medium outsider (chaotic, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft. blindsight 60 ft.; Perception +12

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

**hp** 27 (6d10-6)

**Fort** +4, **Ref** +5, **Will** +8

**Defensive Abilities** uncanny dodge

#### OFFENSE



**Speed** 40 ft.

**Melee** 2 claws +8 (1d4+2 plus 1d6 fire), bite +8 (1d6+2)

**Special Attacks** fire claws, name theft, name eating

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 8, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +6; **CMB** +8; **CMD** 22

**Feats** Combat Reflexes, Dodge, Power Attack

**Skills** Acrobatics +12, Bluff +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +12, Sense Motive +12, Stealth +12

**Languages** understands all but cannot speak any language

#### ECOLOGY

**Environment** any desert or underground

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Fire Claws (Su)** The claws of am-ren burn with unholy flame, dealing 1d6 points of fire damage with them.

**Name Theft (Su)** An am-ren may steal an opponent's name as a standard action if a Will save (DC 14) is failed. A victim of name theft temporarily loses its sense of identity, suffering confusion for 6 rounds. The am-ren must know the opponent's name, perhaps by hearing it spoken, reading a written record, or some other means. The confusion effect acts like the *confusion* spell cast by a 6th level sorcerer. The save DC is Charisma-based.

**Name Eating (Su)** As a full round action, the am-ren can attempt to devour the name of an opponent suffering confusion due to name theft. The am-ren usually attempts to retreat to a secure location to use this ability, possibly drawing an attack of opportunity as it retreats. If the am-ren is attacked while attempting to devour a name, it must make a Constitution check or lose the action.

A character whose name is devoured immediately gains 2 negative levels and must make an additional Will save (DC 14). Failure indicates that the character remains under the effects of confusion until cured. Each dawn the character has the opportunity to make another Will save to negate the confusion effect; otherwise, only a *heal*, *remove curse*, or a *restoration* spell can cleanse the character's soul of the chaos. Even after the confusion is thrown off the name is still considered "devoured," and the character cannot recognize her former name until a *greater restoration* spell is cast on her behalf. The save DC is Charisma-based.

Am-ren are the demonic eaters of names, unholy creatures that dwell in tombs, necropoli, and other desolate places. An am-ren is humanoid, about four feet in height, with a hairless hide that resembles the cracked red stone of the desert. Although well muscled, the am-ren appears to be starving to death. Its eyes are pits of darkness into which light disappears, and the flesh of its face is so withered and emaciated that the skin is torn around the eyes and mouth, leaving open wounds that glisten with blood and expose rows of gnashing teeth. Am-ren move with uncanny speed and possess almost supernatural reflexes.

Am-ren seem unable to speak, but understand all spoken languages. Those who intend to face one of the

am-ren often take special precautions to prevent the creature from learning their names, for such is the food of the monster.

## Combat

An am-ren enters combat when its feeding is disturbed, often by tomb guardians or exploring adventurers. It attacks by plunging smoking black talons into the body of its opponent, inflicting fire damage in addition to normal damage with a successful strike. It also snaps at foes with its foul teeth. If the am-ren knows or hears the name of an opponent, it can attempt to steal it away and devour it. Devouring a character's name is the most fearsome harm that an am-ren can inflict upon a creature.



### ASAG, THE GREAT MOUNTAIN MONSTER CR 30

**XP** 9,840,000

**CE** Gargantuan outsider (chaotic, earth, elemental, evil, extraplanar)

**Init** +2; **Senses** darkvision 180 ft., tremorsense 180 ft.; Perception +39

#### DEFENSE

**AC** 32, touch 4, flat-footed 32 (-2 Dex, +28 natural, -4 size)

**hp** 780 (40d10+560)

**Fort** +27, **Ref** +22, **Will** +26

**Defensive Abilities** earth mastery; **DR** 15/—; **Immune** acid, disease, elemental traits, fire; **SR** 41

#### OFFENSE

**Speed** 40 ft., burrow 40 ft.; earth glide



**Melee** 2 slams +51 (3d6+15 plus grab or push/19-20)

**Ranged** 2 rocks +34 (3d6+15 plus push)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** animate stone, constrict (3d6+15), push (slam or rock, 10 ft.), quake, rock throwing (100 ft.), trample (3d6+22, DC 45)

## STATISTICS

**Str** 41, **Dex** 7, **Con** 38, **Int** 12, **Wis** 15, **Cha** 15

**Base Atk** +40; **CMB** +59 (+63 bull rush, overrun, sunder); **CMD** 67 (69 vs. bull rush, overrun, sunder)

**Feats** Anchor, Awesome Blow, Cleave, Fearsome Bearing, Great Cleave, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Planar Instability, Power Attack, Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Acrobatics +36 (+56 in rocky areas), Climb +58, Intimidate +37, Knowledge (arcana) +31, Knowledge (planes) +21, Knowledge (religion) +21, Perception +39, Spellcraft +36, Stealth +16, Survival +27; **Racial Modifiers** +20 Acrobatics in rocky areas

**Languages** Common, Terran

## ECOLOGY

**Environment** any

**Organization** solitary or gang (Asag and 2d4 stone golems)

**Treasure** double standard

## SPECIAL ABILITIES

**Animate Stone (Su)** Asag can call into being rock that can move and fight at his command. Once per day, as a full-round action, he can summon 2d4 stone golems (average HD), that serve him indefinitely (but can also be dismissed at will). The stone golems created by Asag appear as coarsely shaped humanoids with almost no discernable facial features.

**Earth Glide (Ex)** Asag can glide through all forms of earth and stone (not metal) as easily as a fish through water. Burrowing leaves no tunnel, hole, ripple or sign of his presence. Asag's glide ability is not vulnerable to *move earth* as earth elementals are.

**Earth Mastery (Ex)** Asag gains a +1 bonus to attack and damage rolls if both he and his opponent are touching ground. He receives a -4 penalty to attack and damage rolls if his opponent is airborne or waterborne. These modifiers apply to bull rush and overrun maneuvers, whether Asag is initiating or resisting these kinds of attacks. (These modifiers are not included in his statistics.)

**Quake (Su)** Once a day Asag can cast *earthquake* as a 20th-level druid. He is completely immune to all the effects of this spell, including collateral effects such as falling rocks and drowning, whether cast by himself or by others.

**Anchor (Feat)** Being an elemental, Asag's connection with the earth is so strong that he can partially fuse himself to the earth. As a full round action that draws an attack of opportunity, Asag can partially submerge himself into the ground. While in this state, he cannot move and suffers a -4 penalty to all Reflex saves. However, he gains a +1 bonus on attack rolls and a +2 bonus to damage. Asag can dislodge himself as a standard action that draws an attack of opportunity.

**Fearsome Bearing (Feat)** Because of his alien and gruesome appearance, once per combat as a free action, Asag may make an Intimidate check. Any creature with half or fewer Hit Dice than him must make a Will save (DC equal to the Intimidate check result) or suffer a -2 morale penalty to all attacks for the encounter's duration or until Asag flees or is defeated.

**Planar Instability (Feat)** Asag's ties to his home plane are so intense that he strains planar bindings and is capable of scrambling the planar connections within his immediate area. Any character attempting to use a *summon monster* spell within 60 ft. of Asag must make a caster level check opposed by Asag's Will save. Failure by the caster means that all dimensional rifts within the area of effect are overwhelmed, short-circuited and destroyed.

Asag is the vile offspring of the Lord of the Sky, Anu, and his earthbound wife, Ki. A monster of immense size and strength, Asag lived in the mountains where he amassed an army of stone golems. These he led against the gods who were ill prepared to meet such a powerful force. Adad, in his guise as Ninurta, was the only immortal that went to face this threat from the mountains. After a great battle the Thunderer managed





to vanquish Asag and destroy his horde of animated stone. Asag is a mountain of a demon, with a roughly humanoid body that stands an impressive 60 feet tall. His frame is packed with tough, dense flesh covered by a mottled gray hide, much like mountain stone, marked with odd patches of what resembles lichen. Each hand has seven fingers, which he curls tight into boulder-like fists to crush his enemies to dust.

## Combat

Asag's style of combat is simple: soften or eliminate his enemies first with a barrage of well-aimed boulders, close in to trample anyone attempting to flee using his huge strides to outpace most creatures, and then pummel or crush any survivors to death with his powerful hands.

Rocks thrown by Asag have a range increment of 100 feet (up to 5 such increments) and typically have a mass of 100 to 120 pounds. He cannot catch rocks like giants can.

## AVATAR, EMPOWERED MORTAL

Most deities create avatars according to the rules found in Chapter 1 of this book. Some choose to elevate their worshippers. Some mortals manage to gather enough power from the worship of other mortal beings to lift themselves to the lowest ranks of the gods.

## Creating an Empowered Mortal Avatar

"Empowered Mortal Avatar" is an acquired template which can be applied to any creature with at least four ability scores of 10 or more, one of which must be Intelligence, referred to hereafter as the base creature. Empowered mortal avatar's use all the base statistics of the base creature except as listed below.

**Challenge Rating** As the base creature +2, with an additional +2 per domain.

**Type** The base creature's type changes to outsider with the avatar and native subtypes, as well as the augmented subtype for their type before being empowered. They retain any subtypes they possessed before becoming an avatar, and gain additional subtypes depending on the domains they gain.

**Senses** See the avatar subtype (see Chapter 1).

**Armor Class** Empowered mortal avatars gain a deflection and natural armor bonus increase according to the table below.

Domains Gained	Deflection Bonus	Natural Armor Increase
0	+2	+4
1	+4	+8
2	+6	+10
3	+8	+12
4	+10	+14
5+	+12	+16

**Hit Dice** Change all racial Hit Dice to d10s. Class Hit Dice are unaffected.

**Defensive Abilities** Empowered mortal avatars gain damage reduction, resistances, and immunities according to the avatar subtype, except for rejuvenation, which they only gain after acquiring their first domain. They also gain spell resistance equal to their CR +10.

**Weaknesses** Upon gaining this template, any vulnerabilities possessed by the base creature are lost.

**Speed** All speeds possessed by the base creature increase by 10 ft. when they gain their first, third, and fifth domains. As the avatar acquires domains, it is possible they gain new modes of movement which do not benefit from this increase in speed.

**Special Attacks, Special Qualities, and Spell-Like Abilities** Avatars retain all of the base creature's special attacks, special qualities, and spell-like abilities, and gain additional abilities from their domains as they gain them. For abilities with a caster level the avatar uses its total hit dice for abilities gained from domains.

**Ability Scores** Avatars ability scores increase according to the table below.

Domains Gained	Abilities Scores		
	Highest Two	Middle Two	Lowest Two
0	+10	+5	+2
1	+20	+10	+5
2	+30	+15	+7
3	+40	+20	+10
4	+50	+25	+12
5+	+60	+30	+15

**Feats** Empowered mortal avatars gain Combat Expertise, Combat Reflexes, Dodge, Improved Critical (favored weapon), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (favored weapon), and Whirlwind Attack as bonus feats.

**Skills** Empowered mortal avatars gains a +2 bonus to all skill checks for each domain they possess (maximum +10).

**Languages** Empowered mortal avatars learn four new languages, usually Abyssal, Celestial, Draconic, and Infernal. They also gain truespeech as defined by the avatar subtype (see Chapter 1).

## BOUBO, THE CLOCKWORK OWL OF ATHENA CR 4

XP 1,200

LN Small construct

Init +3; Senses darkvision 120 ft., low-light vision; Perception +16

### DEFENSE

AC 26, touch 14, flat-footed 23 (+3 Dex, +12 natural, +1 size)

hp 21 (2d10+10)

Fort +0, Ref +3, Will +4

DR 10/—; Immune construct traits, magic

### OFFENSE

Speed 10ft., fly 30ft. (poor)

Melee 2 claws +6 (1d2-2)

Special Attacks slow

### STATISTICS

Str 6, Dex 17, Con --, Int 10, Wis 18, Cha 9



**Base Atk +2; CMB -1; CMD 12**

**Feats** Weapon Finesse

**Skills** Perception +16, Stealth +9; **Racial Modifier** +10 Perception

#### ECOLOGY

**Environment** any

**Organization** unique

**Treasure** none

#### SPECIAL ABILITIES

**Magic Immunity (Ex)** Boubo is completely resistant to all magical and supernatural effects.

**Slow (Sp)** Can use a *slow* spell as a free action once every 2 rounds. The effect has a range of 10ft. and duration of 7 rounds, requiring a successful Will save (DC 15) to negate.

Crafted by Hephaestus, Boubo is one of Athena's most treasured possessions. Standing approximately 2 feet tall, he moves via an intricate series of mechanical gears and windings held together by magical forces. Capable of telepathic communication with any creature capable of language, Boubo is most often used as a messenger sent by Athena to those she favors most. On very rare occasions, Athena may send Boubo to aid mortals who are lost or in dire need.



## Combat

If attacked, he will use his abilities to escape as quickly as possible. If somehow reduced to zero or less hit points, he disappears in a flash of light only to reappear in the workshop of Hephaestus for repair. Athena, instantly aware of the events, shall immediately enact her fury upon those responsible for harming her beloved Boubo.

### CANOPIC JAR

**CR 5**

**1,600 xp**

LE Tiny Undead

**Init** +6; **Senses** blindsight 60 ft.; Perception +10

Aura evil (CL 5th)

#### DEFENSE

**AC** 16, touch 16, flat-footed 14; (+2 deflection, +2 Dex, +2 size)

**hp** 31 (7d8)

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

**DR** 5/-; Immune mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, physical ability score damage, fatigue, exhaustion, any effect that requires a Fortitude Save; Turn Resistance +4

#### OFFENSE

**Speed** fly 20 ft. (good)

**Space** 2 1/2 ft. Reach --

**Special Attacks** Channel Negative Energy (8/day)

**Spell-Like Abilities** (CL 5th)

At will -- *detect magic*, *resistance*, *protection from good* (Will DC 14)

2/day -- *bane* (Will DC 14), *cause fear* (Will DC 14)

1/day -- *bestow curse* (Will DC 16), *blindness/deafness* (Fort DC 16), *darkness*, *desecrate*, *hold person* (Will DC 15), *silence* (Will DC 15).

#### STATISTICS

**Str** -, **Dex** 14, **Con** -, **Int** 14, **Wis** 16, **Cha** 16

**Base Atk** +2; **CMB** +0; **CMD** +2

**Feats** Extra Turning, Improved Initiative, Iron Will

**Skills** Fly +11, Intimidate +8, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +10, Sense Motive +8, Spellcraft +7, Stealth +11: +4 racial bonus on Fly and Stealth.

**Languages** Abyssal, Common, Draconic, Undercommon, telepathy 100 ft.

#### ECOLOGY

**Environment** any

**Organization** one with 2-5 other undead such as ghouls, skeletons or zombies.

**Treasure** 1,550 gp

#### SPECIAL ABILITIES

**Flight (SU)** A canopic jar can cease or resume flight as a free action.

**Psychosis (SU)** A canopic jar has a tortured and isolated existence. Anyone targeting a canopic jar with a thought detection, mind control or any sort of telepathic or psionic ability that makes direct contact suffers 1d5 points of Wisdom damage (Will DC 16).

You stand unable to move as a small ceramic jar lifts up from among the shelves and floats towards you. You can see that the jar is carved with the likeness of a god of the dead, and strange carvings adorn its surface.



One of the more prized and closely guarded secrets among necromancers is the method for creating a canopic jar. The process begins with the preparation of an enchanted jar inscribed with the holy symbol of an evil deity. The jar is then filled with a special alchemical fluid. These are but the containers, though, for the main component: a humanoid brain. The jar is then sealed and bound with further enchantments. The end result is an undead servant brain bound within a jar and able to wield unholy magics.

A canopic jar weighs about 25 pounds and can speak telepathically with any creature within 100 feet that has a language.

A canopic jar primarily attempts to act as a leader or controller. It will often use another creature as a front or proxy, either coaching the proxy telepathically or communicating with another person directly while posing as the proxy. Often a person discovers that they have been working with a canopic jar only after the fact or after it is too late.

## Combat

In combat, a canopic jar prefers to rely on others to do the fighting. The canopic jar generally prefers to remain unseen. After all, who would suspect that it is one of the jars on the shelf that is actually directing the combat? It will use its desecrate and protection from good to aid its undead allies. It will then support them by casting bane, cause fear, and silence and by channeling negative energy when necessary. Powerful opponents will be singled out for bestow curse, blindness/deafness, or hold person. If the combat goes badly for the canopic jar's allies, it will cast darkness and attempt to escape.

### CARYATID COLUMN

**CR 3**
**XP 800**
**N** Medium construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

#### DEFENSE

**AC** 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +0, **Will** +1

**DR** 5/-; **Immune** construct traits, magic

**Defensive Abilities** shatter weapons

#### OFFENSE

**Speed** 20 ft.

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

#### STATISTICS

**Str** 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

**SQ** statue

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or colonnade (6-11)

**Treasure** standard (masterwork longsword, other treasure)

#### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently

against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

**Shatter Weapons (Ex)** Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes

3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

**Statue (Ex)** A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check. Caryatid columns are the lesser cousins of true golems, constructs created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but they are often used in greater numbers because of their relatively inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set, this command cannot be changed. Caryatid columns are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known. A caryatid column stands 7 feet tall and weighs 1,500 pounds. Caryatid columns are always equipped with a masterwork weapon that appears to be made out of stone as long as the construct remains in statue form. The weapon can be recovered after a caryatid column has been defeated. Arming a caryatid column with magical weapons is expensive but feasible—even the most powerful of magic weapons appear as nothing more than stone when held by a caryatid column. Since a weapon held in this manner does not radiate magic, many use this trait as a method to hide potent or powerful weapons from both casual observation and study via *detect magic*. *True seeing* reveals such disguised weapons for what they really are. Often, only particularly powerful caryatid columns (typically those with advanced Hit Dice, but rarely those made much larger than Medium size) are entrusted with the care and protection of such weapons. Of course, the constructs themselves make full use of any magic weapons they are given to guard.

## CONSTRUCTION

A caryatid column's body is carved from a single 2,000-pound block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 2,000 gp.

### CARYATID COLUMN

**CL** 9th; **Price** 12,000 gp

#### CONSTRUCTION



**Requirements** Craft Construct, *lesser geas*, *polymorph*, *shatter*, caster must be at least 9th level; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 15; **Cost** 7,000 gp

**CERBERUS****CR 12****XP 19,200**

N Large outsider

**Init** +8; **Senses** darkvision 120 ft., blindsight 50 ft., scent; Perception +13

**DEFENSE**

AC 23, touch 12, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 114 (12d10+48)

**Fort** +11, **Ref** +8, **Will** +11**DR** 15/—; **SR** 23**OFFENSE****Speed** 50ft.**Melee** 3 bites +18 (2d6+7 plus disease and trip/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** rend (2 bites, 1d8+10)**Spell-Like Abilities** (CL 20th; concentration +23)Constant—*freedom of movement*, see *invisibility*At will—*blink*, *cause fear* (DC 14), *deeper darkness*, *greater dispel magic***STATISTICS****Str** 25, **Dex** 18, **Con** 17, **Int** 6, **Wis** 16, **Cha** 10**Base Atk** +12; **CMB** +20; **CMD** 34 (38 vs. trip)

**Feats** Bleeding Critical, Combat Reflexes, Critical FocusB, Improved Critical (Bite), Improved Initiative, Power Attack, Toughness

**Skills** Acrobatics +12, Climb +17, Intimidate +10, Perception +13, Stealth +13, Survival +13, Swim +12

**Languages** Abyssal, Infernal, Undercommon**ECOLOGY****Environment** Guarding the Gates (portal) to the Underworld**Organization** unique**Treasure** none**SPECIAL ABILITIES**

**Disease (Su)** Any creature bitten by Cerberus must make a Fortitude save (DC 19) or contract red ache (*Pathfinder Roleplaying Game: Core Rulebook – Appendix 1*).

Cerberus is the massive, three-headed watchdog of the Gates of the Underworld. He has a rough, soot-colored coat, eyes as black and bottomless as a pit and three sets of drooling jaws filled with yellowed teeth. Cerberus was placed at the Gates of the Underworld by Hades to guard the portal from the living. He will let the dead (and undead) pass without challenge. However, he will let no living, mortal creature pass within 50ft. of the structure, attacking those who dare enter his chamber. The only exceptions to this are Heracles and Odysseus, who have bested him in combat and have the permission of Hades to travel freely to the Underworld.

**Combat**

Cerberus defends the Gates of the Underworld from the living at all costs and will not allow melee with one opponent to distract him from guarding against intrusion from another. He will use his acute senses to

detect all trespassers and position himself accordingly. He can simultaneously attack up to three individuals at any time.

**CHILD OF THE GODS (HALF-GOD)**

Many of the Olympian gods—especially Zeus—sired children with mortal lovers. Those children, while not quite immortal, still retained many god-like powers and abilities greater than those of normal men. They typically appear to be normal humans at first meeting. However, their unique gifts soon become apparent, especially in action.

**Creating a Child of the Gods**

“Child of the Gods” is typically an inherited template that can be added to any creature of any alignment, most commonly humanoids, but can be acquired in certain situations. All base creature’s statistics and special abilities are used except as noted. They are also known as “half-gods.”

**Challenge Rating** Same as the base creature’s +2  
**Armor Class** Natural armor improves by +2.



**Defensive Abilities** A child of the gods gains a +2 bonus on all saving throws, and DR 5/—.

**Speed** All movement speeds increase by +10 ft.

**Special Ability** Children of the gods gain a single domain of their divine parent and can use the domains granted powers as a cleric equal to their total hit dice. They can also use the domain's spells as spell-like abilities usable once per day each.

**Abilities** A child of the gods gains a +2 bonus to two ability scores, a +4 to two ability scores, and a +10 bonus to two ability scores. The highest ability score should reflect the primary attribute of the parental deity. For example, a daughter of Aphrodite would have Charisma as her highest ability score, while a daughter of Ares would possess incredible Strength.

A child of the gods suffers a –2 penalty on Charisma-based checks when dealing with allies, minions, or worshipers of an opposed deity.

Half-gods do not incur aging penalties as they grow older.

**Feats** Should a half-god gain more than 20 levels in character classes, they gain Divine Potential as a bonus feat, granting them a divine rank of 0.

## GILGAMESH

CR 21

XP 409,600

Male human half-god fighter 10/monk 10

LN Medium humanoid (human)

Init +7; Senses Perception +17

### DEFENSE

AC 22, touch 20, flat-footed 18 (+3 Dex, +1 dodge, +6 monk, +2 natural)

hp 244 (20 HD; 10d10+10d8+140)

Fort +21, Ref +13, Will +14 (+17 vs. fear); +2 vs. enchantment

**Defensive Abilities** bravery, improved evasion, slow fall 50 ft.; DR 5/—; **Immune** disease

### OFFENSE

**Speed** 60ft.; fast movement, high jump

**Melee** unarmed strike +27 (1d10+11/19-20) or flurry of blows +28/+28/+23/+23 (1d10+11/19-20)

**Special Attacks** battle rage (7/day, +10 damage, 1 round), stunning fist (12/day, DC 24, fatigued, sickened, stunned), weapon master (20 rounds/day), weapon training (axes +2, natural +1)

**Spell-Like Abilities** (CL 20th; concentration +24)

1/day—*blade barrier* (DC 20), *divine power*, *flame strike* (DC 19), *magic vestment*, *magic weapon*, *power word blind*, *power word kill*, *power word stun*, *spiritual weapon*

### STATISTICS

Str 26, Dex 16, Con 24, Int 16, Wis 18, Cha 18

Base Atk +17; CMB +28 (+30 sunder and trip); CMD 48 (50 vs. sunder and trip)

**Feats** Blind-Flight, Cleave<sup>B</sup>, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Critical (greataxe, unarmed strike)<sup>B</sup>, Improved Initiative, Improved Sunder, Improved Trip<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Improved Vital Strike, Leadership, Mobility, Power Attack, Quick Draw, Stunning Fist<sup>B</sup>, Vital Strike, Weapon Focus (greataxe<sup>B</sup>, unarmed strike), Weapon Specialization (greataxe<sup>B</sup>, unarmed strike)

<sup>B</sup> - Bonus Feats.

**Skills** Acrobatics +16, Climb +21, Diplomacy +14, Escape Artist +16, Handle Animal +17, Intimidate +27, Knowledge (arcana) +13, Knowledge (local) +13, Knowledge (nobility) +13, Knowledge (religion) +16, Perception +17, Sense Motive +17, Stealth +16, Swim +21

**Languages** Common, plus 3 more

**SQ** armor training 2, ki pool (lawful, magic, 9), maneuver



training, war domain, wholeness of body

## HERACLES

CR 21

XP 409,600

Male half-god human fighter 20

LG Medium humanoid (human)

Init +6; Senses Perception +14

### DEFENSE

AC 19, touch 17, flat-footed 12 (+6 Dex, +1 dodge, +2 natural)

hp 274 (20d10+160)

Fort +19, Ref +12, Will +8 (+13 vs. fear)

**Defensive Abilities** bravery; DR 5/—

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +34/+29/+24/+19 (1d8+14/17-20/x3) or unarmed strike +31/+26/+21/+16 (1d3+12)

**Ranged** mwk longbow +31/+26/+21/+16 (1d8+5/19-20/x3)

**Special Attacks** strength surge (5/day, +10), weapon mastery (longsword), weapon training (axes +1, bows +3, heavy blades +4, natural +2)

**Spell-Like Abilities** (CL 20th; concentration +22)

1/day—*bull's strength*, *clenched fist*, *crushing hand*, *enlarge person*, *grasping hand*, *magic vestment*, *righteous might*, *spell immunity*, *stoneskin*

### STATISTICS

Str 26, Dex 22, Con 24, Int 16, Wis 14, Cha 15



**Base Atk** +20; **CMB** +28 (+30 to bull rush, sunder, and trip); **CMD** 45 (47 vs. bull rush, sunder, and trip)

**Feats** Blind-Fight, Combat Expertise, Deflect Arrows, Dodge, Improved Bull Rush<sup>B</sup>, Improved Critical (longbow, longsword)<sup>B</sup>, Improved Sunder<sup>B</sup>, Improved Trip, Improved Unarmed Strike, Mobility, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Rapid Shot, Spring Attack, Stunning Fist, Weapon Focus (longbow, longsword)<sup>B</sup>, Weapon Specialization (longbow, longsword)<sup>B</sup>, Whirlwind Attack<sup>B</sup> - Bonus Feats.

**Skills** Acrobatics +18, Climb +23, Diplomacy +14, Handle Animal +17, Intimidate +17, Perception +14, Ride +21, Sense Motive +14, Survival +17, Swim +23

**Languages** Common, plus 3 more

**SQ** armor mastery, armor training 4, might of the gods (+20 Str, 20 rounds/day), strength domain

**Gear** mwk longsword, mwk longbow with 20 arrows



## CYCLOPS, OLYMPIAN

**CR 8**

**XP** 4,800

**LN** Large humanoid (earth, giant)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

## DEFENSE

**AC** 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

**hp** 114 (12d8+60)

**Fort** +12, **Ref** +7, **Will** +4

**Defensive Abilities** rock catching; **Resist** electricity 20, fire 20

## OFFENSE

**Speed** 40 ft.

**Melee** *huge* +1 warhammer +17/+12 (3d6+13/x3)

**Ranged** rock +12 (2d8+13)

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

**Special Attacks** rock throwing (150 ft.)

## STATISTICS

**Str** 27, **Dex** 16, **Con** 19, **Int** 12, **Wis** 10, **Cha** 10

**Base Atk** +9; **CMB** +18; **CMD** 31

**Feats** Combat Reflexes, Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Power Attack

**Skills** Craft (any one) +24, Craft (all others) +9, Knowledge (engineering) +13, Perception +15; **Racial Modifiers** +8 all Craft checks

**Languages** Common, Giant

**SQ** builder of the gods, oversized weapon

## ECOLOGY

**Environment** warm mountains

**Organization** band (2-5) or clan (8-20, 20% noncombatants)

**Treasure** double standard (*huge* +1 warhammer, other treasure)

## SPECIAL ABILITIES

**Builder of the Gods (Sp)** When crafting an object for a deity, an Olympian cyclops has the innate ability to cast the necessary spells required to forge that item upon a successful Craft check (DC equal to 10 + spell level). This ability only applies to the crafting and forging of magical items and cannot be used at any other time.

**Oversized Weapon (Ex)** An Olympian cyclops is able to wield huge melee weapons without penalty.

Olympian Cyclopes are the assistants to Hephaestus. They help forge the thunderbolts that Zeus uses to send down his wrath upon those who've angered him. Olympian cyclopes are more resilient and more intelligent than the typical mortal cyclopes and are rarely seen outside of the areas that surround Mount Olympus.

## Combat

Cyclopes are generally reclusive, but can turn very violent when defending their homes. They are smart enough to use various strategies and will usually try to split up a group of invaders. They understand the danger of spellcasters and will pick them off first with boulders, if possible.

## DEFILER

**CR 5**

**XP** 1,600

**NE** Medium undead (incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +8

## DEFENSE

**AC** 15, touch 15, flat-footed 14 (+4 deflection +1 Dex)

**hp** 34 (4d8+16)

**Fort** +5, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits



**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** 2 incorporeal touches +4(1d4 Constitution)**Special Attacks** alignment shift**Spell-Like Abilities** (CL 7th; concentration +11)At will—*bane* (DC 15), *cause fear* (DC 15), *contagion* (DC 17), *curse water* (DC 15), *detect evil*, *desecrate*, *dispel magic*, *doom* (DC 15)3/day—*quicken doom* (DC 15)1/day—*dispel good* (DC 19), *unhallow* (DC 19)**STATISTICS****Str** —, **Dex** 12, **Con** —, **Int** 14, **Wis** 13, **Cha** 18**Base Atk** +3; **CMB** —; **CMD** —**Feats** Improved Initiative, Quicken Spell-like Ability (*doom*)**Skills** Fly +16, Intimidate +11, Knowledge (arcana) +9, Knowledge (religion) +9, Perception +8, Stealth +16;**Racial Modifiers** +8 Stealth**Languages** Common**ECOLOGY****Environment** any**Organization** solitary or groups (2-6)**Treasure** none**SPECIAL ABILITIES****Alignment Shift (Su)** A defiler may, at will, forgo damaging an opponents Constitution with a successful touch and instead attempt to change its alignment to that of the power it serves. The target must make a Will save (DC 16) or immediately shift to the new alignment. If the save is successful, the intended victim is immune to that defiler's alignment shift ability for 24 hours. The save DC is Charisma-based.

Defilers are undead minions of Set (or whatever evil gods and demigods fit in your campaign), spreading evil and poisoning all that is pure. They are commonly found desecrating temples to other gods or the tombs of goodly pharaohs. Rather than simple destruction of the living, defilers relish nothing more than spoiling that which is good. They are normally invisible, becoming visible only when they attack or use their spell-like abilities. When visible, defilers appear similar to faceless, wispy and tattered black-cowled robes.

**Combat**

Defilers always first observe those who enter their domain and attempt to discern who is evil and who is not. They ignore all evil characters unless threatened by them, and then they will work to destroy any attackers. Defilers never miss an opportunity to corrupt any good or neutral characters, first by use of their alignment shift abilities. If these fail, they will continue to attack as normal.

**DIVINE MOUNT**

Some of the Mesopotamian deities make use of animal mounts, most notably Adad, Ishtar, and Shamash. While these animals appear as nothing more than the finest specimens of their kind, they are in fact imbued with considerable divine power.

**Creating a Divine Mount**

The divine mount template can be added to any animal (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

**CR** Same as the base creature +5.**Alignment** Changes to match its divine master.**Type** Changes to magical beast. Recalculate BAB for this change.**Senses** Gains darkvision 60 ft. if it did not already have it.**Armor Class** Natural armor improves by +10.**Hit Dice** Change all racial hit dice to d10s. Divine mounts have the maximum number of hit points for each of their hit dice.



**Defensive Abilities** A divine mount gains damage reduction 15/alignment (one opposed to its divine master), and resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance (CR +10), and fast healing 5. All of a divine mounts saving throws receive a +3 bonus.

**Speed** All movement rates increase by +10 ft. Divine mounts gain a fly speed equal to twice their regular fastest speed with perfect maneuverability. If a divine mount already has a fly speed, use the better of the two speed, but a divine mount always fly with perfect maneuverability.

**Special Attack** A divine mount gains the following ability.

**Frightful Presence (Ex)** All divine mounts can manifest their divine might as an awesome physical display that unsettles onlookers. All creatures within 40 feet of the divine mount that view this spectacle must make a Will save (DC 10 + ½ divine mount's HD + divine mounts Cha modifier) or suffer the effects of the frightened condition for 6d6 rounds (the frightened creature will flee as well as it can, even using special abilities or spells to do so, or if it cannot flee, it will fight with a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws). An opponent who succeeds at the saving throw is immune to that divine mount's frightful presence for 24 hours.

**Abilities** Increase from the base creature as follows: Str +4, Dex +0, Con +2, Int +10, Wis +2, Cha +8. Due to the significant increase of the Intelligence score, the divine mount gains the ability to speak, learning languages as dictated by its Intelligence modifier.

**Feats** Divine mounts gain Improved Initiative as a bonus feat.

### ADAD'S BULL

CR 8

XP 4,800

CN Large magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +10

**Aura** frightful presence (DC 13)

#### DEFENSE

**AC** 23, touch 9, flat-footed 23 (+14 natural, -1 size)

**hp** 70 (5d10+20) fast healing 5

**Fort** +11, **Ref** +7, **Will** +5

**DR** 15/law; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 18

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (perfect)

**Melee** gore +10 (2d6+9)

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

#### STATISTICS

**Str** 22, **Dex** 10, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +5; **CMB** +12; **CMD** 22 (26 vs. trip)

**Feats** Improved Initiative, Improved Natural Attack (gore), Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +7, Fly +12, Intimidate +6, Perception +10

**Languages** Common, plus 1 other

#### ECOLOGY

**Environment** any

**Organization** usually accompanies Adad

**Treasure** none

Adad's bull is a magnificent beast, covered in tightly corded muscle and a glistening black hide. The divine bull is extremely wild and prone to attacking those who get too close, but conforms to Adad's commands.

**Carrying Capacity:** A light load for the divine bull is up to 520 pounds; a medium load, 521-1,040 pounds; a heavy load, 1,041-1,560 pounds. The divine bull can drag 7,800 pounds.

### Combat

Adad and his bull work well together in combat. They prefer to plough directly into their adversaries, relying purely on shock tactics to crush any attempt at defense, commonly making use of the Ride-By Attack feat. When Adad uses the Trample feat, his bull uses its headbutt damage in lieu of the mentioned hoof damage. And, as Adad has the Spirited Charge feat, his bull gains the ability to inflict double damage with a successful strike with his headbutt attack when charging.

### ISHTAR'S LION

CR 8

XP 4,800

N Large magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

**Aura** frightful presence (DC 15)

#### DEFENSE

**AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

**hp** 65 (5d10+15) fast healing 5

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

**DR** 15/law; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 18

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** bite +11 (1d8+7 plus grab), 2 claws +11 (1d4+7)

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

**Special Attacks** pounce, rake (2 claws +11, 1d4+7)

#### STATISTICS

**Str** 25, **Dex** 17, **Con** 17, **Int** 12, **Wis** 14, **Cha** 16

**Base Atk** +5; **CMD** +13; **CMD** 26 (30 vs. trip)

**Feats** Improved Initiative, Run, Skill Focus (Perception, Stealth)

**Skills** Acrobatics +15, Perception +13, Stealth +14 (+18 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

**Languages** Common, plus 1 other

#### ECOLOGY

**Environment** any

**Organization** pair; usually accompanies Ishtar

**Treasure** none

In religious art, Ishtar was frequently seen with her divine lions. They came to symbolize her and her dualistic nature; that of a caring, nurturing, parental figure, and that of a cruel, vicious, and frighteningly powerful figure.

**Carrying Capacity:** A light load for a divine lion is up to 800 pounds; a medium load, 801-1,600 pounds; a



heavy load, 1,601-2,400 pounds. A divine lion can drag 12,000 pounds.

## Combat

Ishtar prefers not to let her prized divine lions fight often. She instead likes to summon dire lions to combat for her should she require allies. Should the divine lions engage combat, they would act as a team, using simple but effective tactics like flanking.

### SHAMASH'S TEAM OF HORSES

CR 6

XP 2,400

LN Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

**Aura** frightful presence (DC 15)

#### DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 56 (4d10+16) fast healing 5

**Fort** +11, **Ref** +8, **Will** +6

**DR** 15/law; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 16

#### OFFENSE

**Speed** 70 ft., fly 140 ft. (perfect)

**Melee** bite +8 (1d4+5), 2 hooves +6 (1d6+2)

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

#### STATISTICS

**Str** 20, **Dex** 13, **Con** 19, **Int** 12, **Wis** 15, **Cha** 16

**Base Atk** +4; **CMB** +10; **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Multiattack, Skill Focus (Perception)

**Skills**: Acrobatics +8, Fly +14, Perception +12

**Languages** Common, plus 1 other

#### ECOLOGY

**Environment**: Any land and underground

**Organization**: Usually accompanies Shamash

**Treasure**: None

Shamash's team of divine horses that pulled his Solar Chariot numbered four. They were powerful beasts that pulled the shining vehicle across the morning sky each day, heralding the rising sun.

**Carrying Capacity**: A light load for a divine horse is up to 400 pounds; a medium load, 401-800 pounds; a heavy load, 801-1,200 pounds. A divine horse can drag 6,000 pounds.

## Combat

Horses attached to a chariot are limited in their combat capabilities due to their lack of movement. And, as his divine horses were so precious to him, it was unlikely for Shamash to endanger them in perilous situations such as combat. Thus, Shamash rarely, if ever, used his divine horses in combat.

### DRAKE, DESERT

CR 8

XP 4,800

NE Large dragon (earth)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; **Perception** +12

#### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 103 (9d12+45)

**Fort** +11, **Ref** +8, **Will** +8

**Immune** paralysis, sleep; **Resist** electricity 20

#### OFFENSE

**Speed** 30 ft., burrow 20 ft., fly 60 ft. (average)

**Melee** bite +15 (2d6+9/19-20 plus 1d10 electricity), tail slap +9 (1d8+3 plus push)

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

**Special Attacks** dazzling emergence, push (tail slap, 10 ft.), sandstorm breath, savage bite

#### STATISTICS

**Str** 22, **Dex** 15, **Con** 21, **Int** 8, **Wis** 11, **Cha** 12

**Base Atk** +9; **CMB** +16; **CMD** 28

**Feats** Dazzling Display, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite)

**Skills** Fly +12, Intimidate +13, Perception +12, Stealth +10, Survival +12

**Languages** Draconic

**SQ** speed surge

#### ECOLOGY

**Environment** warm deserts

**Organization** solitary, pair, or rampage (3-12)

**Treasure** standard

#### SPECIAL ABILITIES

**Dazzling Emergence (Ex)** During a surprise round, a desert drake can use Dazzling Display as a standard action.

**Sandstorm Breath (Su)** As a standard action, a desert drake can spit a ball of electrically charged sand that bursts into a cloud.

This attack has a range of 60 feet and deals 3d6 points of damage plus 4d8 points of electricity damage in a 15-foot-radius spread (Reflex DC 19 for half). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as *obscuring mist*. Once a desert drake uses its breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Savage Bite (Ex)** A desert drake applies 1-1/2 times its Strength modifier to damage dealt with its bite attack, and it threatens a critical hit on a 19-20.

**Speed Surge (Ex)** Three times per day as a swift action, a desert drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round. Among the fiercest of their kind, desert drakes exhibit a lust for destruction as merciless as any desert storm. This fierce, ambush predator hunts by finding high perches among rocky outcroppings and surveying their surroundings. When likely prey wanders into sight, a desert drake dives into the sand and burrows toward its quarry or flies low with cover from dunes or other outcroppings. Drawing near the likely path of its victims, it bursts from the sand or dives from above to catch foes off guard, preferring to attack targets that exhibit the most fear first. Before enemies can recover from the initial onslaught, a desert drake exhales a cloud of electrified dust, using its superior senses to press the attack. Mated pairs of desert drakes hunt larger prey and groups of victims, and rampages of the beasts might gather near overland trade routes to devour whole caravans.



A typical desert drake measures 15 feet long from nose to tail tip, has a supple, wormlike build, and weighs about 2,500 pounds.



### DUNE CRAWLER

CR 2

XP 600

N Small monstrous humanoid (earth)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 10 ft.; Perception +5

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)  
**hp** 15 (2d10+4)

**Fort** +2, **Ref** +4, **Will** +3; +8 mind-affecting effects

#### OFFENSE

**Speed** 30ft., burrow 5 ft., climb 10 ft.

**Melee** 2 claws +3 (1d3 plus grab), sting +3 (1d3 plus poison)  
or small spear +3 (1d6/x3), sting +1 (1d3 plus poison)

**Ranged** sling +3 (1d3)

**Special Attacks** trapping

#### STATISTICS

**Str** 10, **Dex** 12, **Con** 14, **Int** 5, **Wis** 11, **Cha** 5

**Base Atk** +2; **CMB** +1; **CMD** 12

**Feats** Multiattack

**Skills** Climb +8, Perception +5, Stealth +9; **Racial Modifiers**  
+4 Stealth

**Languages** Common (illiterate)

**SQ** vermin empathy +3

#### ECOLOGY

**Environment** desert and underground

**Organization** hunting party (20-30), swarm (31-120), or hive (121-200)

**Treasure** usually none (spear)

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

**Trapping (Ex)** If 10 or more dune crawlers work together for at least 10 minutes, they can construct a sinkhole trap. These areas are shallow pits 20 to 30ft. in diameter. Anyone entering these areas must roll a Reflex save (DC19) or slid down into the trap. The victim either ends up down in the dune crawlers' caves or mired waist-deep in sand at the bottom of the pit and very vulnerable to attack.

**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a dune crawler can only use this ability on vermin. A dune crawler gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing dune crawlers to train them as animals. Vermin empathy treats swarms as if they were one creature possessing a single mind—a dune crawler can thus use this ability to influence and direct the actions of swarms with relative ease.

The dune crawler is a strange looking creature. They are somewhat centaurian in build, though their lower half is the body of a small monstrous scorpion. The upper half looks like a dark-skinned, hairless halfling with black insectoid eyes. Despite their appearance, dune crawlers have no spoken language and possess only an insect mentality.

These creatures live in deep underground cave complexes, and they come to the surface only to hunt or to protect their territory. They have no use for treasure and usually toss such items out of their tunnels, littering the nearby landscape with loot. This acts as indirect baiting, as it brings potential victims to their doorstep.

### Combat

Dune crawlers use massive numbers to defeat their foes, swarming around each target and crawling over each other to attack. When hunting, dune crawlers will use sinkhole traps to drop prey directly into their cave complexes.

### EINHERJAR

The valiant dead, einherjar are the souls of warriors who fall in battle. Their souls transported by valkyries to Valhalla where they battle all day and feast all night. This is their immortal life until Ragnarok arrives, and they faces their final end.

### Creating an Einherjar

"Einherjar" is an acquired template added to classed creatures with a base attack bonus of +6 or greater and proficiency with all simple and martial weapons, and



light and medium armors, referred to hereafter as the base creature. Einherjar retain all the statistics of the base creature except as stated below.

**Challenge Rating** Same as the base creature +2.

**Type** The creature's type changes to outsider with the augmented subtype. Do not recalculate class Hit Dice, BAB, or saves.

**Senses** Einherjar gain darkvision 60 ft.

**Armor Class** The natural armor of an einherjar increases by +4.

**Hit Dice** Any racial Hit Dice from the base creature change to d10s. Einherjar possess maximum hit points for all Hit Dice they possess.

**Defensive Abilities** Einherjar gain DR 10/magic plus one material type and one alignment type. They gain immunity to one energy type (acid, cold, electricity, or fire, but not sonic), and resistance 10 to the other four energy types. Einherjar gain fast healing 1. If reduced to 0 hit points in combat the einherjar dies until the end of their daily battle at which point they rise and return to the feasting hall where their fast healing begins working again. They gain spell resistance equal to their CR +10.

**Speed** All speeds of the base creature increase by 10 ft., and they are not slowed by wearing armor. If the base creature can fly, the einherjar's maneuverability improves by step, to a maximum of perfect.

**Ability Scores** Str +6, Dex +4, Con +10, Wis +2, Cha +4.

**Feats** For every four Hit Dice an einherjar possess, they gain a bonus combat feat, including feats normally limited to a specific class.

**Skills** Einherjar gain a +4 bonus to Acrobatics, Climb, Intimidate, Perception, Ride, Sense Motive, and Swim checks during combat.

## SAMPLE EINHERJAR

CR 11

XP 12,800

Male einherjar human barbarian 10

CG Medium outsider (augmented humanoid [human])

**Init** +4; **Senses** darkvision 60 ft.; Perception +15

### DEFENSE

**AC** 27, touch 15, flat-footed 27 (+8 armor, +2 deflection, +4 Dex, +1 dodge, +4 natural, -2 rage)

**hp** 210 (10d12+90); fast healing 1

**Fort** +16, **Ref** +7, **Will** +7

**Defensive Abilities** improved uncanny dodge, trap sense +3, uncanny dodge; **DR** 10/magic and adamantite and lawful, 2/—; **Immune** fire; **Resist** acid 10, cold 10, electricity 10, sonic 10; **SR** 21

### OFFENSE

**Speed** 50 ft.

**Melee** +1 speed greatsword +17/+17/+12 (2d6+24/17-20)

**Ranged** mwk javelin +15/+10 (1d6+8)

**Special Attacks** rage (29 rounds/day), rage powers (low-light vision, no escape, quick reflexes, strength surge, unexpected strike)

**Base Statistics** **AC** 29, touch 17, flat-footed 29; **hp** 190; **Fort** +14, **Will** +5; **Melee** +1 speed greatsword +15/+15/+10 (2d6+21/17-20); **Ranged** mwk javelin +15/+10 (1d6+6);

**Str** 22, **Con** 24; **CMB** +16 (+18 sunder); **CMD** 33 (35 vs. sunder); **Skills** Climb +15\*, Swim +15\*.

### STATISTICS

**Str** 26, **Dex** 18, **Con** 28, **Int** 12, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +18 (+20 sunder); **CMD** 35 (37 vs. sunder)

**Feats** Dodge, Improved Critical (greatsword), Improved Sunder, Mobility, Power Attack, Quick Draw<sup>B</sup>, Weapon Focus (greatsword)<sup>B</sup>, Weapon Specialization (greatsword)<sup>B</sup>  
<sup>B</sup> - Bonus Feats.

**Skills** Acrobatics +15\* (+23 jumping), Climb +17\*, Handle Animal +10, Intimidate +13\*, Perception +15\*, Ride +15\*, Sense Motive +10\*, Survival +10, Swim +17\*. \* +4 in combat.

**Languages** Common, Giant

**SQ** fast movement

**Gear** +1 speed greatsword, mwk javelin (4), +2 mithral breastplate, ring of protection +2



## ELEMENTAL, SAND

Sand elementals are incarnations of the desert sands. They are faster than typical elementals and much more unpredictable.

**Sand Elemental**

**Languages** Terran

### ECOLOGY

**Environment** any (Plane of Earth)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

### SPECIAL ABILITIES



**Earth Glide (Ex)** A sand elemental can glide through all forms of earth and sand (not stone or metal) as easily as a fish through water. Burrowing leaves no tunnel, hole, ripple or sign of his presence.

**Earth Mastery (Ex)** A sand elemental gains a +1 bonus to attack and damage rolls if both it and its opponent are touching ground. It receives a -4 penalty to attack and damage rolls if its opponent is airborne or waterborne. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

**Wall of Sand (Su)** Sand elementals may summon forth a wall of sand (see Chapter 10) to use for effectively blocking off or enclosing opponents so it may remain in combat against them.

## SAND ELEMENTAL, SMALL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

### DEFENSE

**AC** 17, touch 11, flat-footed 17 (+6 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +6 (1d3+3 plus push)

**Special Attacks** earth mastery, push (slam, 5 ft.), wall of sand

### STATISTICS

**Str** 16, **Dex** 10, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Power Attack

**Skills** Climb +8, Perception +5, Stealth +9

## SAND ELEMENTAL, MEDIUM

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

### DEFENSE

**AC** 19, touch 10, flat-footed 19 (+9 natural)

**hp** (4d10+12)

**Fort** +7, **Ref** +4, **Will** +1

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +9 (1d4+5 plus push)

**Special Attacks** earth mastery, push (slam, 5 ft.), wall of sand

### STATISTICS

**Str** 20, **Dex** 10, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 19

**Feats** Cleave, Power Attack

**Skills** Climb +12, Perception +7, Stealth +7

## SAND ELEMENTAL, LARGE

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.

Perception +11

### DEFENSE

**AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +6, **Will** +4

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +14 (1d6+7 plus push)

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

**Special Attacks** earth mastery, push (slam, 5 ft.), wall of sand

### STATISTICS

**Str** 24, **Dex** 10, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +16; **CMD** 26

**Feats** Cleave, Improved Initiative, Iron Will, Power Attack

**Skills** Acrobatics +11, Climb +18, Perception +11, Stealth +7

## SAND ELEMENTAL, HUGE

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

### DEFENSE

**AC** 20, touch 8, flat-footed 20 (+12 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +7, **Will** +5

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +17 (1d8+9 plus push)

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

**Special Attacks** earth mastery, push (slam, 10 ft.), wall of sand

### STATISTICS

**Str** 28, **Dex** 10, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 31

**Feats** Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack

**Skills** Acrobatics +13, Climb +22, Perception +13, Stealth +5

## SAND ELEMENTAL, GREATER

CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**hp** 136 (13d10+65)

**Fort** +13, **Ref** +8, **Will** +6

**DR** 10/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +21 (2d6+10 plus push/19-20)

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

**Special Attacks** earth mastery, push (slam, 10 ft.), wall of sand

### STATISTICS

**Str** 30, **Dex** 10, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +25; **CMD** 35

**Feats** Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Iron



Will, Power Attack  
**Skills** Acrobatics +16, Climb +26, Perception +16, Stealth +8, Survival +16

## SAND ELEMENTAL, ELDER

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +19

### DEFENSE

**AC** 24, touch 8, flat-footed 24 (+16 natural, -2 size)

**hp** 168 (16d10+80)

**Fort** +15, **Ref** +10, **Will** +7

**DR** 10/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +26 (2d6+12 plus push/19-20)

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

**Special Attacks** earth mastery, push (slam, 15 ft.) wall of sand

### STATISTICS

**Str** 34, **Dex** 10, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +30; **CMD** 40

**Feats** Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Iron Will, Power Attack

**Skills** Acrobatics +19, Climb +31, Perception +19, Sense Motive +19, Stealth +11, Survival +19

## Combat

Despite the slow speed, a sand elemental is a formidable force. It may travel through sand as easily as humans walk upon the ground. It may travel across any area as long as sand is present, such as the desert, beach, or ocean floor.

Elemental	Height	Weight
Small	3 ft.	80 lbs.
Medium	7 ft.	650 lbs.
Large	15 ft.	5000 lbs.
Huge	30 ft.	43,000 lbs.
Greater	36 ft.	50,000 lbs.
Elder	40 ft.	55,000 lbs.

## FAFNIR THE TERROR

CR 22

XP 615,000

CE Gargantuan dragon (fire)

**Init** +4; **Senses** dragon senses; Perception +40

**Aura** frightful presence (330 ft., DC 39)

### DEFENSE

**AC** 42, touch 6, flat-footed 42 (+36 natural, -4 size)

**hp** 610 (37d12+370)

**Fort** +30, **Ref** +20, **Will** +27

**Defensive Abilities** rock catching; **DR** 15/holy; **Immune** fire, paralysis, sleep; **SR** 33

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed:** 40ft., fly 200ft. (clumsy)

**Melee** bite +48 (4d6+22), 2 claws +48 (2d8+15), 2 wings +46 (2d6+7), tail slap +46 (2d8+22)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60 ft. cone, DC 38, 22d10 fire), crush (up to medium, 4d6+22, DC 38), tail sweep (up to small, 2d6+22, DC 38)

**Spell-Like Abilities** (CL 37th; concentration +44)

At will—*locate object*

3/day—*suggestion* (DC 20)

1/day—*discern location*, *eyebite* (DC 23)

### STATISTICS

**Str** 41, **Dex** 10, **Con** 31, **Int** 24, **Wis** 25, **Cha** 24

**Base Atk** +37; **CMB** +56; **CMD** 66 (70 vs. trip)

**Feats** Ability Focus (frightful presence), Alertness, Cleave, Extended Breath Weapon, Extra Breath Weapon, Flyby Attack, Greater Vital Strike, Hover, Improved Ability Focus (frightful presence), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Snatch, Towering Attacker, Towering Defender, Vital Strike, Wingover

**Skills** Acrobatics +37, Appraise +45, Bluff +45, Climb +40, Craft (trapmaking) +35, Diplomacy +35, Fly +26, Intimidate +45, Knowledge (arcana) +35, Knowledge (dungeoneering) +35, Knowledge (nature) +15, Knowledge (planes) +20, Perception +40, Sense Motive +50, Spellcraft +35, Stealth





+28, Survival +35, Use Magic Device +31

**Languages** Abyssal, Common, Draconic, Giant, Infernal

#### ECOLOGY

**Environment** any (Nastrond)

**Organization** solitary (unique)

**Treasure** quadruple standard

#### SPECIAL ABILITIES

**Extended Breath Weapon (Feat)** Fafnir may divide his breath weapon into two separate attacks, which must take place within one round of each other. Each use causes only half damage, and both blasts can be targeted separately. Fafnir must recharge his breath weapon as normal, only after the second attack has been made.

**Extra Breath Weapon (Feat)** Fafnir keeps a small amount of the internal arcane energies used to create a dragon's breath weapon in reserve. Once per day after using his breath weapon, Fafnir may employ his breath weapon again without waiting the normally required 1d4 rounds.

**Improved Ability Focus (Feat)** Fafnir's presence and demeanor further enhances the effects of frightful presence. The save DC to resist increases by +2.

**Towering Attacker (Feat)** Fafnir learned to fight smaller foes when he was still a giant and retains those memories. When fighting Medium-size or smaller creatures, he gains a +1 bonus on all attack rolls with melee attacks. He also is able to put more force into those blows and deals an additional +2 damage against Medium-size or smaller creatures in melee.

**Towering Defender (Feat)** Fafnir retains his memories on effectively defending his lower flanks from smaller attackers. When he is attacked by a Medium-size or smaller creature in melee, he gains a +2 circumstance bonus to AC by moving his legs and stomping down towards his attackers to keep them from making effective strikes against his extremities.

Fafnir was once a greedy giant who coveted treasure. After stealing the cursed treasure of the dwarf Andarvi, he was slowly *shapechanged* into a dragon. His obsession with acquiring treasure and guarding his hoard has driven him deep underground where the waters from a mystical pool have mutated him further so he no longer needs sustenance or air to exist. Legends claim that Sigurd will infiltrate his lair and slay him to acquire the fabled Ring of the Nibelung.

## Combat

Over the long years Fafnir has learned the ways of dragons. Although he retains a few of the skills he knew as a giant, he has now mastered the art of draconic combat and has combined both giant and dragon cunning into creating a number of truly devious traps and threats within his lair.

### FALSE IDOL

The deities or ethos of deception do not always need followers to worship them. Instead they sometimes seek to keep people distracted, preventing them from accepting the salvation offered by other deities; other times they simply enjoy a good swindle. They promote

false messiahs and elevate common men so that they have a force and divine favor that people will recognize and believe in. They eventually ruin the lives of their participants often financially as well as destroying the relationships they have with family and friends. They also put the souls of their followers at risk when they abandon the true divine powers of the world. Creatures that have been bestowed this status are known as false idol creatures once their true nature is exposed, unfortunately there is no outward sign.

## Creating a False Idol Creature

"False idol" is an acquired template that can be added to any intelligent creature who can speak and has a language. A false idol creature uses all the base creature's statistics and special abilities except as noted here.

**CR:** +2

**Alignment:** Always chaotic evil.

**Size and Type:** The creature's type changes to outsider with the appropriate augmented subtype. Do not recalculate Hit Dice, base attack bonuses, saves, or skill points. Size is unchanged.

**Special Abilities:** A false idol creature retains all the special abilities of the base creature, and gains the special abilities as described below.

**Bound to the Faith (Su):** Due to its reliance on faith, a false idol creature suffers a -4 penalty on saving throws against any divine spell or effect, and suffers +50% damage from any divine source. In addition, it can be rebuked or commanded as an undead creature as though it had only 1/2 the total Hit Dice (character level) it actually possesses. Establishing command over the false idol creature is performed as described in the Command Undead feat, and uses one of the cleric's or paladin's daily channel energy abilities.

**Charming Gaze (Su):** Any creature within 30 feet of the false idol creature must succeed on a Will save (DC 10 + 1/2 the false idol's HD + its Cha modifier) or be affected as though by the *charm monster* spell (CL equal to the false idol's CR).

**Faith's Power (Su):** Once each month, determine the average of creatures that worshipped the false idol that month. For every 20 creatures with an Intelligence of 6 or higher that worshipping it, it gains 1 false faith point. The false idol creature gains a circumstance bonus equal to its false faith points on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the false idol creature gains 5 temporary hit points for each false faith point it possesses. The false idol creature is also treated as variables (such as spellcasting) for each false faith level possessed. The maximum number of false faith points it can possess at any one time is equal to half its CR (minimum 1).

**False Divinity (Su):** Each false idol creature chooses one cleric domain (or subdomain) and gains the domain spells of that domain as spell-like abilities if she could cast them (CL equal to her CR). Each of these abilities can be used 3 times per day. The false idol creature also



gains the domain's granted powers as a cleric equal to her CR. It cannot select Good or Law as domains.

**Favored of the Idol (Su):** For every false faith point the false idol creature possesses it may grant power to a follower in a divine class such as anti-paladin, cleric, inquisitor, oracle, warpriest, etc. This divine power is actually granted by the deities or ethos of deception; the followers can only gain access to domains (and other powers associated with that setting's deity or ethos of deception) and this favored one becomes fully aware of the true nature of the false idol.

**Mark of the Idol (Su):** A false idol creature can grant worthy servants a measure of its power. As a full-round action, a false idol creature can touch a willing creature, marking it with a unique symbol. For as long as the creature is marked, it gains a spell-like ability it can use once per day. This spell-like ability comes from the false idol creature's chosen domain (see false divinity, above).

The target can also telepathically communicate with the false idol creature over any distance while on the same plane. A false idol creature can dismiss its mark as a standard action, no matter where the bearer is. It can also, as a standard action, cause pain to a mark bearer that deals 1d6 points of damage/2 HD with no saving throw. A false idol creature can mark multiple creatures, up to a number equal to its Hit Dice.

**Abilities:** Increase from the base creature as follows:

Dex +4 (+2 to ranged attack rolls; AC and touch AC, Initiative, and Reflex saves. +2 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks, add +2 to any of the base creature's Dexterity-based DCs), +4 Cha (+2 to Bluff, Diplomacy,

Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device checks; attempts to influence others, and as one level higher for the purpose of level-dependent Channel Energy DCs, +2 to any of the base creature's Charisma-based DCs).

## POX OF THE PALE

CR 11

XP 12,800

False Idol Leukodaemon

CE Large outsider (daemon, evil, extraplanar)

**Init** +13; **Senses** darkvision 60 ft., *deathwatch*, *detect good*; Perception +24

**Aura** charming gaze (30 ft., DC 20), infectious aura (50 ft.)

### DEFENSE

**AC** 24, touch 18, flat-footed 16 (+9 Dex, +7 natural, -1 size)

**hp** 125 (10d10+60+10)

**Fort** +11, **Ref** +18, **Will** +14

**DR** 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 20

**Weakness** bound to faith

### OFFENSE

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

**Melee** bite +18 (1d8+7), 2 claws +18 (1d6+7)

**Ranged** +1 *composite longbow* +22/+17 (2d6+8/x3 plus contagion)

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

**Special Attacks** breath of flies, faith's power (2 false faith

points), false divinity (corruption),

**Spell-Like Abilities** (CL 12th; concentration +15)

**Constant**—*deathwatch*, *detect good*

**At will**—*contagion* (DC 19), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

**3/day**—*bestow curse*, *greater* (DC 21), *dispel good*, *magic circle against good*, *protection from good*, *unholy blight* (DC 19)

**1/day**—*harm* (DC 21), *summon* (level 3, 1 leukodaemon only, 35%)

### STATISTICS

**Str** 25, **Dex** 28, **Con** 23, **Int** 16, **Wis** 21, **Cha** 20

**Base Atk** +10; **CMB** +20; **CMD** 39

**Feats** Alertness, Hover, Improved Initiative, Point-Blank Shot, Weapon Focus (longbow)

**Skills** Fly +22, Heal +20, Intimidate +20, Knowledge (planes) +18, Perception +24, Sense Motive +24, Stealth +20, Survival\* +17, Use Magic Device +20

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

### SPECIAL ABILITIES

**Breath of Flies** Once per minute as a standard action, Pox can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 8d6 points of slashing damage. A DC 21 Reflex save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a DC 21 Reflex save to avoid taking 4d6 points of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect. The save DCs are Constitution based.

**Contagion (Su):** Any arrow Pox fires from a bow is tainted with disease. If a creature is damaged by Pox's arrow, it must make a DC 21 Fortitude save or be affected as if by the spell contagion. Pox can manifest arrows at will and never runs out of ammunition.

**Infectious Aura (Su)** All creatures within 50 feet of Pox take a -4 penalty on Fortitude saves against disease effects.

**Touch of Evil (Sp):** Pox can cause a creature to become sickened as a melee touch attack. Creatures sickened by his touch count as good for the purposes of spells with the evil descriptor. This ability lasts for 5 rounds. He can use this ability 8 times per day.

**Spark of Malfeasance (Su):** Pox can awaken the sinful desires of a target within 30 feet with a ranged touch attack. The target suffers extreme guilt and is sickened for 5 rounds. To end the effect earlier, the target can willingly commit an evil act (if it is of good alignment) or attempt a Will save (DC 20) at the beginning of its turn each round. Creatures that succeed at their saving throws are immune to this ability for 24 hours.

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary or wake (2-10)

**Treasure** standard (+1 *composite longbow*, other treasure)

**Before Combat** Pox of the Pale has gathered 50 followers



who worship him as a deity that defends the followers from disease, and inflicts disease upon the enemies of the followers. If he believes he will lose control of his followers he will hold a feast of infected food, denying them salvation and the other divine powers the souls of the faithful (these faith points are already included in his stat block). Beyond this he will cast *protection from good*.

**During Combat** Pox always likes to make use of its breath of flies as soon as it can followed by arrows from its bow to hit each target. It then often simply flees, using its teleportation ability, returning each day to observe the progress of its disease. If a divine character is present who can heal the disease, it often strikes hard and fast until that character is dead.

**Morale** Pox is very practical and makes good use of its teleportation ability so that it can live to fight another day.



## FENRIS WOLF

CR 15

XP 51,200

CE Huge outsider (chaotic, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +23

### DEFENSE

AC 29, touch 13, flat-footed 24 (+4 Dex, +1 dodge, +16

natural, -2 size)

**hp** 250 (20d10+140) fast healing 10

**Fort** +13, **Ref** +16, **Will** +12; +4 vs. poison

**DR** 15/epic; **Immune** charm, electricity, fear; **Resist** acid 20, cold 20, fire 20; **SR** 26

### OFFENSE

**Speed** 60ft.

**Melee** 3 bites +31 (3d6+12 plus grab or trip/19-20)

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

**Special Attacks** swallow whole (2d8+16 plus 3d6 acid, AC 18, hp 25)

### STATISTICS

**Str** 34, **Dex** 19, **Con** 24, **Int** 14, **Wis** 10, **Cha** 10

**Base Atk** +20; **CMB** +34 (+36 bull rush, +38 grab); **CMD** 49 (51 vs. bull rush, 53 vs. trip)

**Feats** Awesome Blow, Dodge, Fearsome Bearing, Improved Critical (bite), Improved Bull Rush, Improved Initiative, Mobility, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +27, Bluff +23, Diplomacy +23, Intimidate +23, Perception +23, Sense Motive +23, Stealth +25, Survival +23

**Language** Abyssal, Draconic, Infernal

### ECOLOGY

**Environment** any (Asgard)

**Organization** solitary(Unique)

**Treasure** none

### SPECIAL ABILITIES

**Fearsome Bearing (Feat)** Because of his foreboding and gruesome appearance, once per combat as a free action, Fenris may make an Intimidate check. Any creature with half or fewer Hit Dice than he must make a Will save (DC equal to the Intimidate check result) or suffer a -2 morale penalty to all attacks for the encounter's duration or until Fenris flees or is defeated.

A truly monstrous creature, the Fenris Wolf resembles a huge dire wolf with a spark of intelligence and maliciousness behind his yellow eyes. He lives in Asgard due to a law that proclaims that any offspring of the gods (in this case Loki's) may dwell there unmolested by any god. Unfortunately, such a dangerous creature could not be allowed to roam free. The gods crafted the strongest iron chain known and attached it to Fenris. He easily broke this first chain, Laeding, so the gods then crafted a second chain, Dromi. This chain was twice as strong as the first, but Fenris had grown in strength since he had broken Laeding and knew he would have to expose himself to danger in order to become famous. He allowed the gods to put the fetter upon him and then struggled and shook until the chain flew apart.

After this attempt, the gods decided to send Skirnir to the dwarves to have them to craft bindings that would be able to hold Fenris. So the dwarves fashioned a silken bond named Glepnir out of six things: the sound of a cat's footfalls, the beard of a maiden, the roots of a mountain, the dreams of a bear, the breath of a fish and the spittle of a bird. The gods then brought this silken bond before Fenris and bade him attempt to break it. The gods tried to convince Fenris to allow them to bind him



with this silken bond, telling him that if he weren't able to break free, then they would have no reason to fear him. Wary of treachery and aware that there was likely some magic in the silken bond, Fenris said he would agree only if one of the gods consented to place his hand in his mouth. Tyr stepped forward and placed his right hand between the wolf's jaws while the gods fastened Gleipnir to Fenris and he attempted to break free.

As he struggled to free himself, the bond only got tighter. When he realized he could not break free, he closed his jaw and severed Tyr's right hand. When the gods realized he was truly bound they attached Gleipnir to a heavy chain called Gelgia and then ran it through a hole in a large rock called Gioll. Fenris opened his mouth extraordinarily wide and attempted to bite the gods while they were securing the chain. The gods then placed a sword in his jaw, its hilt in his lower jaw and its point in his upper. Fenris howls terribly, and the saliva running from his mouth forms a river. He remains chained there until Ragnarok.

## Combat

The Fenris wolf is extremely quick and agile in battle, which allows him to make multiple bite attacks on up to three different opponents in the same round. He fears no god and thinks all mortals are puny at best. He loves to fight but is leery of spellcasters, so he will usually attempt to swallow them whole at the first opportunity.

### FLESHBANE SWARM

CR 2

XP 600

N Tiny vermin (swarm)

Init +3; Senses darkvision 60 ft.; Perception +0

#### DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 13 (3d8)

Fort +3, Ref +6, Will +1

**Defensive Abilities** half damage from slashing and piercing;

**Immune** mind-affecting effects, swarm traits

**Weaknesses** swarm traits

#### OFFENSE

**Speed** 15 ft., climb 5 ft.

**Melee** swarm (2d6 plus fleshburrow and distraction)

Space 10 ft.; Reach 0 ft.

**Special Attacks** distraction (DC 11)

#### STATISTICS

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +2; CMB —; CMD —

**Skills** Climb +3

#### ECOLOGY

**Environment** any desert or underground

**Organization** solitary, tangle (2-10 swarms), colony (11-50 swarms), hive (51-100 swarms)

**Treasure:** None

#### SPECIAL ABILITIES

**Fleshburrow (Ex)** Upon making a successful attack, a fleshbane penetrates the skin of its target and begins burrowing its way through the target's body in an attempt to reach the heart. The target must make a successful

Reflex save to shake the scarab loose and prevent it from tunneling into the target's flesh. Failure means that the fleshbane will reach the heart in 1d4 rounds unless surgically removed before then. If it cannot be removed, the subject dies one round after the scarab reaches and begins to consume the heart.

Fleshbanes are a breed of desert scarab that feeds on the flesh of animals, earning them the nickname of "desert piranha." A fleshbane tunnels its way into an animal's body to consume the heart first, then eats its way from the inside out. While typically encountered in large numbers, it is not unusual for a colony (or even an entire hive) to be placed in an underground tomb in a form of temporal stasis to guard against tomb robbers. When the robbers gain entry to a specific chamber, the spell is broken and the fleshbanes descend upon the unfortunate individuals. A colony of 50 fleshbanes is capable of completely consuming a desert oryx in less than 5 minutes, while a hive will strip it to bone in mere seconds. A fleshbane will attack any living creature it deems to be food.





## FUNERARY GOLEM

Among many of the rich and powerful, and those with rich and powerful families and friends that wish to see their loved ones undisturbed after death, funerary golems are considered the last line of defense against tomb raiders, necromancers, and ghouls. While this occasionally causes problems for those left behind (a funerary golem doesn't care if you didn't MEAN to leave Uncle Basalt's noble sigil in the casket when he passed away, it's not letting you get it back), it also provides eternal protection with a guardian that does not age, stave, choke, or grow bored.

A funerary golem is built in the form of a sarcophagus, usually given an appearance matching the dead held within or a religious figure appropriate to the beliefs of the passed, into which a fully-sealed coffin (and in some cases up to three nested layers of coffins) are placed. Once the funerary golem is closed, it is designed to literally never open. Lead seals make the closure airtight, and the magic of the golem fuses the lid to the rest of its frame permanently. To access the remains within the golem need to not just be defeated, it must be smashed open. In extreme cases, smaller funerary golems (often funerary wood golems) are used as additional layers of protection and are sealed within the larger golem.

A funerary golem is passive until a resident corpse is placed within it, and the golem is shut forever. In most cases, a funerary golem does not react when other creatures enter the tomb it resides in as long as they make no effort to touch or effect the golem or its contents. For cultures where tombs are places of worship or offerings are made at them, the golem is often roped off for the safety of visitors. Of course another function of funerary golems is to entomb undead that defy permanent destruction, and these funerary golems are generally set to attack any creature that comes within 120 feet of them. In either case this instruction is set when the funereally golem receives its charge, and cannot be changed.

### Creating a funerary golem creature

Any golem can be a funerary golem.

**CR:** +2

**Hit Dice:** The funerary golem's hit die do not change, but it does gain bonus hit points equal to its new CR total x2.

**Attacks:** A funerary golem has the same number of attacks at the base golem, though they may deal a different damage type depending on the form of the golem (slashing instead of bludgeoning, for example). It additionally gains a bite attack it can use whenever it takes a full attack action.

**DR:** A funerary golem does not gain DR, but if the base golem has it the value of the DR is increased by +3.

**Save DCs:** The save DC of any spell, spell-like ability, or supernatural ability the funerary golem has increases by +1.

**Feats:** A funerary golem gains improved Disarm as a bonus feat, though it can only use it with a bite attack.

### Special Abilities

The funeral golem gains the following special abilities.

**Ethereal Tomb (Su):** A funerary golem's physical form extends into the ethereal plane, as if it was a force effect. Teleportation, etherealness, and even being incorporeal do not allow a creature to bypass the physical form of a funerary golem, even after it has been deactivated. Only by cracking its shell, exposing its interior to the air, causes this effect to end.

**Immobile (Su):** A funerary golem cannot be moved against its will by any force when it is in its assigned tomb. This includes telekinesis, teleportation, plane travel, and even bull rush. Funerary golems rarely leave their assigned tombs, though they will do so if it is the only way to protect their contents.

**Involuntary Offering:** Whenever the funerary golem succeeds at a bite attack against a foe, it can immediately make a disarm combat maneuver as a free action. If the maneuver is successful, the disarmed object may be swallowed, becoming part of the golem's contents. The golem does not swallow anything that would clearly damage its existing contents.

**Undead Bane:** All of a funerary golems attacks act as if they had the bane magic weapon ability against undead. Additionally, the golem gains a favored enemy bonus (as the ranger class feature) equal to 1/3 the golem's final CR against undead, clerics with the death domain, and anyone who has ever taken anything of value from a formal tomb or grave.

### Construction

Creating a funerary golem takes more effort than creating a typical golem of the same type. All materials used in a funerary golem's construction cost 10% more than for a standard golem, and additional incenses and oils costing 100 gp per CR of the final golem also be used. In addition to the standard spells, creating a funerary golem requires casting *deathwatch* and *gentle repose*, both once each day. If the golem has a final CR of 13 or higher, *death to undeath* must also be cast once.

### STONE FUNERARY GOLEM

**CR 13**

**XP 12,800**

**N** Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

#### DEFENSE

**AC** 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

**hp** 133 (14d10+30+26)

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

**DR** 13/adamantine; **Immune** construct traits, magic

#### OFFENSE

**Speed** 20 ft.

**Melee** 1 slams +22 (2d10+9) and 1 axe +22 (2d10+9) and 1 bite +22 (1d8+9 plus disarm)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** slow

#### STATISTICS

**Str** 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +14; **CMB** +24 (+26 disarm); **CMD** 33 (35 vs. disarm)



## ECOLOGY

**Environment** tombs and cathedrals

**Organization** solitary

**Treasure** double normal (all internal)

## SPECIAL ABILITIES

*Eternal Tomb:* See above.

*Immunity to Magic (Ex)* A stone funerary golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

*Immobile:* see above.

*Involuntary Offering:* See above.

*Slow (Su)* A stone funerary golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 18 Will save to negate. The save DC is Constitution-based.

*Undead Bane:* See above.

Like most golems, a stone funerary golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 7 feet tall and weighs around 2,000 pounds.

## GIANT, DESERT

CR 9

XP 6,400

LN Large humanoid (giant)

**Init** +3; **Senses** low-light vision; **Perception** +9

## DEFENSE

**AC** 24, touch 13, flat-footed 20 (+2 armor, +3 Dex, +1 dodge, +9 natural, -1 size)

**hp** 123 (13d8+65)

**Fort** +9, **Ref** +11, **Will** +5

**Defensive Abilities** rock catching; **Immune** fire

## OFFENSE

**Speed** 50 ft.

**Melee** mwk scimitars +16/+16/+11/+11 (1d8+8/15-20) or 2 slams +16 (1d8+8)

**Ranged** rock +11 (1d8+8)

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

**Special Attacks** rock throwing (100 ft.), scimitar training

## STATISTICS

**Str** 26, **Dex** 17, **Con** 21, **Int** 13, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +18; **CMD** 32 (36 vs. disarm and sunder)

**Feats** Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Focus (scimitar)

**Skills** Acrobatics +16 (+24 when jumping), Intimidate +11, Perception +9, Survival +17

**Languages** Common, Giant

**SQ** sandwalking

## ECOLOGY

**Environment** warm desert

**Organization** solitary, gang (2-4), band (5-8), raiding party

(9-12 plus 1 fighter of 1st-3rd level), or tribe (10-30 plus 35% noncombatants, 1-3 clerics of 2nd-4th level, 2-4 fighters of 1st-3rd level, and 1 fighter sheik of 4th-6th level, 50% chance of 10-20 human slaves)

**Treasure** standard (2 masterwork scimitars, leather armor, other treasure)

## SPECIAL ABILITIES

**Sandwalking (Ex)** A desert giant travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

**Scimitar Training (Ex)** All desert giants are proficient with scimitars, and can wield them as if they were light weapons. A desert giant adds its full Strength bonus to attacks made with a scimitar wielded in its off hand, and gains a +4 bonus to CMD versus disarm and sunder attempts when fighting with a scimitar in each hand. Desert giants rove the stark and majestic sands, rarely dwelling in permanent camps. They roam from oasis to oasis, sleeping beneath the stars or in easily dismantled yurts, breaking camp as whim strikes or when food sources grow scarce.

Desert giants stand 15 feet tall on average, but have slender builds and rarely weigh more than 2,000 pounds, a fact that greatly contributes to their grace and speed. The giants favor loose robes with keffiyehs for protection from the scouring desert winds, as well as traveling leathers worn beneath the robes. They require little water, and are able to survive for as long as 2 weeks on food alone. When such goods are available, they drink water, milk, and juices in prodigious amounts, but they spurn beer, wine, and stronger spirits. The bulk of their diet comes from figs, olives, and similar bounty of the oases, supplemented by meat if required. The eldest desert giants live as long as 300 years. Despite their nomadic ways, desert giants guard their territory fiercely, driving away all interlopers, whether intelligent or bestial.

## GIANT, MOUNTAIN

CR 13

XP 25,600

N Huge humanoid (giant)

**Init** +2; **Senses** low-light vision; **Perception** +29

## DEFENSE

**AC** 21, touch 8, flat-footed 19 (+2 Dex, +11 natural, -2 size)

**hp** 189 (18d8+108)

**Fort** +17, **Ref** +8, **Will** +8

**Defensive Abilities** rock catching

## OFFENSE

**Speed** 40 ft.

**Melee** gargantuan mwk greatsword +26/+21/+16 (6d6+21/19-20) or gargantuan mwk greatclub +26/+21/+16 (4d8+21)

**Ranged** rock +14 (2d8+21)

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

**Special Attacks** rock throwing (150 ft.)

## STATISTICS

**Str** 38, **Dex** 14, **Con** 22, **Int** 15, **Wis** 15, **Cha** 15

**Base Atk** +13; **CMB** +29; **CMD** 41

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull



Rush, Improved Sunder, Intimidating Prowess, Power Attack, Skill Focus (Perception, Stealth)

**Skills** Climb +34, Intimidate +20, Perception +29, Stealth +16, Survival +23

**Languages** Common, Giant, Terran

**SQ** oversized weapon

## ECOLOGY

**Environment** any mountains

**Organization** solitary, gang or family (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9 plus 1 elder), or tribe (21-30 plus 35% noncombatants plus 1-3 elders)

**Treasure** standard (mwk greatsword or mwk greatclub, other treasure)

## SPECIAL ABILITIES

**Oversized Weapon (Ex)** Mountain giants can wield gargantuan melee weapons without the usual -2 size penalty.

Mountain giants are a semi-reclusive race found only in the highest and deepest mountains. They are smarter and tougher than most giants and use their abilities to avoid contact with others. Their muscular and chiseled skin is dark with gray tones patterned so they blend into their surroundings. With lean faces and full beards, they appear quite menacing to those unaccustomed with their race. They prefer to wear tough, thick animal hides as a measure of practicality due to the harshness of their environment. Mountain giants share a kinship with stone giants and have good trade relations with them. The average adult male mountain giant stands 19-20 ft. tall and weighs approximately 9,000-11,000 lbs. Females are only slightly shorter and lighter. Mountains giants can live to be 500 years old and speak Giant and Common.

## Combat

Mountain giants typically carry either gargantuan greatswords or massive clubs for protection against the few creatures that can actually challenge them.

### GIANT, OCEAN

CR 14

XP 38,400

CG or CE Huge humanoid (aquatic, giant)

**Init** +4; **Senses** low-light vision; Perception +24

## DEFENSE

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 218 (19d8 + 133)

**Fort** +18, **Ref** +8, **Will** +10

**Resist** cold 30, electricity 30

## OFFENSE

**Speed** 50 ft., swim 40 ft.

**Melee** mwk trident +29/+24/+1 9 (3d6 +22) or 2 slams +27 (2d6+1 5)

**Ranged** rock +13 (2d8+22)

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

**Special Attacks** conch focus, rock throwing (110 ft.)

**Spell-Like Abilities** (CL 14th; concentration +18)

Constant – *freedom of movement*

3/day – *aqueous orb* (DC 17), *control winds* (DC 19), *shout*



(DC 18), *summon nature's ally VII* (swimming creatures only), *water breathing*

1/day – *vortex* (DC 20)

## STATISTICS

**Str** 40, **Dex** 11, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +14; **CMB** +31 (+33 bull rush); **CMD** 41 (43 vs. bull rush)

**Feats** Augment Summoning 6 (with conch), Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Pro ficiency (trident), Power Attack, Vital Strike, Weapon Focus (trident)

**Skills** Intimidate +1 7, Knowledge (nature) +11, Perception +24, Perform (wind) +13, Survival +14, Swim +24

**Languages** Aquan, Common, Giant

**SQ** amphibious

## ECOLOGY

**Environment** any ocean s

**Organization** solitary, gang (2-5), family (2-5 plus 3-5 noncombatants and 1 druid or sorcerer of 4th-7th level)

**Treasure** standard (mwk trident, other treasure)

## SPECIAL ABILITIES

**Conch Focus (Su)** When holding its conch, an ocean giant



can cast *great shout* (DC 22) instead of shout, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement

Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails. Each ocean giant carries a handcrafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.



## MINION OF KUR (GALLA)

CR 10

XP 9,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., find target; **Perception** +20

### DEFENSE

**AC** 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)

**hp** 95 (10d10+40)

**Fort** +7, **Ref** +11, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +15 (1d6+5), bite +15 (1d6+5)

**Special Attacks** abduction, taint

**Spell-Like Abilities** (CL 15th; concentration +17)

At will—*clairaudience/clairvoyance*, *deeper darkness*, *detect good*, *greater teleport* (self plus 50 pounds of objects only), *telekinesis*

1/day—*haste*, summon (level 4, 1 galla 40%)

### STATISTICS

**Str** 20, **Dex** 18, **Con** 18, **Int** 15, **Wis** 16, **Cha** 14

**Base Atk** +10; **CMB** +15; **CMD** 29

**Feats** Ability Focus (taint), Alertness, Cleave, Power Attack, Skill Focus (Survival)

**Skills** Bluff +12, Diplomacy +12, Knowledge (arcana) +9, Knowledge (planes) +12, Knowledge (religion) +12, Perception +20, Sense Motive +20, Spellcraft +12, Stealth +15, Survival +22

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### ECOLOGY

**Environment** any land and underground

**Organization** solitary, gang (1d4+1), or squad (1d6+4)

**Treasure** standard

### SPECIAL ABILITIES

**Abduction (Sp)** A galla can *plane shift* itself at will. Once per day it can also *plane shift* with a single unwilling creature it touches (usually by means of a touch attack). This creature must make a Will saving throw (DC 19) to resist this abduction (spell resistance also applies) or it will find itself in Kur, in all probability facing Ereshkigal, Nergal, or some other powerful denizen of the netherworld.

**Find Target (Sp)** When ordered to find a creature, a galla does so unerringly, as though guided by *discern location*.

**Taint (Su)** Once per round, a galla may attempt to taint any creature successfully struck by one of its natural attacks with a nauseating stench. The struck creature still suffers normal damage, but must also make a Fortitude saving throw (DC 17) or become nauseated. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move or move-equivalent action per turn.

Gallas were the demons responsible for hauling unfortunate mortals, and sometimes immortals, off to Kur at the bidding of their masters, Ereshkigal and Nergal. They also serve the rulers of the underworld as servants, warriors, and assassins, and are probably the most numerous sort of demon found within the foul confines of Kur. Their appearances vary widely, being



generally humanoid in form and exhibiting horribly demonic anatomies, but always sporting broad bat-like wings and never without some sort of cruel natural weaponry, like claws and fangs.

## Combat

When alone, gallas tend to be cowardly and less threatening. But when a galla is with others of its kind, it becomes a vicious hunter and killer that will stop at nothing to find and capture its quarry.

### GARM, GUARDIAN OF HEL-GATE CR 17

XP 102,400

LE Large outsider (evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., scent, *true seeing*; Perception +20

**Aura** frightful presence (100 ft., DC 18)

#### DEFENSE

**AC** 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

**hp** 232 (15d10+150)

**Fort** +15, **Ref** +11, **Will** +11

**DR** 15/good and silver; **Immune** charm, grapple, petrification, poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 28

#### OFFENSE

**Speed** 50 ft.

**Melee** 2 bites +25 (3d6+11 plus life drain/19-20 plus vorpal bite)

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

**Special Attacks** rend (2 bites, 4d6+16)

**Spell-Like Abilities** (CL 20th; concentration +21)  
Constant—*dimensional anchor*, *displacement*, *spell turning* (one spell each round), *true seeing*

#### STATISTICS

**Str** 32, **Dex** 15, **Con** 30, **Int** 10, **Wis** 14, **Cha** 12

**Base Atk** +15; **CMB** +27; **CMD** 39 (43 vs. trip)

**Feats** Agile Runner, Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Improved Initiative, Mobility, Power Attack

**Skills** Acrobatics +20, Climb +29, Intimidate +19, Perception +20, Stealth +16, Survival +20

**Languages** Celestial, Draconic, Infernal

#### ECOLOGY

**Environment** The portal of Hel-Gate

**Organization** solitary (unique)

**Treasure** triple standard

#### SPECIAL ABILITIES

**Life Drain (Su)** For each successful bite by Garm the victim must make a Fortitude save (DC 27) or temporarily lose 1d8 points of Constitution. The save DC is Constitution-based.

**Vorpal Bite (Ex)** Garm can bite off the head of an opponent when he scores a critical hit. The victim must make a Reflex save (DC 28) to avoid losing his head, however he still takes critical damage from the bite. The save DC is Strength-based.

**Agile Runner (Feat)** While running, Garm may turn with a successful Dexterity check. The base DC

is 10. For each turn beyond the first, increase the DC by 2 (first turn would be DC 10, the second turn DC 12, the third turn DC 14, and so forth). On a failed check, Garm stops moving in his current square and loses the rest of the action he used to run.

Garm resembles a large black dire wolf with a disproportionately large head. He is responsible for guarding the Hel-gate, the portal to the land of the dead, so that no living being may enter or leave. Legend says that this terrifying beast has killed mortal and god alike while defending its post. Only Hel and her father, Loki, may pass by Garm without injury.

## Combat

Garm uses his acute senses to keep track of all trespassers and will always position himself to guard and block all invaders from the Hel-gate.







## GOLDTUFT, HEIMDALL'S STEED

CR 8

XP 4,800

N Large outsider (extraplanar)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +13

### DEFENSE

**AC** 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

**hp** 84 (8d10+40)

**Fort** +7, **Ref** +10, **Will** +8

**DR** 10/—; **Immune** petrification, poison; **Resist** cold 10, fire 10, sonic 10; **SR** 19

### OFFENSE

**Speed** 100 ft.; travel

**Melee** bite +14 (1d6+7), 2 hooves +12 (1d8+3)

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

**Special Attacks** trample (1d8+7, DC 21)

**Spell-Like Abilities** (CL 16th; concentration +17)

At will—*dimensional anchor*, *freedom of movement*, *pass without trace*, *plane shift*, *water breathing*

### STATISTICS

**Str** 25, **Dex** 18, **Con** 20, **Int** 12, **Wis** 14, **Cha** 13

**Base Atk** +8; **CMB** +16; **CMD** 30 (34 vs. trip)

**Feats** Improved Initiative, Multiattack, Power Attack, Run

**Skills** Acrobatics +15, Climb +18, Perception +13, Sense Motive +13, Stealth +11, Survival +13, Swim +18

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

### ECOLOGY

**Environment** any (Asgard)

**Organization** solitary (unique)

**Treasure** none

### SPECIAL ABILITIES

**Travel (Su)** Goldtuft has the innate ability to transverse any medium, including the air. He can travel at his maximum speed whether on the ground, in the air or through the water.

Goldtuft is Heimdall's steed with a long gold colored mane and is built much like a very large warhorse. Goldtuft serves Heimdall by carrying him to any destination as quickly as possible in order for him to conduct important business or to warn others of impending danger. Heimdall has been known to send Goldtuft to rescue faithful followers from situations of impending doom on rare occasions.

## GRENDL

CR 12

XP 19,200

CE Large monstrous humanoid (shapechanger)

**Init** +6; **Senses** darkvision 120 ft., low-light vision, scent; Perception +20

### DEFENSE

**AC** 24, touch 9, flat-footed 24 (+15 natural, -1 size)

**hp** 200 (16d10+112)

**Fort** +12, **Ref** +12, **Will** +11

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** 30ft., swim 60ft.

**Melee** 2 claws +23 (2d4+8 plus grab/19-20)

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

**Special Attacks** rend (2 claws, 4d6+16)

### STATISTICS

**Str** 26, **Dex** 14, **Con** 24, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +16; **CMB** +25; **CMD** 37

**Feats** Awesome Blow, Bleeding Critical, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Power Attack

**Skills** Acrobatics +18, Climb +27, Perception +20, Stealth +17

**Languages** Common

**SQ** alternate form, dampen radiance

### ECOLOGY

**Environment** any cold aquatic

**Organization** solitary, pair

**Treasures** standard

### SPECIAL ABILITIES

**Alternate Form (Su)** A Grendel is usually encountered in humanoid form, however when they become submerged, they take on a more serpentine form, which allows them to swim and breathe water. This shift in form is automatic and involuntary, but otherwise it doesn't affect the statistics above.

**Dampen Radiance (Su)** All light sources within 50ft. (magical or mundane) are reduced to one half of their normal illumination. Low-light vision is reduced by one quarter due to the reduction in illuminating light while darkvision is unaffected. In addition, the surrounding temperature drops ten degrees giving a chill to the air. This is an automatic and uncontrollable ability inherent to all Grendels.



**Sunlight Powerlessness (Ex)** A grendel caught in natural sunlight cannot attack and is staggered.

Grendels are horrific beasts standing 9ft. tall with short dark gray or black fur covering their densely muscled frames. They have a vaguely human-like head with small, useless horns protruding from their foreheads. A grendel's arms are elongated, almost dragging the ground as they walk, allowing them a greater reach on combat. Grendels favor the flesh of humans and elves, especially the young, and choose to attack under the cover of darkness and at night.

## Combat

Grendels are highly territorial and will use guerilla tactics to cause terror in the locals in order to drive them away. This usually involves attacking a single opponent and rending them in full view of others before dragging them away to be eaten later.



## GULLINBURSTI, FREY'S BOAR

**CR 25**
**XP 1,640,000**
**N** Huge construct

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +48

### DEFENSE

**AC** 41, touch 13, flat-footed 36 (+4 Dex, +1 dodge, +28 natural, -2 size)

**hp** 370 (60d10+40)

**Fort** +22, **Ref** +26, **Will** +24

**DR** 10/—; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** gore +75 (2d6+17/19-20), 2 hooves +70 (1d8+8)

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

**Special Attacks** burst of light, powerful charge (gore +77, 4d6+27), trample (2d6+25, DC 57)

### STATISTICS

**Str** 45, **Dex** 18, **Con** —, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +60; **CMB** +79 (+83 bull rush, overrun, sunder);

**CMD** 93 (95 vs. bull rush, overrun, sunder, 97 vs. trip)

**Feats** Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Great Fortitude, Greater Bull Rush, Greater Overrun, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (Gore), Improved Greater Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Overrun, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus (Perception), Spring Attack, Staggering Critical, Vital Strike

**Skills** Acrobatics +44, Climb +58, Perception +48

**Languages** Common

### ECOLOGY

**Environment** any (Asgard)

**Organization** solitary (unique)

**Treasure** none

### SPECIAL ABILITIES

**Burst of Light (Sp)** 5/day – The bristles on Gullinbursti's back may call forth a radiant burst of light in a 150 ft. radius (as the spell *sunbeam* [DC 17] cast at 15th level).

**Magic Immunity (Ex)** Gullinbursti is immune to all spells and spell-like abilities, and supernatural effects except as follows:

- An electricity effect slows it (as the *slow* spell) for 3 rounds with no saving throw.
- A fire effect (such as a *fireball*) breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Created by dwarves who fashion magical treasures for the gods, Gullinbursti is a golden bristled boar built to pull Frey's chariot. His body is crafted from adamantine and his eyes from rubies.



**HUMBABA, KEEPER OF THE CEDAR FOREST CR 20****XP 307,200**

N Gargantuan plant

**Init** +1; **Senses** low-light vision, tremorsense 60 ft.; Perception +45**DEFENSE****AC** 41, touch 3, flat-footed 44 (-3 Dex, +38 natural, -4 size)**hp** 555 (30d8+420) regeneration 5 (acid or fire)**Fort** +33, **Ref** +7, **Will** +18**DR** 10/magic; **Immune** plant traits; **SR** 31**OFFENSE****Speed** 40 ft.**Melee** 2 slams +31 (2d6+15)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** animate trees, entangling roots, trample (6d8+22, DC 42)**Spell-Like Abilities** (CL 20th; concentration +24)

At will—*diminish plants*, *pass without trace*, *plant growth*, *speak with plants*, *warp wood*, *wood shape*  
 3/day—*control plants*, *quench*, *quickened wall of thorns*  
 1/day—*commune with nature*

**STATISTICS****Str** 41, **Dex** 5, **Con** 39, **Int** 15, **Wis** 22, **Cha** 18**Base Atk** +22; **CMB** +41; **CMD** 48 (can't be tripped)**Feats** Ability Focus (entangling roots, trample), Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (wall of thorns), Skill Focus (Perception)**Skills** Knowledge (nature) +32, Perception +45, Stealth +18, Survival +36**Languages** Common, Druidic, Sylvan**ECOLOGY****Environment** The Cedar Forest**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

**Animate Trees (Sp)** Humbaba can animate trees within 360 feet at will, controlling up to ten trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all respects. Animated trees lose their ability to move if Humbaba is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* as cast by a 20th-level druid.

**Entangling Roots (Ex)** Any creature that enters within a 20-foot radius of Humbaba must make a Reflex saving throw (DC 41) or become entangled. Entangled creatures suffer a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and cannot move. An entangled creature that attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. Creatures can break free and move half normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 25). Any creature that succeeds the initial Reflex saving throw is not entangled but can only move at half speed through the area. Each round, Humbaba can use his roots again to attempt to entangle all those who have avoided or escaped entanglement. The save DC is Constitution-based.

Humbaba, or Huwawa as he was called in the early Sumerian myths, was Enki's guardian of the great Cedar Forest. He was a monstrous minor nature deity





who attempted to keep out all human incursions into his forest. As Mesopotamia was generally a barren, tree-less region, timber needed for construction of all sorts was in high demand. The cedar forests to the west became very desirable and it is in the Epic of Gilgamesh that the first endeavor was made to tame that land and claim it as a source of wood. The king of Uruk and his faithful companion, Enkidu, journeyed to Lebanon where they sought out Humbaba, the only obstacle standing in the way of their intention to subjugate the land. They fought the guardian and brought the majestic creature to his knees and slew him. In some versions of the Epic, the callous treatment of Humbaba by the duo resulted in their later misfortunes as dictated by the gods.

## Combat

Humbaba is an awkward combatant, who relies on his massive size and considerable strength to vanquish his enemies. He prefers to entangle those near him and then beat these unfortunates to death with his arboreal fists. Those who manage to avoid his roots, typically spellcasters who tend to stay back, will have to deal with the trees he animates.

### HUSK

CR 9

XP 6,400

NE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +15

#### DEFENSE

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

hp 90 (12d8+36)

Fort +6, Ref +7, Will +10

Defensive Abilities channel resistance +2; Immune undead traits

#### OFFENSE

Speed 30 ft.

Melee 2 claws +16 (1d4+7 plus grab) or 2 slams +15 (1d4+7)

Special Attacks create spawn, dominating gaze, essence drain

#### STATISTICS

Str 23, Dex 13, Con —, Int 10, Wis 10, Cha 14

Base Atk +9; CMB +15; CMD 26

Feats Ability Focus (dominating gaze), Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (claw)

Skills Climb +21, Intimidate +17, Perception +15, Stealth +16

Languages Common

#### ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

#### SPECIAL ABILITIES

**Create Spawn (Su)** If the shell of a deceased victim is not destroyed, it will rise as a husk in 2d4 days.

**Dominating Gaze (Su)** A husk is capable of crushing an opponent's will just by looking into her eyes. Similar to a gaze attack, this is a standard action for the husk, and those merely looking at it are not affected. Anyone targeted by the husk must make a successful Will save (DC 20) or fall instantly under the husk's influence as if under a *dominate person* spell (cast at 16th level). This ability has a range of 30 feet.

**Essence Drain (Su)** Once a husk has successfully embraced its victim (either by *dominating gaze* or *grappling*), it may draw the life essence of that individual into itself. This process takes but a single round in most cases. The victim loses 3d6 of his Constitution score if he fails a Will save against the opposing roll of the husk. The husk will continue to drain the victim's essence until the target's Constitution score falls to zero and he subsequently dies. If the victim successfully saves against the essence drain, he still loses all but one of his hit points; any loss of Constitution incurred should be treated as a temporary loss under standard rules unless slain by the process.

At the end of the drain, the husk possesses all of the physical characteristics as well as mental capabilities, memories, personality, and all else that makes up what the person was for 1d4 weeks. The deceased victim, on the other hand, is a mirror image of the husk in its natural state.

**Grab (Ex)** To use its essence drain ability, the husk must hit with both claw attacks in order to grab and embrace the target. If a successful grab has been initiated, the husk may begin to drain the essence of the target as a free action.





A husk is one of the most feared forms of undead in existence. In its natural state, a husk resembles the dried out shell of a humanoid corpse of average size. The skin is flaky and a husk could easily be mistaken for a zombie, were it not for the presence of claws and glowing red eyes. Husks exist only to feed upon the essences of other humanoids, consuming their souls and assuming all of their personality, characteristics, memories, and even physical features. In short, they literally become that individual for a brief period of time. When this happens, telling the difference between victim and husk is virtually impossible. The only clues that something may be amiss would be a possible discrepancy in alignments or the use of *detect undead* to find the husk despite its new guise.

When encountered in the form of their latest victim, a husk uses guile and deceit to subdue its next victim and uses its abilities to drink of her essence and drain her very soul. A husk prefers to maneuver its victims to places where they will be alone and undisturbed. For this reason, common targets are members of the opposite sex of the husk's current form. A husk retains the Will saving throw, Intelligence, Wisdom, and Charisma scores of its last victim (unless the original scores of the husk are higher) until it cannot sustain that form and reverts back to its natural state (or finds a new victim). It will often prey upon the weak or innocent when possible, but will do whatever it takes to insure its survival.

## Combat

A husk will be encountered in one of two forms. In its natural state, a husk will attack viciously with its slam and claw attacks to stun and subdue potential victims. If the husk is currently in the form of a past victim, it will attempt to use its ability to dominate the target and coerce her into being embraced and then drained of her essence.

### JORMANGUND, THE MIDGARD SERPENT CR 30

XP 9,840,000

CE Colossal magical beast (aquatic)

**Init** +4; **Senses** darkvision 120 ft., low-light vision, keen scent; Perception +63

#### DEFENSE

**AC** 49, touch 2, flat-footed 49 (+47 natural, -8 size)

**hp** 775 (50d10+500) regeneration 15 (epic)

**Fort** +37, **Ref** +29, **Will** +22

**DR** 20/—; **Immune** cold, fire, gaze, petrification, poison; **Resist** acid 30, electricity 30, sonic 30; **SR** 41

#### OFFENSE

**Speed** swim 60ft.; blood rush

**Melee** bite +57 (see below/19-20)

**Space** 100 ft.; **Reach** 100 ft.

**Special Attacks** breath weapon (50 ft. cone, DC 45, poison, once every 1d4 rounds), swallow whole (6d8+15 plus 5d10 acid plus poison, AC 33, hp 77)

#### STATISTICS

**Str** 41, **Dex** 10, **Con** 31, **Int** 21, **Wis** 18, **Cha** 10

**Base Atk** +50; **CMB** +73; **CMD** 83 (can't be tripped)

**Feats** Ability Focus (poison), Awesome Blow, Bleeding Critical, Camouflage (underwater), Cleave, Critical Focus, Critical Mastery, Exhausting Critical, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Ability Focus (poison), Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Snatch, Tiring Critical, Vital Strike

**Skills** Knowledge (arcana) +55, Knowledge (planes) +55, Knowledge (religion) +55, Perception +63, Stealth +37 (+41 underwater), Survival +54, Swim +76

**Languages** Abyssal, Aquan, Celestial, Common, Draconic, Giant, Infernal

#### ECOLOGY

**Environment** any aquatic

**Organization** solitary (unique)

**Treasure** none

#### SPECIAL ABILITIES

**Bite** Jormangund's maw is so massive it only deals damage to creatures of Huge size or larger, and Thor. Against such creatures, its bite deals 14d8+30 points of damage plus poison. Creatures of Large size and smaller are automatically swallowed whole.





**Blood Rush (Ex)** When Jormangund detects blood in the water, it can choose to swim towards the source at ten times its regular swim speed (600 ft. per round) until it's within 500 ft. of the source, at which point it slows to its regular swim speed.

**Keen Scent (Ex)** Jormangund can notice creatures by scent in a 500 ft. radius underwater and can detect blood in the water at ranges of up to 10 miles.

**Poison (Ex)** Injury; save Fort DC 49; frequency 1/round; effect 1d4 Constitution damage; cure 4 consecutive saves. The save DC is Constitution-based.

**Camouflage (Feat)** Jormangund's time spent in the sea has altered his natural coloration so he blends into his environment more easily. He gains +4 circumstance bonus to all Stealth checks while in an underwater environment.

Jormungand is the offspring of the god Loki and the giantess Angurboda. He is said to be so large that he can circle the earth with his body and grab his tail with his mouth. Odin banished him to the sea when he saw how large the serpent would grow and realized the potential danger the gods could face. When Thor was a youth, he disguised himself and went fishing with the giant Hymir. Thor rowed the boat a long way from shore and set about fishing with the giant. He then readied a strong line and large hook upon which he used an oxen head for bait and threw it into the sea.

The Midgard Serpent snapped at the ox-head, the hook setting into the roof of its mouth. It jerked so hard that both Thor's fists knocked against the gunwale. But then Thor grew angry and, exerting all his divine strength, dug in his heels so hard that both legs went through the boat until he was digging his heels in on the sea bottom. He drew the serpent up on board and stared straight at it. The serpent glared back and belched poisonous vapors. The giant Hymir turned pale with fear when he saw the serpent and the sea trembling. At the very moment that Thor gripped his hammer and raised it aloft, the giant fumbled for his bait knife and cut Thor's line off at the gunwale. As the serpent sank back into the sea Thor flung his hammer after it only to have it glance off the waves as the serpent dove deep. A furious Thor clenched his fist and hit Hymir so hard that he fell overboard headfirst while Thor waded ashore.

Ragnarok prophecy states that both Jormungand and Thor will fight in the final battle and although Thor slays the serpent, the venomous poison takes its toll on Thor and he also dies. Jormungand has a cult following of worshippers, the Society of the Dark Serpent, which secretly works so that the Midgard Serpent is not killed as legends dictate.

## Combat

Jormungand fears nothing and rightly so; he therefore uses little strategy in combat. He will attack an opponent at random unless he feels there is reason to be wary of an individual's magic power.

## SOCIETY OF THE DARK SERPENT

The Society of the Dark Serpent is a secret organization that worships Jormungand, the Midgard Serpent, and seeks to quicken the coming of Ragnarok. Unlike most other doomsday cults who merely predict the end of the world, this society actively promotes it through the methodical and systematic murder of people who worship other deities (especially those who follow Thor).

Most gods gain their powers through the number of worshippers they have. By killing their followers, the Dark Serpents hope to weaken those gods and increase the odds of Jormungand defeating them. Prophecy says in the final battle of Ragnarok, Jormungand and Thor do battle with the Midgard Serpent being slain, but ultimately emerging victorious by killing Thor with his poison. Members of this organization strongly believe that their efforts are tantamount to ensuring Jormungand's victory by weakening Thor and the other gods. It is the Dark Serpents' intent to change the prophecy so Jormungand is not slain.

The society is very large and organized with a presence in every town or city worth noting. Yet for its size, the internal structure is made up of small cells of less than 10 followers. Leading each of these cells is a Doombringer (*see Prestige Classes*) that issues orders, directives, and often determines who the next victim will be. Typically, it is the Doombringer that carries out the actual murder, but that is not always the case. In cells where more than one Doombringer is present, the highest rank leads. The others who make up the remainder of the cell comes from all social classes ranging from lowly peasant to affluent noble.

The majority of unexplained deaths, disappearances, and unsolved murders in nearly every city may be attributed to the Dark Serpents. They excel in techniques used by assassins including the use of poisons and venoms. While some city watches and investigators are aware of the presence of this cult, there has been little success in gaining information about it. Every agent sent undercover has either been found dead of unknown causes or simply never heard from again.

The level of secrecy employed is one of the reasons why so little is known about the Dark Serpents outside of their organization. Each member has made a death oath to keep all knowledge about the society secret from anyone, including his own family. Violating this oath results not only in his death, but the death of every immediate family member. A second reason behind the lack of knowledge is the fierce, almost fanatical, devotion every member shares towards the common goal and Jormungand. They truly believe that Ragnarok is coming and they must do whatever they can to ensure their god is victorious, thus ushering in a new age of darkness.

The Society of the Dark Serpent at its heart does have a supreme council that presides over all that goes on within its ranks. Chairing the council is a single leader who oversees all orders and rules of the society and pronounces judgment on those who would bring the society down. The identities of the leader and his



council are perhaps one of the greatest secrets in the organization with only a small handful privileged to know their identities.

While the ultimate goal of this cult is the elimination of all who do not follow Jormungand, it also realizes that it must exercise patience and caution at all times. Too many deaths in a short period of time within the borders of a single city arouses too much distrust and suspicion, often with the result of people sticking their noses in where they do not belong. For this reason, most cells operate as “sleepers”. They commit no excessive activities until ordered to do so, and then only for a brief period of no more than a single month. Once the orders are fulfilled, the cell goes back to “sleep” until sufficient time has passed and suspicion is low until to become active again and strike.



### JOTUNHEIM GIANT

The Jotunheim giants are the foes to both the Aesir and Vanir tribes. They represent the epitome of all giantkind and are a much tougher and smarter breed of giant with the most common varieties being Fire, Frost, Mountain and Stone. Other breeds are certainly possible and pose a greater threat to individuals than their “normal” cousins.

### Creating a Jotunheim Giant

“Jotunheim” is an inherited template that can be added to any creature, typically humanoids, with the giant subtype (referred to hereafter as the base creature). The Jotunheim giant uses all the base creature’s statistics

and special abilities except as noted below.

**Challenge Rating** Same as the base creature +5.

**Alignment** Good giants become neutral, otherwise no change.

**Size & Type** The “giant” subtype of jotunheim becomes “augmented giant.” The increase in size by one size category, to a maximum of colossal, with all the appropriate changes due to size.

**Senses** Darkvision range doubles, to a minimum of 120 ft.

**Armor Class** Natural armor improves by +4.

**Hit Dice** Jotunheim have maximum hit points per hit dice.

**Defensive Abilities** A jotunheim giant gains spell resistance equal to its CR +11, a +4 bonus on all saving throws, an additional +8 bonus on all saves against poison, plus the listed abilities below.

Hit Dice	Acid, Sonic Resistance	Damage Reduction
1-10	5	5/magic
11-13	10	10/magic
14-16	10	10/-
17-18	15	15/magic
19+	20	15/-

If the base creature already has one or more of the above special qualities, use the better value.

**Speed** Same as the base creature +10 ft.

**Melee** Jotunheim giants are proficient with all light, medium, and heavy armors, shields (except tower shields), and all simple and martial weapons.

**Special Attacks** Jotunheim retain all the special attacks of the base creature, and gain the following ability.

*Enhanced Rock Throwing (Ex)* Adult giants are accomplished rock throwers and receive a +3 racial bonus to attack rolls when throwing rocks. A Jotunheim giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 10 range increments. The size of the range increment varies with the giant’s variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects) the same range increment and Small objects up to 15 range increments. If the base creature doesn’t already have a rock throwing ability, it’s range increment is 80 ft.

**Abilities** In addition to size increase changes, increase the base creature’s abilities as follows; Str +8, Dex +4, Con +6, Int +2, Wis +4, Cha +4.

**Skills** Jotunheim gain a +8 racial bonus on Intimidate checks.

**Treasure** Double the amount of the base creature, with a minimum of standard treasure.

### JOTUNHEIM HILL GIANT

CR 12

XP 19,200

CE Huge humanoid (augmented giant)

**Init** +0; **Senses** darkvision 120 ft., low-light vision; **Perception** +8



**DEFENSE**

AC 28, touch 8, flat-footed 28 (+4 armor, +16 natural, -2 size)  
**hp** 135 (10d8+90)  
**Fort** +20, **Ref** +7, **Will** +9; +8 vs poison  
**Defensive Abilities** rock catching; **DR** 5/magic; **Resist** acid 5, sonic 5; **SR** 23

**OFFENSE**

**Speed** 50 ft. (35 ft. in armor)  
**Melee** mwk greataxe +22/+17 (4d6+22/19-20/x3)  
**Ranged** rock +8 (2d6+22)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** enhanced rock throwing (120 ft.)

**STATISTICS**

**Str** 41, **Dex** 10, **Con** 29, **Int** 8, **Wis** 14, **Cha** 11  
**Base Atk** +7; **CMB** +24; **CMD** 34  
**Feats** Cleave, Improved Critical (greataxe), Intimidating Prowess, Power Attack, Weapon Focus (greataxe)  
**Skills** Climb +20, Intimidate +30, Perception +8; **Racial Modifiers** +8 Intimidate  
**Languages** Common, Giant

**ECOLOGY**

**Environment** any hills and mountains  
**Organization** solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1d4 dire wolves), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th to 6th level, 11-16 dire wolves, 1-4 ogres, and 13-20 orc slaves)  
**Treasure** double standard (mwk chain shirt, mwk greataxe, other treasure)

**JOTUNHEIM TROLL****CR 10****XP** 9,600

CE Huge humanoid (augmented giant)  
**Init** +3; **Senses** darkvision 120 ft., low-light vision, scent; Perception +12

**DEFENSE**

AC 23, touch 11, flat-footed 20 (+3 Dex, +12 natural, -2 size)  
**hp** 93 (6d8+66) regeneration 5 (acid or fire)  
**Fort** +20, **Ref** +9, **Will** +9  
**DR** 5/magic; **Resist** acid 5, sonic 5; **SR** 21

**OFFENSE**

**Speed** 40 ft.  
**Melee** bite +15 (2d6+13), 2 claws +15 (1d8+13)  
**Ranged** rock +8 (2d6+19)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** enhanced rock throwing (80 ft.), rend (2 claws, 1d8+13)

**STATISTICS**

**Str** 37, **Dex** 16, **Con** 33, **Int** 8, **Wis** 13, **Cha** 10  
**Base Atk** +4; **CMB** +19; **CMD** 32  
**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)  
**Skills** Intimidate +25, Perception +12; **Racial Modifiers** +8 Intimidate  
**Languages** Common, Giant

**ECOLOGY**

**Environment** cold mountains  
**Organization** solitary or gang (2-4)  
**Treasure** double standard

**KA SPIRIT****CR 6****XP** 2,400

LE Medium undead (incorporeal)  
**Init** +8; **Senses** darkvision 60 ft.; Perception +9

**DEFENSE**

AC 19, touch 19, flat-footed 14 (+4 deflection, +4 Dex, +1 dodge)  
**hp** 51 (6d8+24)  
**Fort** +6, **Ref** +6, **Will** +5  
**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

**OFFENSE**

**Speed** fly 60 ft. (perfect)  
**Melee** incorporeal touch +8 (rotting possession)  
**Special Attacks** create spawn, rotting possession

**STATISTICS**

**Str** —, **Dex** 18, **Con** —, **Int** 12, **Wis** 11, **Cha** 18  
**Base Atk** +4; **CMB** —; **CMD** —  
**Feats** Ability Focus (rotting possession), Dodge, Improved Initiative  
**Skills** Fly +21, Intimidate +13, Perception +9, Sense Motive +9, Stealth +21; **Racial Modifiers** +8 Stealth  
**Languages** Common, Undercommon

**ECOLOGY**

**Environment** any underground  
**Organization** solitary  
**Treasure** none

**SPECIAL ABILITIES**

**Create Spawn (Su)** Any humanoid killed by the ka spirit's rotting possession ability rises again as a zombie in 1d4 rounds. Spawn are under the command of the ka spirit.

**Rotting Possession (Su)** If it successfully hits with its touch attack, a ka spirit can merge into the body of a living creature. The target can resist this attack with a successful Will save (DC 19). If the save is failed, the victim falls under total control of the ka spirit. Each round the character remains possessed, he must succeed at a Fortitude save (DC 19) or rot away, suffering 1d6 Constitution damage. This drain occurs each round until death occurs at 0 Con. The ka spirit can be forced to leave a body by a *remove curse* spell, and may be destroyed by *dispel evil* (unless the ka spirit succeeds at a Will save vs. the effect). The save DC's are Charisma-based.

In many ancient cultures, people were sacrificed during the burial of important individuals. It was believed that their spirits would serve that of the deceased in the afterlife. The ka spirit is the soul of one of these unfortunates.

Ka spirits appear as incorporeal versions of their former selves. They are rooted to their tomb, and are charged with guarding it against all intruders. Although they have no ability to manipulate the material world, they are able to possess and destroy the bodies of desecrators. Anyone killed by a ka spirit is bound to guard the tomb they despoiled.

In order to create a ka spirit, ancient necromantic rituals must be performed, involving the victim being killed by a special cursed scarab of death. Such knowledge is mostly now lost, isolated to a few terrible cults who still perform the ceremony.



## Combat

A ka spirit appears and attacks only when a specific command is being violated. While most often this condition is something like, "No one shall enter this tomb," it can be much more specific, such as, "No one shall touch this mummy's canopic jars or phylactery." Whatever the dictum, once it is broken the ka spirit immediately appears and attacks those violating its charge.

Once the ka spirit is awakened, it commands its spawn to attack, if it has any. It then moves in and attempts to possess the character who first violated its charge. If the ka spirit is unable to possess its first target, it moves on to another party member. Once it has possessed someone, it turns and attacks the rest of the party. If the possessed person is killed or disabled, it leaves the host body and attempts to possess another member of the group. The ka spirit does not desist until either it is destroyed or all those who have violated its charge have been defeated.

### KRAKEN, MAGMA

CR 20

XP 307,200

LE Gargantuan Outsider (elemental, evil, fire, native)

Init +5; Senses darkvision 60 ft.; Perception +20

#### DEFENSE

AC 31; touch , flat-footed (+1 Dex, +20 natural, -4 size)

hp 341 (22d10+220)

Fort +23, Ref +8, Will +16

Immune fire, mind-affecting effects, poison

Weaknesses vulnerability to cold

#### OFFENSE

Speed 20 ft., swim 40 ft., jet 240 ft.

Melee 2 arms +30 (2d8+12 plus 2d4 fire), 6 tentacles +28 (1d8+12 plus 1d4 fire), bite +30 (1d8+12 plus 2d4 fire)

Aura heat (15 ft., 2d4 fire damage)

Space 20 ft.; Reach 20 ft., 60 ft. with arms, 40 ft. with tentacles

Special Attacks constrict (tentacles, 1d8+10 plus 1d4 fire), grab, magma spray

Spell-Like Abilities (CL 18)

At will—*produce flame* (DC 16)3/day—*fireball* (DC 18), *flaming sphere* (DC 17), *greater dispel magic*, *heat metal* (DC 17)1/day—*wall of fire*, *summon* (level 7, 1d4 Large fire elementals with a 60% chance of success, or a horde of 3d5 magma mephits with an 85% chance of success.)

#### STATISTICS

Str 34, Dex 13, Con 30, Int 19, Wis 17, Cha 20

Base Atk +22; CMB +38; CMD 49 (can't be tripped)

Feats Cleave, Critical Focus, Great Cleave, Improved Critical, Improved Initiative, Improved Trip, Iron Will, Multiattack, Power Attack, Sickening Critical, Spell Penetration

Skills Bluff +22, Intimidate +22, Knowledge (History) +21, Knowledge (the planes) +21, Perception +20, Sense Motive +20, Spellcraft +21, Stealth +14, Survival +20, Swim +37

Languages Common, Draconic, Ignan, Infernal, Terran

Special Quality tenacious grapple

#### ECOLOGY

Environment Plane of Fire, Hell, volcanic lands and

underground

Organization solitary

Treasure triple

#### SPECIAL ABILITIES

**Heat Aura (Su):** Anything within 10 feet of a magma kraken takes 2d4 points of fire damage every round. Nonmagical items within range must make a DC 31 save or take 2d4 points of fire damage.

**Jet (Ex):** A magma kraken can jet backwards as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting. Jetting takes up a usage of its magma spray ability.

**Magma Spray (Ex):** Once every 1d4 rounds a magma kraken may spray a 50-foot long by 10-foot wide cone of magma out of its funnel. Being caught within this cone deals 3d6 points of fire damage, with a DC 25 Reflex save for half damage.

**Tenacious Grapple (Ex):** A magma kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Rising out of the boiling magma is what appears to be a massive crimson squid. Its long tentacles wave lazily, dripping liquid rock. Its fiery eyes glow with evil intent.

Magma krakens are believed to be descended from krakens that made a deal with evil elemental powers, trading their connection to the sea for a connection with fire. It's believed most of them migrated to the Plane of Fire. They are just as evil and domineering as their aquatic relatives, and if possible, more cruel.

Magma krakens often enslave lesser elementals, and use them as bodyguards or slaves. They have no respect for any being that cannot naturally withstand the great heat of their homes.

## Combat

An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. The tentacles have 30 hit points, and the arms have 20 hit points. Severing a krakens limbs deals damage to the kraken's hit point total equal to half the limbs total hit points. Severed limbs regrow in 1d6+6 days.

### MUMMY

CR 5

XP 1,600

LE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

#### DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, Ref +2, Will +8

DR 5/—; Immune undead traits

Weaknesses vulnerable to fire

#### OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

#### Statistics

Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15





**Base Atk** +6; **CMB** +13; **CMD** 23

**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Perception +16, Stealth +11

**Languages** Common

#### ECOLOGY

**Environment** any

**Organization** solitary, warden squad (2–6), or guardian detail (7–12)

**Treasure** standard

#### Special Abilities

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is

wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a *create undead* spell. Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will. The majority are at least 10th-level clerics, and are often kings or pharaohs who have called upon dark gods or sinister necromancers to bind their souls to their bodies after death—usually as a means to extend their rule beyond the grave, but at times simply to escape what they fear will be an eternity of torment in their own afterlife.

### MUMMY GOLEM

**CR 6**

**XP** 2,400

**N** Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

#### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 64 (8d10+20)

**Fort** +2; **Ref** +2; **Will** +2

**DR** 10/magic and slashing or piercing; **Immune** cold, construct traits

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +13 (1d8+5 plus grab)

**Special Attacks** constrict (1d8+5), strangulation

#### STATISTICS

**Str** 20, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +8; **CMB** +13 (+17 grapple); **CMD** 23

#### SPECIAL ABILITIES

**Strangulation (Ex)** As a standard action a mummy golem can attempt to wrap bandages from its body around a grappled foe's throat. The mummy golem makes a grapple check. If the mummy golem wins the check, it slips several bandages around the foe's throat and deals 1d4 points of strangulation damage in addition to constriction damage. The bandages can come from anywhere on its body, not just its arm or hand. Therefore, a mummy golem can continue to use its slam attacks, constriction, and strangulation attack against other foes. A Medium mummy golem can strangle a maximum of 4 opponents at one time using this ability. A Large mummy golem can strangle a maximum of 6 opponents at one time using this ability. A mummy golem is not considered grappled while it is strangling an opponent, and can move and attack normally, but it cannot move more than 10 feet away



from an opponent while strangling it.

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

Almost always mistaken for a mummy (and sometimes for an adherer), a mummy golem is comprised of funerary bandages and wrappings sprinkled with mummy dust and held together by magic. The creature has no association with true mummies and is not undead so it cannot be turned or affected by clerics. Mummy golems are often employed by clerics and necromancers as temple guards or crypt and tomb guards.

A mummy golem stands 6 feet tall and weighs 300 pounds. Its body is composed of tightly knotted and rolled bandages held together by magic (and more bandages). Mummy golems cannot speak or utter any sound.

#### Combat

A mummy golem attacks by pounding a foe with its fists. It then grabs an opponent and attempts to wrap its bandages around its throat. If facing more than one foe, a mummy golem attempts to grab and strangle as many of its opponents as possible so it can concentrate on one foe.

Mummy golems are often programmed to react in certain ways to particular words or gestures. This programming allows the mummy golem to recoil if a cleric mistakes it for a true mummy and attempts to turn it. While cowering, a

mummy golem simply waits for its foe to move within range before lashing out with its slam attacks.

### Mummy Golem Construction

A mummy golem's body is crafted from bandages, mummy dust, and exotic oils and spices that cost at least 1,000 gp.

**CL** 8th; **Price** 22,000 gp

#### CONSTRUCTION REQUIREMENTS

Craft Construct, *animate dead*, *geas/quest*, *limited wish*,

*polymorph any object*, creator must be caster level 8th; **Skill** Craft (weaving) DC 13; **Cost** 11,500 gp

### NORSE HUMANOID

Humanoids from the planes and worlds tapped by Yggdrasil's roots and branches are more advanced than those who reside in Midgard. They are smarter, wiser and more rugged with the ability to better withstand the elements than their Prime counterparts. However, due to the general nature of their environment and the continual threat of giants and other creatures (not to mention gods), they tend to be distrusting, and come across as brusque and tactless to strangers. Despite this, once their respect is earned they can be loyal companions (dependant upon their racial and personal alignment).

### Creating an Norse Humanoid

"Norse humanoid" is an inherited template that can be applied to any humanoid creature (referred to hereafter as the base humanoid). The Norse humanoid uses all the base humanoid's statistics and special abilities except as noted.

**Challenge Rating** HD 10 or less, as base creature +1; HD 11-16, as base creature +2; HD 17 or more, as base creature +3.

**Type** The creature's type changes to outsider (native), while gaining the appropriate augmented subtype (such as augmented humanoid [human]).

**Senses** A Norse humanoid gains darkvision 60 ft.

**Hit Dice** Change all racial hit dice to d10s. Class hit dice are unaffected. Norse humanoids receive maximum hit points per hit dice.

**Defensive Abilities** Norse humanoids gain a +2 racial bonus on all saves, and resistances and damage reduction according to the table below.

Hit Dice	Electricity, fire, sonic resistance	Damage reduction
1-10	5	-
11-13	5	5/magic
14-16	10	5/-
17-18	10	7/-
19+	15	10/-

If the base humanoid already has one or more of the above special qualities, use the better value.

**Abilities** Adjust the base humanoid's abilities as follows: Str +2, Con +2, Int +2, Wis +2, Cha -2.

**Gear** Norse humanoids have gear valued as a PC.

### SAMPLE NORSE ELF

**CR 1**

**XP** 400

Norse elf ranger 1

CG Medium outsider (augmented humanoid [elf], native)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)





hp 13 (1d10+3)

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

Immune sleep; Resist electricity 5, fire 5, sonic 5

## OFFENSE

Speed 30 ft.

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

Ranged longbow +3 (1d8/x3)

Special Attacks favored enemy (giants +2)

## STATISTICS

Str 17, Dex 15, Con 14, Int 12, Wis 12, Cha 10

Base Atk +1; CMB +4; CMD 16

Feats Point-Blank Shot

Skill Climb +5, Knowledge (nature) +5, Perception +7, Ride +4, Stealth +4, Survival +5, Swim +5; Racial Modifiers +2 Perception

Languages Common, Elven

SQ track +1, wild empathy +1

Gear studded leather armor, buckler, longsword, longbow with 20 arrows, other gear

## SAMPLE NORSE GOBLIN

CR 1

XP 400

Norse goblin rogue 1

NE Small outsider (augmented humanoid [goblinoid], native)

Init +4; Senses darkvision 60 ft.; Perception +6

## DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 11 (1d8+3)

Fort +4, Ref +8, Will +4

## OFFENSE

Speed 30 ft.

Melee rapier +5 (1d4+2/18-20)

Ranged shortbow +5 (1d4/x3)

Special Attack sneak attack +1d6

## STATISTICS

Str 15, Dex 18, Con 15, Int 12, Wis 14, Cha 6

Base Atk +0; CMD +1; CMD 15

Feats Weapon Finesse

Skills Acrobatics +7, Climb +5, Craft (any one) +5, Disable Device +8, Perception +6, Ride +7, Sleight of Hand +7, Stealth +15, Swim +5, Use Magic Device +2; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin

SQ trapfinding +1

Gear studded leather armor, rapier, shortbow with 20 arrows, thieves' tools, other gear

## NAMTAR, DEMON LORD OF PESTILENCE

CR 26

XP 2,460,000

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +9; Senses darkvision 60 ft., low-light vision, detect good, detect law, true seeing; Perception +50

Aura disease cloud, fear (100 ft., DC 33)

## DEFENSE

AC 36, touch 14, flat-footed 30 (+5 Dex, +1 dodge, +22 natural, -2 size)

hp 665 (38d10+456) regeneration 10 (good weapons, good spells)

Fort +24, Ref +26, Will +26

DR 20/cold iron and good and epic; Immune disease; SR 37

## OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee bite +50 (4d6+14 plus Namtar's curse), 2 claws +50 (2d6+14 plus Namtar's curse/19-20), 2 wings +45 (2d8+7 plus Namtar's curse) or disease bar +50/+45/+40/+35 (2d8+21 force plus Namtar's curse)

Space 15 ft.; Reach 15 ft. (25 ft. with disease bar)

Special Attacks create spawn, pounce, rake (2 claws +50, 2d6+14 plus Namtar's curse/19-20), rend (2 claws 3d6+21)

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*detect good, detect law, true seeing*

At will—*blasphemy* (DC 21), *deeper darkness, greater dispel magic, greater teleport* (DC 21), *telekinesis, unhallow, wall of force*

1/day—*energy drain* (DC 23), *wall of iron* (DC 20), summon (level 9, 1 balor, 1d3 nalfeshnee, or 1d6+4 galls 100%)

## STATISTICS

Str 38, Dex 20, Con 35, Int 18, Wis 20, Cha 18

Base Atk +38; CMB +54; CMD 69

Feats Alertness, Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (claw, disease bar), Improved Initiative, Improved Sunder, Intimidating Prowess, Mobility, Power Attack, Sickening Critical, Spring Attack, Whirlwind Attack

Skills Acrobatics +39, Bluff +31, Diplomacy +31, Fly +46, Intimidate +32, Knowledge (arcana) +31, Knowledge (local) +31, Knowledge (planes) +34, Knowledge (religion)





+31, Perception +50, Sense Motive +31, Spellcraft +31, Stealth +38, Swim +39

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

#### ECOLOGY

**Environment** any land and underground

**Organization** Namtar usually accompanies Ereshkigal, or Namtar plus 6 gallas

**Treasure** quadruple standard

#### SPECIAL ABILITIES

**Namtar's Curse (Su)** Curse and disease—bite, claws, wings, disease bar; save Fort DC 41; onset 1 day; frequency 1 day; effect 1d10 Con; cure —. Unlike normal diseases, Namtar's Curse continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature undergoes a grotesque transformation into a mucous covered mockery of their former selves, riddled with thick red veins and metallic green skin.

**Create Spawn (Su)** Creatures slain by Namtar's curse have their corpse crumble to dust, their souls rising as advanced dread wraiths under Namtar's control.

**Disease Bar (Su)** As a free action, Namtar can call into being a 20 foot long, stout column of swirling, yet solid, virulent force. He wields this bar of disease like a clubbing weapon and may use it to attack creatures physically. Should the disease bar hit an opponent it inflicts damage as listed, plus exposes opponents to Namtar's curse. The effort to coalesce his disease powers into this singularity requires much effort and Namtar can only manifest this bar for 10 rounds a day (though not necessarily consecutively).

**Disease Cloud (Su)** Namtar exudes an enveloping cloud that radiates in a 50 feet radius around him. This cloud is barely visible (Perception check DC 20 to notice) but is a deadly threat to anyone who comes into contact with it. Those coming in contact with the cloud are immediately exposed to Namtar's Curse, and must make an immediate Fortitude save or contract it.

Namtar is "the" demon of pestilence and plague. As the harbinger of death, Namtar is an instrument of destruction and vengeance that is commanded by the Queen of the Great Below, Ereshkigal. He is her offspring and serves unconditionally as her enforcer and messenger. Namtar was used to deliver Ereshkigal's message of displeasure to the assembly of banqueting gods from which Ereshkigal was excluded. Why he then allowed Nergal to forcibly marry his queen and assume control over the netherworld is not known. Perhaps he was instructed by Ereshkigal not to intervene in Nergal's conquest of both her and her underworld realm. Namtar is chief among the demons of Ganzir, rivaled by none and feared by all. He is of generally humanoid shape, gigantic stature, massive musculature, and grim visage. Wings of gnarled membranous skin stretched over a rack of bony pinions sprout from his shoulder blades, which he uses as a means of transport and effective weapons. His demonic body also constantly exudes a pestilent disease of a unique sort, commonly known as Namtar's Curse.

## Combat

Despite Namtar's size, he is swift and deceptively precise in his movements. He prefers to rend his foes to a painful death with his mighty claws, but when pressed by strong opponents, he can spontaneously manifest a solid bar of diseased force that he wields like a club with devastating effectiveness. He is also not above flying around his victims in an attempt to make use of his poisoned talons.

### NIDHOGG, DARK DRAGON OF NIFLHEIM CR 27

XP 3,280,000

CE Gargantuan dragon

**Init** +6; **Senses** blindsight 300 ft., darkvision 120 ft., superior low-light vision, see in darkness, *true seeing*; Perception +50

**Aura** frightful presence (360 ft., DC 41)

#### DEFENSE

**AC** 47, touch 9, flat-footed 44 (+2 Dex, +1 dodge, +38 natural, -4 size)

**hp** 580 (40d12+320)

**Fort** +30, **Ref** +24, **Will** +28

**DR** 20/epic; **Immune** acid, cold, sonic; **Resist** electricity 20, fire 20; **SR** 38

#### OFFENSE

**Speed** 40ft., fly 240ft. (poor), swim 30ft.

**Melee** bite +48 (4d6+18/19-20), 2 claws +48 (2d8+12/19-20), 2 wings +43 (2d6+6), tail slap +43 (2d8+18)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** animating breath, breath weapon (60 ft. cone of fire, DC 42, 24d8), crush (up to medium, 4d6+18, DC 38), tail sweep (up to small, 2d6+18, DC 38)

**Spell-Like Abilities** (CL 20th; concentration +27)

Constant—*freedom of movement*, *true seeing*

3/day—*dimensional anchor*, *displacement*

**Spells Known** (CL 20th; concentration +27)

9th (6/day)—*dominate monster* (DC 26), *energy drain* (DC 26), *mage's disjunction*

8th (6/day)—*create greater undead*, *mass charm monster* (DC 25), *mind blank*

7th (7/day)—*banishment* (DC 24), *delayed blast fireball* (DC 24), *waves of exhaustion*

6th (7/day)—*chain lightning* (DC 23), *create undead*, *disintegrate* (DC 23)

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 22), *mind fog* (DC 22), *sending*

4th (7/day)—*bestow curse* (DC 21), *dimension door* (DC 21), *fire shield*, *greater invisibility*

3rd (8/day)—*fireball* (DC 20), *haste*, *lightning bolt* (DC 20), *nondetection*

2nd (8/day)—*bear's endurance*, *bull's strength*, *resist energy*, *scorching ray*, *spider climb*

1st (8/day)—*expeditious retreat*, *identify*, *mage armor*, *magic missile*, *shield*

Cantrips (at will)—*arcane mark*, *bleed* (DC 17), *detect magic*, *flare* (DC 17), *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

#### STATISTICS

**Str** 35, **Dex** 15, **Con** 27, **Int** 24, **Wis** 23, **Cha** 24

**Base Atk** +40; **CMB** +56; **CMD** 69 (73 vs. trip)







**Feats** Ability Focus (breath weapon, fear), Alertness, Bleeding Critical, Combat Reflexes, Critical Focus, Debilitating Breath Weapon, Dodge, Eschew Materials, Flyby Attack, Hover, Improved Ability Focus (breath weapon, fear), Improved Critical (bite, claw), Improved Initiative, Mobility, Snatch, Sweeping Breath Weapon, Wingover

**Skills** Acrobatics +42, Bluff +50, Climb +55, Diplomacy +40, Fly +35, Intimidate +50, Knowledge (arcana) +45, Knowledge (nature) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +50, Sense Motive +40, Spellcraft +50, Stealth +33, Survival +49, Use Magic Device +22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Undercommon

**SQ** undead control

#### ECOLOGY

**Environment** any (Niflheim)

**Organization** solitary (unique)

**Treasure** none

#### SPECIAL ABILITIES

**Animating Breath (Su)** Creatures that die due to Nidhogg's breath weapon are animated as zombies, rising the round after their death.

**Undead Control (Su)** Nidhogg has absolute control over all undead that have fewer HD than he, within 100 yards.

**Debilitating Breath Weapon (Feat)** Nidhogg may use his breath weapon to deal 10 points of ability damage (Constitution) in addition to normal damage. A successful Frot DC 38 save halves this damage.

**Sweeping Breath Weapon (Feat)** Nidhogg is capable of slowly channeling his breath weapon rather than expending it in one burst of energy by sweeping a wide area with his flame. He may use his breath weapon in a semicircle with a radius equal to the length of his standard breath weapon. When using his breath weapon in this manner, only half damage is dealt.

Living by the root of Yggdrasil, the World Tree, in a pit of serpents, Nidhogg feeds on the bodies of the dead at Hvergelmir (the bubbling cauldron), the spring in Niflheim that acts as the source of the rivers of the world. When not feeding upon the dead he gnaws at the root of Yggdrasil and taunts the majestic eagle that sits in its limbs. He is a vile and malicious dragon, deep black in color, who enjoys feeding on the corpses of mortals he kills. When Ragnarok comes, he will raise the armies of the dead that surround him and use them to attack the gods and all else he desires.

## Combat

Nidhogg loves to hunt and track his prey through the vast wastes of Niflheim. He is wary and cunning when he finds gods trespassing in his realm, tracking and assessing his foes, then attacking through stealth. However, he is far bolder when he encounters mortals invading the lands of the dead.

**Init** +11; **Senses** darkvision 60 ft.; Perception +40

#### DEFENSE

**AC** 37, touch 17, flat-footed 29 (+7 Dex, +1 dodge, +20 natural, -1 size)

**hp** 435 (30d10+270) fast healing 5

**Fort** +19, **Ref** +24, **Will** +21

**DR** 15/cold iron and good and epic; **Immune** electricity, poison; **Resist** acid 20, cold 20, fire 20; **SR** 32

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (perfect)

**Melee** 2 claws +34 (1d8+5), bite +34 (1d8+5), 2 wings +32 (2d6+7/19-20)

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

**Special Attacks** razorwings

Spell-Like Abilities (CL 20th; concentration +23)

At will—*call lightning* (DC 19), *control winds*, *deeper darkness*, *detect good*, *detect law*, *feather fall*, *maximized solar wind* (DC 17), *maximized whirlwind* (DC 23), *summon swarm*, *whispering wind*

3/day—*elemental swarm* (air only), *quicken call lightning* (DC 19), *wind shear* (DC 19)

1/day—*creeping doom* (DC 20), *sirocco* (DC 22), *summon* (level 9, 1d8 succubi, 1d6 vrocks, or 1 balor 100%)

#### STATISTICS

**Str** 20, **Dex** 25, **Con** 29, **Int** 22, **Wis** 19, **Cha** 17

**Base Atk** +30; **CMB** +36; **CMD** 54

**Feats** Ability Focus (whirlwind), Cleave, Cloak Alignment, Dodge, Flyby Attack, Hover, Improved Initiative, Lightning Stance, Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (call lightning), Skill Focus (Fly), Wind Stance, Wingover



## PAZUZU, LORD OF SCATHING WINDS CR 21

XP 409,600

CE Large outsider (chaotic, demon, evil, extraplanar)



**Skills** Acrobatics +35, Bluff +30, Diplomacy +35, Fly +54, Intimidate +30, Knowledge (arcana) +31, Knowledge (nature) +31, Knowledge (planes) +33, Knowledge (religion) +31, Perception +40, Sense Motive +30, Spellcraft +30, Stealth +36, Survival +30; **Racial Modifiers** +10 Fly, +4 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

## ECOLOGY

**Environment** any land and underground

**Organization** solitary

**Challenge Rating:** 32

**Treasure** quadruple standard

## SPECIAL ABILITIES

**Razorwings (Ex)** Pazuzu's wings are as strong and sharp as greatswords. Each wing is treated as a medium greatsword, dealing 2d6 plus 1-1/2 times Strength bonus points of damage, and threaten a critical hit on a natural 19-20. Pazuzu's wings are still treated as secondary weapons.

**Cloak Alignment (Feat)** When Pazuzu is targeted with a spell, supernatural ability, or spell-like effect that would reveal his alignment, he is allowed a Will save (DC 10 + spell level + caster's attribute modifier, if applicable) to conceal his nature. On a successful save, the spell or ability fails to detect anything and automatically fails if used again for the next 24 hours. It does not give false information but rather, no information at all.

Pazuzu was an anomalous member of Mesopotamian demon-kind. Though certainly a demonic being from the lurid depths of the netherworld, his benevolence outshone his malice. His jurisdiction over Scathing Winds meant that farmers regularly invoked his name in an attempt to stave off the ill effects of blighting gales and heat waves. But his most noteworthy function was as a neutralizing force against the evil of Lilith. He was able to drive her back into the desert, keeping her away from population centers and thus preventing her from harming pregnant women and children. Many amulets that were fashioned to safeguard one from Lilith's visitations were made in Pazuzu's likeness. Pazuzu appeared as a slender humanoid, with a canine face, bulging eyes, wickedly sharp talons on both hands and feet, and a pair of feathered double-wings.

## Combat

Pazuzu rarely spends much time on earth. He is a graceful flyer of flawless perfection, and as a result prefers to conduct battle in this medium. Where he can, Pazuzu will attempt to use his mastery of flight to his advantage, making ample use of his Flyby Attack feat and often hovering above his enemies whilst striking at them with his clawed feet. When forced to the ground he will use his blast of wind special attack to force back his opponents to give him enough time to resume flying.

## ODIN'S RAVENS

Huginn and Muninn appear as large ravens with silvery-gray eyes. Legend says that every morning Odin sends the ravens to wander the worlds of the

living and the dead. In the evening they return to whisper the secrets they have discovered in Odin's ear. On rare occasions Odin will send the birds as a warning or to deliver a specific message to his chosen allies, gods and mortals alike.

## Combat

Odin's ravens are, for the most part, non-combative. They are his watchers. However they will defend themselves and the All-Father when necessary. Each raven has its own personal abilities, listed below.

### HUGINN

CR 6

XP 2,400

N Small outsider (native)

**Init** +6; **Senses** darkvision 60ft., low-light vision; **Perception** +10

### DEFENSE

**AC** 23, touch 17, flat-footed 17 (+6 Dex, +6 natural, +1 size)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +10, **Will** +6

**DR** 10/magic; **Immune** electricity, mind-affecting effects, petrification, poison, sonic; **Resist** cold 20, fire 20; **SR** 17

### OFFENSE

**Speed** 10 ft., fly 60 ft. (good)

**Melee** 2 claws +12 (1d3-3)





## Special Attacks mindblast

## Spell-Like Abilities (CL 20th; concentration +22)

At will—*arcane sight*, *detect thoughts*, *feeblemind* (DC 17), *hold monster* (DC 17), *hold person* (DC 15), *locate creature*, *locate object*, *plane shift* (DC 19), *suggestion* (DC 15), *true seeing*

## STATISTICS

**Str** 4, **Dex** 22, **Con** 17, **Int** 12, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +1; **CMD** 17 (can't be tripped)

**Feats** Ability Focus (mindblast), Flyby Attack, Weapon Finesse

**Skills** Diplomacy +10, Escape Artist +14, Fly +20, Knowledge (planes) +9, Perception +10, Stealth +18, Survival +10

**Languages** truespeech

**SQ** linked minds

## ECOLOGY

**Environment** any

**Organization** pair (Huginn and Muninn)

**Treasure** none

## SPECIAL ABILITIES

**Linked Minds (Ex)** If Huginn and Muninn are within 300ft. of each other; they are in constant telepathic communication. As long as one isn't caught flat-footed, neither is the other and neither one can be flanked. The ravens share this ability with Odin if he is also within 300ft.

**Mindblast (Sp)** This attack is a cone 60ft. in length. Anyone caught within must make a Will save (DC 16) or be stunned for 3d6 rounds. The save DC is Charisma-based.

## MUNINN

CR 6

XP 2,400

N Small outsider (native)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

**AC** 23, touch 17, flat-footed 17 (+6 Dex, +6 natural, +1 size)  
**hp** 42 (5d10+15)

**Fort** +4, **Ref** +10, **Will** +6

**DR** 10/magic; **Immune** electricity, mind-affecting effects, petrification, poison, sonic; **Resist** cold 20, fire 20; **SR** 17

## OFFENSE

**Speed** 10 ft., fly 60 ft. (good)

**Melee** 2 claws +12 (1d3+3)

**Special Attacks** past pain

**Spell-Like Abilities** (CL 20th; concentration +22)

At will—*arcane sight*, *confusion* (DC 16), *detect thoughts* (DC 14), *locate creature*, *locate object*, *mage's lucubration*, *mind fog* (DC 17), *mnemonic enhancer*, *modify memory* (DC 16), *plane shift* (DC 19), *sleep* (DC 13), *true seeing*

## STATISTICS

**Str** 4, **Dex** 22, **Con** 17, **Int** 12, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +1; **CMD** 17 (can't be tripped)

**Feats** Ability Focus (past pain), Flyby Attack, Weapon Finesse

**Skills** Diplomacy +10, Escape Artist +14, Fly +20, Knowledge (planes) +9, Perception +10, Stealth +18, Survival +10

**Languages** truespeech

**SQ** linked minds

## ECOLOGY

**Environment** any

**Organization** pair (Huginn and Muninn)

**Treasure** none

## SPECIAL ABILITIES

**Linked Minds (Ex)** If Huginn and Muninn are within 300ft. of each other; they are in constant telepathic communication. As long as one isn't caught flat-footed, neither is the other and neither one can be flanked. The ravens share this ability with Odin if he is also within 300ft.

**Past Pain (Sp)** This attack is an invisible cone 60ft. in length. All within must make a Will save (DC 16) or suffer once again their most painful experience. This will cause the victim to fall to the ground and blackout for 3d6 rounds. The save DC is Charisma based.



## ODIN'S WOLVES, FREKE & GERE

CR 8

XP 4,800

N Large outsider (extraplanar)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +14

## DEFENSE

**AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)  
**hp** 76 (9d10+27)

**Fort** +6, **Ref** +10, **Will** +8; +4 vs. poison

**DR** 15/magic; **Immune** charm, electricity, fear; **Resist** acid 20, cold 20, fire 20; **SR** 19

## OFFENSE

**Speed** 80 ft.



**Melee bite** +16 (3d6+10 plus trip/19-20)  
**Space** 10 ft.; **Reach** 5 ft.  
**Special Attacks** bark (DC 16)  
**Spell-Like Abilities** (CL 20th; concentration +22)  
 At will—*plane shift*

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**STATISTICS**


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**Str** 25, **Dex** 19, **Con** 17, **Int** 11, **Wis** 14, **Cha** 14  
**Base Atk** +9; **CMB** +17; **CMD** 31 (35 vs. trip)  
**Feats** Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (bite)  
**Skills** Acrobatics +16 (+40 jumping), Climb +19, Knowledge (nature) +12, Perception +14, Stealth +16, Survival +14  
**Languages** Common  
**SQ** linked minds

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**ECOLOGY**


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**Environment** any  
**Organization** pair (Freke and Gere)  
**Treasure** none

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**SPECIAL ABILITIES**


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**Bark (Su)** Each wolf can bark creating a cone of sonic energy 60ft. long, once every 5 rounds. This effect is the same as a *shout* spell cast by a 16th level sorcerer. Neither Freke, nor Gere are subject to the barks effects. The save DC is Charisma-based.

**Linked Minds (Ex)** If Freke and Gere are within 300ft. of each other, they are in constant telepathic communication. As long as one isn't caught flat-footed, neither is the other and neither one can be flanked. The wolves share this ability with Odin if he is also within 300ft.

Freke and Gere appear as large, black dire wolves with graying muzzles and golden-yellow eyes. Usually they are at Odin's side, however sometimes the All-Father will send them out into the worlds of men to appear to those who worship him as an omen. Freke and Gere do not speak, however, their demeanor can easily determine whether the omen is taken as good or bad.

## Combat

Freke and Gere use their link to the greatest advantage, covering each other's backs and coordinating their attacks. Generally they will use their bark to disrupt spellcasters and use their trip ability to leave warriors prone.

### OUTER DRAGON, TIME

**CR 7**

N Dragon

**Base Statistics**

Size Small; Hit Dice 9d12

Speed 50 ft.

Natural Armor +4; Breath Weapon cone, 2d10 electricity

Str 16, Dex 17, Con 16, Int 13, Wis 12, Cha 13

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**SPECIAL ABILITIES**


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**Immortal (EX)** Time dragons age, but don't die from old age.

**Read the Threads (Su)** A time dragon gains a racial bonus on initiative checks equal to its age category. In addition, a time dragon is immune to the staggered condition.

**Alien Presence (Su)** A creature that fails its saving throw against a time dragon's alien presence is staggered for 5d6 rounds (or stunned if it has 4 Hit Dice or fewer).

**Shifting Breath (Su)** Instead of a cone of electricity, an old or



older time dragon can use its breath weapon to displace creatures in time. Each creature in the cone must succeed at a Will save or be shifted forward in time a number of rounds equal to 1/2 the dragon's age category (DC equal to breath weapon). For an affected creature, it's as if no time passed. Creatures that succeed at their saves are staggered for 1 round.

**Second Chance (Su)** Three times per day as an immediate action, an ancient or older time dragon can force a creature (including itself) to reroll any d20 roll. The target must use the result of the second roll.

**Time Travel (Su)** Up to three times in its life, a great wyrm time dragon can travel to any point in time, taking with it a number of willing creatures equal to its Charisma modifier.

Age Category	Special Abilities	Caster Level
Wyrmling	Immortal, immune to cold, read the threads	—
Very young	<i>Detect magic</i> (constant)	—
Young	Share memory	1st
Juvenile	Alien presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Clairaudience/clairvoyance	7th
Mature adult	DR 10/magic	9th
Old	<i>Locate creature</i> , shifting breath	11th
Very old	DR 15/magic	13th
Ancient	<i>Second chance</i> , <i>legend lore</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Time stop</i> (3/day), time travel	19th



**ECOLOGY****Environment** vacuum**Organization** solitary**Treasure** triple

Guardians of history, time dragons are the most powerful of the outer dragons. Watchers and waiters, time dragons guard the universe against those that would interfere with the natural temporal order. Follower of Khonsu, a time dragon watches over the secrets of the secrets of the dead and those of temporal knowledge. This dragon's cracked scales creak with frightening, patient power. Some of its horns are ancient and brittle, others new and pristine.

**SAND OOZE****CR 6****XP 2,400****N** Large Ooze**Init** +0; **Senses** blindsense 30 ft.; Perception +0**DEFENSE****AC** 15; touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 69 (6d8+42)**Fort** +9, **Ref** +2, **Will** -3**OFFENSE****Speed** 20 ft.**Melee** slam +8 (1d8+10 plus 2d4 acid plus grab)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** acid, constrict (1d8+10 plus 2d4 acid), grab, sandblast**STATISTICS****Str** 20, **Dex** 10, **Con** 24, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +10; **CMD** 20 (can't be tripped)**Skills** Stealth +8 in deserts; **Racial Modifiers** Stealth +12 in deserts**Special Quality** ooze traits**ECOLOGY****Environment** warm deserts**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

**Acid (Ex):** A sand ooze secretes a digestive acid that quickly breaks down flesh and leather, but does not harm stone or metal. Any leather item that touches, or is touched by a sand ooze takes 2d4 points of acid damage unless it makes a DC 15 Reflex save.

**Constrict (Ex):** A sand ooze deals automatic slam and acid damage with a successful grapple check. Any leather items make their Fortitude save at -4, when grappled.

**Sand Blast (Ex):** A sand ooze may release the sand within it under high pressure as a 20-foot cone. Anyone struck by the cone receives 4d8 points of damage, half of which is acid damage. The target gets a Reflex save, DC 15, to take half damage. If the Reflex save is failed the target is also blinded for 1d3 rounds by the burning sand in its eyes. Using its sand blast drops the sand ooze's AC to 12. If it uses its sand blast again its AC becomes 9, and it cannot use this ability again until it spends 1d4 rounds gathering sand into itself.

The sand dune at your feet suddenly quivers and rears

like a striking snake. Viewed up close, the sand is encased in pulsating protoplasm.

Sand oozes are solitary predators and scavengers of the desert wastes. They absorb sand into themselves for camouflage and defense, in addition to being used as a last ditch attack. A sand ooze is about 12 feet in diameter, and weighs 1500 pounds when engorged with sand. A sand-free sand ooze weighs around 800 pounds.

**Combat**

A sand ooze will attempt to constrict any creature that comes within a foot of trekking upon it. If faced with resistant prey, it will spray a cone of acid-soaked sand at high speed.

**SEA LION****CR 5****XP 1,600****N** Large magical beast**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10**DEFENSE****AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)**hp** 51 (6d10+18)**Fort** +8, **Ref** +6, **Will** +5**OFFENSE****Speed** 10 ft., swim 40 ft.**Melee** bite +9 (1d8+4), 2 claws +9 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** rend (2 claws, 2d6+6)**STATISTICS****Str** 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10**Base Atk** +6; **CMB** +11; **CMD** 22 (26 vs. trip)**Feats** Endurance, Iron Will, Skill Focus (Perception)**Skills** Perception +10, Swim +18**SQ** hold breath**ECOLOGY****Environment** temperate aquatic**Organization** solitary, pair, or pride (5-12)**Treasure** none**SPECIAL ABILITIES**

**Hold Breath (Ex)** A sea lion can hold its breath for a number of rounds equal to 6 times its Constitution score before it risks drowning.

**SEBITTU, THE SEVEN & SEVEN****CR 12****XP 19,200****CE** Medium outsider (chaotic, evil, extraplanar)**Init** +7; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 25, touch 13, flat-footed 22 (+13 armor, +2 deflection, +1 Dex)**hp** 157 (15d10+75)**Fort** +10, **Ref** +12, **Will** +10**DR** 10/magic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23**OFFENSE****Speed** 30 ft.

**Melee** +3 *longspear* +25/+20/+15 (1d8+12/19-20/x3), or claws +22/+17/+12 (1d10+7 plus *contagion*)



**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Special Attacks** sneak attack +3d6

**Spell-Like Abilities** (CL 15th; concentration +17)

At will—*deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (DC 19), *magic missile*, *see invisibility*  
1/day—*summon* (level 7, 1d8 Sebittu 70%)

## STATISTICS

**Str** 23, **Dex** 17, **Con** 21, **Int** 16, **Wis** 13, **Cha** 14

**Base Atk** +15; **CMB** +21; **CMD** 36

**Feats** Bleeding Critical, Cleave, Critical Focus, Gate Attack, Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Acrobatics +18, Bluff +15, Diplomacy +6, Escape Artist +16, Intimidate +17, Knowledge (arcana) +20, Knowledge (history) +15, Knowledge (planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +15

**Languages** Abyssal, Celestial, Draconic

**SQ** armor training

## ECOLOGY

**Environment** any land and underground

**Organization** pair, squad (2d4), or retinue (14)

**Treasure** double standard (*demon armor*, +3 *longspear*, other treasure)

## SPECIAL ABILITIES

**Armor Training (Ex)** Sebittu have armor training as a 7th level fighter.

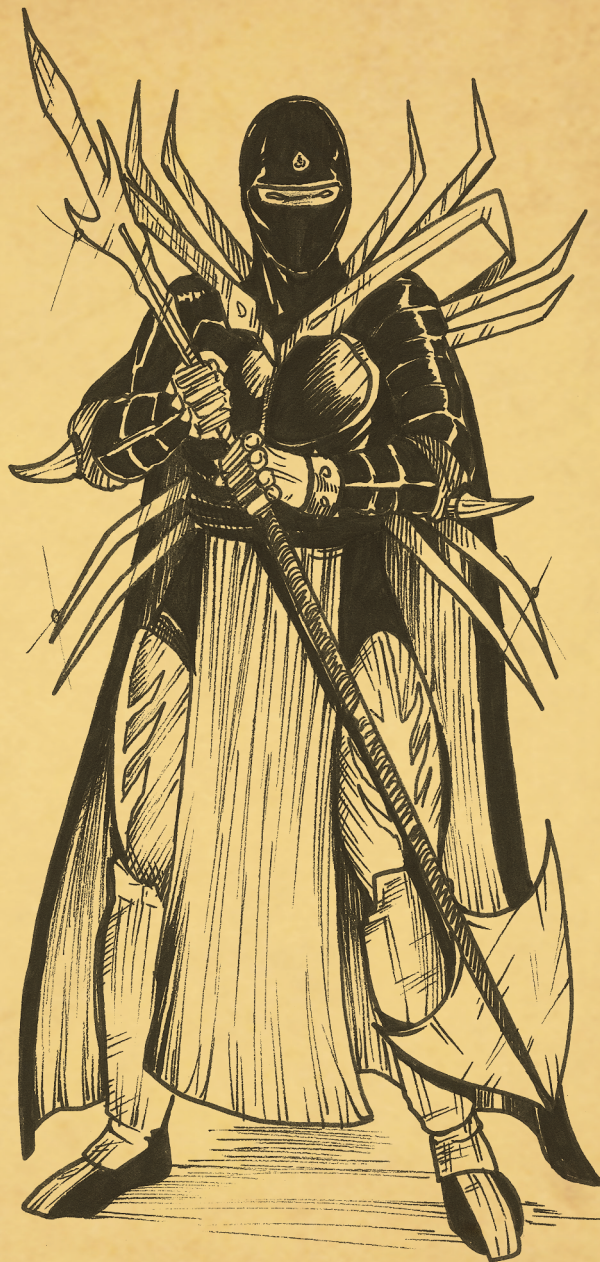
**Gate Attack (Feat)** Sebittu are capable of delivering summoned minions onto a battlefield in locations that are tactically advantageous. Those who are summoned gain the Pounce special attack on their first action in the encounter. Pounce allows a creature to use a full attack action even if it is used in a movement action during its round. The Sebittu opens a gate in such a manner that its allies may leap upon its enemies and attack in one motion, such as from above or behind their foes.

The Sebittu are a group of fourteen elite demon warriors who served and obeyed only Nergal. They were originally created by Anu and Ki for their unstable son, Erra, but when that deity was defeated and subsumed by Nergal, he became Master of the Sebittu. They assisted their new lord in his struggle to overpower the Queen of the Great Below, Ereshkigal, in his attempt to conquer the netherworld. Once Nergal had achieved this and had made Ereshkigal his wife, the Sebittu became his personal bodyguard in his infernal palace. The Sebittu appear as humanoids clad in frightening black demonic panoply that completely hides their visages.

## Combat

The Sebittu are almost never encountered alone. Most frequently, opponents will have to contend with all fourteen warrior demons. As a result, the Sebittu are practiced in fighting using group tactics. They will utilize clever flanking techniques, strategic withdrawals, and timely reinforcements. As they fight predominately with reach weapons, they tend to overlap the areas that they threaten so that opponents who manage to breach their defensive lines will still

be exposed to attack by the next rank. When their longspears prove to be ineffective because of adjacent opponents, they will abandon these weapons and use instead the integrated weaponry found on their armor. They use their magic missile spell-like ability liberally when range is required.



## SEKHMET, HANDMAIDEN OF BAST, PUNISHER OF THE GODS

**CR 18**

XP 153,600

LN Medium outsider (extraplanar, lawful)

**Init** +9; **Senses** darkvision 60 ft.; Perception +36

Aura menace

## DEFENSE

**AC** 37, touch 16, flat-footed 31 (+5 Dex, +1 dodge, +21 natural)

**hp** 237 (25d10+100)

**Fort** +12, **Ref** +19, **Will** +18



**DR** 15/—; **Immune** electricity, fire, petrification, poison, polymorph; **Resist** acid 20, cold 20, sonic 20; **SR** 29

## OFFENSE

**Speed** 60ft., fly 150ft. (good)

**Melee** 2 claws +34 (1d4+8/19-20), bite +34 (1d8+8/19-20)

**Special Attacks** channel positive energy (1/day, 10d6, DC 25), roar, siphon blood

**Spell-Like Abilities** (CL 20th; concentration +25)

At will—*doom* (DC 16), *bull's strength*, *dispel magic*, *freedom of movement*

1/day—*animate dead*, *burning hands* (DC 16), *cause fear* (DC 16), *create greater undead*, *create undead*, *death knell* (DC 17), *death ward*, *destruction* (DC 22), *disintegrate* (DC 21), *earthquake* (DC 23), *elemental body IV* (fire only), *elemental swarm* (fire only), *fire seeds* (DC 21), *fire shield*, *fireball* (DC 18), *harm* (DC 21), *implosion* (DC 24), *incendiary cloud* (DC 23), *inflict critical wounds* (DC 19), *produce flame*, *rage*, *shatter* (DC 17), *shout* (DC 19), *slay living* (DC 20), *true strike*, *wail of the banshee* (DC 24), *wall of fire*

## STATISTICS

**Str** 26, **Dex** 20, **Con** 18, **Int** 22, **Wis** 18, **Cha** 20

**Base Atk** +25; **CMB** +33 (+35 disarm); **CMD** 49 (51 vs. disarm)

**Feats** Alertness, Blind Fight, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (bite, claw), Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (bite, claw)

**Skills** Acrobatics +33, Bluff +33, Climb +36, Diplomacy +30, Fly +37, Intimidate +33, Knowledge (nature) +31, Perception +36, Sense Motive +36, Stealth +33, Survival +29, Swim +36

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; telepathy

**SQ** alternate form

## ECOLOGY

**Environment** any

**Organization** solitary (unique)

**Treasure** Eye of Ra

## SPECIAL ABILITIES

**Alternate Form (Su)** In addition to the form noted above, Sekhmet can take the form of a beautiful woman or that of a large winged lioness; she can fly only in this animal-like form. She can shift forms at will as a free action.

**Aura of Menace (Su)** A divine aura surrounds Sekhmet at all times. All hostile creatures within 20ft. must make a successful Will save (DC 27) or suffer a –2 morale penalty to attack rolls, AC, and all saves for one day or until they successfully hit her with an attack. Once this aura is resisted or broken, it cannot affect that person for one day. The save DC is Charisma-based.

**Roar (Su)** Sekhmet may release a terrifying roar every 1d4 rounds. All creatures within 120ft. must succeed at a Will save (DC 27) or be weakened with fear, losing half their strength scores for 2d6 rounds. Those within 30ft. also become deafened for 2d6 rounds. Creatures of 8 Hit Dice or less get no saving throw. This is a partial action and Sekhmet may not use this ability while in human form. The save DC is Charisma-based.

**Siphon Blood (Su)** Sekhmet can cause the very blood of those around her to stream out of their bodies and flow into her.

Every creature within 30ft. must make a successful Fort save (DC 26) or lose 2d4 points of Constitution. She in turn gains 3 hit points for each point of Constitution absorbed as a result of this power; she can exceed her normal hit point totals up to 50 extra hit points beyond her normal amount for up to 24 hours. This is a full round action and Sekhmet can only do this while in one of her humanoid forms. The save DC is Constitution-based.

**Telepathy (Su)** Sekhmet can telepathically communicate with any creature that has a language.

As legend has it, mankind grew soft and weak and Ra grew angry when he heard them bickering, whining, and complaining. Ra became so angry that he tore out one of his eyes and threw it down toward the earth. It changed in mid-flight into the lioness-goddess Sekhmet; she ravaged mankind, sucking the blood from their bodies and feasting on their flesh. If not for a remorseful Ra stopping her, she would have wiped out mankind. Now, she is the avenger and punisher sent by the gods to earth when someone - some family, some city, or government - has greatly insulted the gods or threatened their worshipers' culture or lifestyle. Sekhmet typically appears as a 7ft. tall woman with the head and claws of a lioness.

## Combat

Sekhmet will only be encountered if she was sent by Ra or Bast to punish and destroy those who have angered the specific deity.

## SERPARD, DESERT

CR 4

XP 1,200

N Medium magical beast

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent, mystic sense; **Perception** +5

## DEFENSE

**AC** 16, tough 14, flat-footed 12 (+4 Dex, +2 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +8, **Will** +2

## OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +8 (1d8+3 plus grab), 2 claws +8 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** pounce, rake (2 claws +8, 1d6+3)

## STATISTICS

**Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +7 (+11 grapple); **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +16, Climb +15, Perception +5, Stealth +12 (+16 in heavy undergrowth); **Racial Modifiers** +8 Acrobatics, +4 Stealth (+8 in heavy undergrowth)

## ECOLOGY

**Environment** desert and oasis

**Organization** solitary, pair or pride (mother plus 2-5 cubs)

**Treasure** none

## SPECIAL ABILITIES

**Mystic Sense (Su)** Serpards continuously detects magic as the *detect magic* spell, cast as if by a 4th-level sorcerer. Serpards always recognize opponents of noble lineage



or divine blood (such as half-celestials, half-fiends, or plane touched), and never attack such creatures, even if magically compelled.

The serpard is a feline beast standing about three feet high at the shoulder. It has a royal blue coat with gray stripes, and weighs approximately 130 pounds. Unlike other cats, the serpard possesses a long and sinuous neck that allows it to raise its head to the level of the average human's. Serpards often hunt by night along the forest floor of an oasis or across the desert sands, taking advantage of their excellent night vision to spot prey long before they can themselves be seen.

Serpards are renowned for their ability to recognize individuals with royal or divine blood; it is believed that the beast is incapable of causing harm to such people. The royal dynasties of many ancient kingdoms, including Egyptian, valued serpard as pets and guards for this mystical quality, and accepted these beasts as an entire year's tribute from their provinces. The demand for serpard in antiquity has made the creature rare and cautious of humanoids in more recent times.

### Combat

A serpard generally avoids groups of humanoids, recognizing them as too dangerous to consider as prey. However, if it discovers that these humanoids are searching for it, if they threaten its kits, or if the serpard catches one alone, it may sneak up to attack. Serpards prefer to ambush solitary opponents, and if possible, leads an individual away from a group before attacking him.

A serpard usually attacks with its vicious bite. Due to the sinuous neck of the creature, this bite has a reach of ten feet. If the serpard successfully bites an opponent, it may attempt to pull it into the reach of its rear claws, raking it savagely.

### Training a Serpard

Training a serpard as a guardian requires a successful Handle Animal check (DC 15 for a young creature, or DC 20 for an adult serpard) and that the creature is willing. Serpard kits mature in about one year. Serpard kits are worth 3,000 gp to the right buyers, typically royalty or those claiming some manner of divine heritage. Professional trainers charge 1,000 gp to rear or train a serpard. Serpards, even trained individuals, do not allow saddles and packs to be strapped to them.

#### GATEKEEPER DEMON, SEVEN KEEPERS OF THE HELLGATE CR 12

XP 19,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +17

#### DEFENSE

AC 27, touch 16, flat-footed 21 (+6 Dex, +11 natural)

hp 95 (10d10+40)

Fort +11, Ref +9, Will +13

DR 10/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 23



#### OFFENSE

Speed 40 ft.

Melee 2 claws +16 (1d8+5/19-20)

Special Attacks hellgate, strip power

Spell-Like Abilities (CL 18th; concentration +24)

At will—*alarm*, *animate dead*, *bestow curse* (DC 20), *blasphemy* (DC 23), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *detect undead*, *dimensional anchor*, *discern lies* (DC 20), *dispel magic*, *greater teleport* (DC 23), *hold portal*, *knock*, *magic circle against good*, *magic circle against law*, *speak with dead*, *true seeing*, *wall of fire*, *wall of iron*

3/day—*finger of death* (DC 24)

1/day—*summon* (level 5, 1d6 Hellgate Keepers 60%)

#### STATISTICS

Str 21, Dex 23, Con 19, Int 22, Wis 19, Cha 23

Base Atk +10; CMB +15; CMD 31

Feats Combat Reflexes, Improved Critical (claw), Improved Initiative, Iron Will, Weapon Focus (claw)

Skills Acrobatics +19, Bluff +19, Climb +15, Diplomacy +19, Escape Artist +16, Intimidate +19, Knowledge (arcana) +15, Knowledge (planes) +18, Perception +17, Sense Motive +17, Spellcraft +18, Stealth +19

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.



**ECOLOGY****Environment** a Hellgate or Ereshkigal's throne room**Organization** solitary or group (1d6)**Treasure** none**SPECIAL ABILITIES**

**Hellgate (Su)** Each Keeper was assigned a Hellgate. These Hellgates appeared to be dark portals fashioned from black iron and stone, and shaped intricately into depraved depictions of cruelty and torment. Ereshkigal, Nergal, and the Keepers themselves were the only ones who could operate these gateways without exception. Even powerful individuals like Ishtar had to submit to the Keepers when she wished to enter Kur. The Hellgates offer both a means of attack and defense, as long as their operators remain within 60 feet of the gate at all times. Each Hellgate can only have one designated operator at any given time, which means that Ereshkigal and Nergal automatically assume this position when they are threatened and in close proximity to a Hellgate. A Hellgate provides the following powers: +10 deflection bonus to AC, +5 profane bonus to all saving throws (Fortitude, Reflex, Will), Spell Resistance 40.

**Designated Keeper Statistics** AC 37, touch 26, flat-footed 31 (+10 deflection, +6 Dex, +11 natural); **Fort** +16, **Ref** +14, **Will** +18; **SR** 40

**Strip Power (Su)** A Hellgate will spontaneously remove the single most powerful special ability, spell, or item a creature has when within 60 feet of it. This effect is instant and cannot be resisted at any level, even by a deity. The Designated Hellgate Keeper can opt to remove a specific special ability, spell, or item should it wish, but such a feat requires a test of mental strength, in the form of a Will saving throw (DC 20). The stripped special ability, spell, or item, comes into the possession of the Hellgate operator who then can choose to make use of it as he wishes. A welcomed side effect of this option means that a Keeper learns the true nature of all a victim's special abilities, spells, and items, thus better preparing itself should combat ensue.

The fiendish Keepers of the seven gates of Kur are a group of demons that answer only to Ereshkigal. They are led by Neti who watches over Ganzir, the first of the Hellgates, and who explains the mystical conditions of the gates to any who propose to enter Kur. The Keepers are Kur's first line of defense, which in turn rely on the debilitating power of the Hellgates to slow almost any invading force.

**Combat**

The seven gatekeepers rarely do battle. They instead rely on the power of the Hellgates to dissuade those who would attack them. Should they be forced to fight they will do so, always first mentally informing their Queen of the possible threat to her domain and then summoning their fellow gatekeepers. Once their kin have arrived they tend to use their powers in a complementary manner, such as collectively neutralizing a dangerous opponent or using their abilities to aid each other as the need arises. They have impressive spell-like abilities that they use cleverly and liberally.

**SLEIPNER, ODIN'S STEED****CR 11****XP** 12,800**N** Large outsider (extraplanar)**Init** +4; **Senses** darkvision 60 ft., scent; **Perception** +16**DEFENSE****AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size) **hp** 95 (10d10+40)**Fort** +7, **Ref** +11, **Will** +10**DR** 10/magic; **Immune** electricity, petrification, poison; **Resist** cold 20, fire 20, sonic 20; **SR** 22**OFFENSE****Speed** 150ft.; travel**Melee** bite +19 (1d8+10), 4 hooves +17 (1d6+5/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** trample (1d6+15, DC 25)**Spell-Like Abilities** (CL 16th; concentration +19)*At will—dimensional anchor, freedom of movement, pass without trace, water breathing***STATISTICS****Str** 30, **Dex** 19, **Con** 19, **Int** 9, **Wis** 16, **Cha** 16**Base Atk** +10; **CMB** +21; **CMD** 35 (47 vs. trip)**Feats** Cleave, Improved Critical (hoof), Multiattack, Power Attack, Run



**Skills** Acrobatics +17 (+69 jumping), Climb +23, Fly +15, Perception +16, Survival +16

**Languages** Celestial

## ECOLOGY

**Environment** any

**Organization** solitary (unique)

**Treasure** none

## SPECIAL ABILITIES

**Travel (Su)** Sleipner has the innate ability to transverse any medium, including the air. He can travel at his maximum speed whether on the ground, in the air or through the water. It can also *plane shift* at will (CL 20th).

Sleipner is a large, eight-legged warhorse with dark brown eyes, a snow-white mane and a gray coat with the shank section of his legs showing white. He will not let anyone but the All-Father ride him unless Odin commands otherwise. Legends say that Sleipner can pull almost any weight and that he moves with such agility that only one being can attack his rider each round.

## Combat

Sleipner is the ultimate warhorse, using his hoof and rear kick attacks in perfect unison with Odin's weapons and spells. After centuries of working with the All-Father, Sleipner will always adjust his position and tactics to maximize both his and Odin's threat capability.

## SPHINX OF GIZA

CR 12

XP 19,200

LN Huge magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +13

## DEFENSE

**AC** 21, touch 10, flat-footed 19 (+1 Dex, +1 dodge, +11 natural, -2 size)

**hp** 142 (15d10+60) fast healing 3

**Fort** +13, **Ref** +12, **Will** +12

**DR** 15/magic; **Immune** fire; **SR** 23

## OFFENSE

**Speed** 60 ft.

**Melee** 2 claws +24 (1d8+9/19-20)

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

**Special Attacks** chimerian majesty, pounce, rake (2 claws +24, 1d8+9/19-20), stunning gaze (100 ft., DC 24 or stunned 1d6 rounds)

**Spell-Like Abilities** (CL 15th; concentration +20)

At will—*charm person* (DC 16), *dimension door*, *mirror image*, *protection against Evil/Law/Good/Chaos*  
2/day—*fly*, *greater invisibility*, *greater teleport*  
1/day—*summon* (level 7, 1d3+2 lammasu or 1d3 manticores 80%)

## STATISTICS

**Str** 28, **Dex** 13, **Con** 18, **Int** 21, **Wis** 21, **Cha** 21

**Base Atk** +15; **CMB** +25; **CMD** 37 (41 vs. trip)

**Feats** Ability Focus (gaze), Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (claw)

**Skills** Acrobatics +9, Appraise +13, Bluff +13, Climb +17,

Diplomacy +13, Intimidate +15, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (planes) +23, Knowledge (religion) +23, Knowledge (all others) +12, Perception +13, Spellcraft +15, Stealth +10

**Languages** truespeech

**SQ** eclectic knowledge

## ECOLOGY

**Environment** any desert, hill or mountain

**Organization** solitary (unique)

**Treasure** standard

## SPECIAL ABILITIES

**Chimerian Majesty (Su)** At will, the Sphinx may attempt to Command any Chimerian creature within the sound of its voice. Chimerian creatures include (but are not restricted to) chimera, lammasu, manticores, lamia, sphinx, griffon and hippogriff. This functions as *dominate monster* (DC 22). The save DC is Charisma-based.

**Eclectic Knowledge (Ex)** The Sphinx is a storehouse of great knowledge. All knowledge skills are class skills for The Sphinx. It gains a bonus on all knowledge skill checks equal to half its hit dice, and can make knowledge skills untrained.

The Sphinx of Giza is a wise and powerful creature and thought to be an aspect of Horus himself. Many seek this creature for its knowledge and counsel. However, the price for knowledge can be quite high, for one will forfeit one's life if they do not measure up to the standards of the Sphinx.

The Sphinx has the body of a huge lioness with the head of a beautiful pharaoh, its features neither masculine nor feminine but definitely attractive and androgynous. Its golden-blue eyes have an intense stare like no other creature.





## Combat

The Sphinx attacks with spells and its gaze when possible, resorting to melee attacks only as a last recourse. If outmatched, it will use its spells to escape.

### TOMBROBBER

CR 4

XP 1,200

N Medium Construct

Init +2; Senses darkvision 60ft., low-light vision; Perception +0

#### DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 47 (5d10+20)

Fort +1, Ref +3, Will +1

Defensive Abilities construct traits

#### OFFENSE

Melee hammer +8 (2d6+3), drill +8 (2d6+3, 19-20/x3)

Space 5 ft.; Reach 5 ft.

Spell-Like Abilities (CL 12)

At will-*detect magic*

#### STATISTICS

Str 17, Dex 15, Con -, Int -, Wis 10, Cha 10

Base Atk +5; CMB +8; CMD 20

Skills Use Magic Device +15; Racial Modifiers +15 Use Magic Device

Special Quality magic item usage

#### ECOLOGY

Environment any

Organization solitary, pair, or squad (5-12)

Treasure standard (all items)

#### SPECIAL ABILITIES

**Magic Item Usage (Su):** A tombrobber can somehow activate the magical items it stores within its hollow body, defending itself with potent magics. Most charged items are usable by the construct, although potions and scrolls are never used. Persistent rumors abound of tombrobbers that can transfer the properties of magical weapon onto their limbs, and shields and armors onto their very bodies. The tombrobber must succeed on a DC 25 Use Magic Device check to use a magic item contained within its body.

A mechanical oval with humanoid limbs clanks down the hall. One of its arms ends in a massive hammer, the other in a wicked looking drill. Two smaller arms, equipped with pincers rest against its chest.

A tombrobber is a construct built to break into crypts and dungeons, stealing magic items without risk to its creator. While each individual tombrobber's appearance varies, almost all models include the hammer and drill, to assist in breaking through walls, and in opening chests. Magic items discovered are placed inside the machine. A typical tombrobber is five-feet-tall, and weighs 1,000 pounds.

## Combat

A tombrobber will attack anything that interrupts its mission, or defends magical items it desires. It will ignore other creatures otherwise.

### USHABTI

CR 2

XP 600

N Small construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +1

#### DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)

hp 21 (2d10+10)

Fort +0, Ref +0, Will +1

DR 5/adamantine; Immune construct traits

#### OFFENSE

Speed 30 ft.

Melee 2 slams +4 (1d3+1)

Special Attacks curse, moan

#### STATISTICS

Str 12, Dex 11, Con —, Int —, Wis 12, Cha 12

Base Atk +2; CMB +2; CMD 12 (16 vs. trip)

#### ECOLOGY

Environment any underground

Organization solitary, pair or set (2-5)

Treasure double standard (see text)

#### SPECIAL ABILITIES

**Curse (Sp)** Once per round, an ushabti may attempt to curse a character that has invaded its resting place. If the character fails his Will save (DC 12) he suffers a permanent penalty to all saving throws of –1 for each Hit Die of the ushabti. This curse is far-reaching, and affects all of the character's family members (though with only half the potency rounded downward).

Those cursed who escape with the treasure of an ushabti's protected tomb continue to hear it moaning in the back of their minds and cannot escape the guilt of their theft. The only ways to remove this curse are a *remove curse* and an *atonement* spell cast by a priest of a death god, or when all items removed from the tomb are returned along with a penance worth 10% of the value of the missing treasure. The *remove curse* and *atonement* spells are only effective if cast upon the original defilers of the tomb. Cursed family members subject to these spells discover that the curse is nullified only for a day's time, after which it returns in full force.

The save DC is Charisma-based.

**Moan (Su)** When it enters into combat, the ushabti emits a low, melancholy moan. Those who can hear this dirge are wracked with guilt for disturbing the rest of the dead, and suffer a –1 penalty to initiative and attack rolls throughout the combat. A Will save (DC 12) negates this effect. This is a sonic, mind-influencing effect.

The save DC is Charisma-based.

Ushabti are funerary statues placed within the tombs and necropoli of important individuals to act as guardians for their mortal remains. They may vary in size, from small figurines that act as amulets to ward off evil, to man-sized statues of slaves and warriors. The largest ushabti are taller than a human and carved from single blocks of stone. Such ushabti are found only in the tombs of extremely wealthy or powerful individuals, and are often fashioned to resemble protective gods and celestial beings.

All ushabti are highly decorative, and are eagerly



sought by collectors. Small ushabti are carved from precious wood and inlaid with ivory, small gemstones, and gold leaf. Larger ushabti are fashioned from marble or granite. One half of the value of an ushabti's treasure takes the form of the ushabti itself; the rest consists of jewelry, scrolls, and the daily items that the dead are thought to require in the afterlife.

Although minor ushabti bear merely symbolic protection or at best a simple enchantment against thieves, the ushabti of important personages are sometimes empowered by high priests or good-aligned gods to protect the tomb in a more active manner. These ushabti are made to animate with positive energy, and act to safeguard the tomb from robbers, defilers, and unholy creatures.

## Combat

Ushabti physically attack those who dare to enter their tombs, punching twice per round with their stone fists. In addition to physical attacks, they make liberal use of their powerful moan and curse attacks. Its moan attack remains in constant effect while the ushabti is active; the curse attack is used once each round. Ushabti attack fearlessly until destroyed. Opponents who use physically damaging attacks against an ushabti find that its value to collectors is greatly reduced or nullified.

## Construction

Creation of ushabti requires a laboratory, sanctum, or workshop in which to construct and enchant the ushabti. Ushabti may be carved from wood or from stone. The material cost of constructing an ushabti is 250 gp per Hit Dice, half of which is embodied in the ushabti itself, and the rest in ritual materials and vestments. The creator can craft the body of the ushabti herself, or employ another to do so.

**CL 14th; Price 12,800 gp**

### CONSTRUCTION

**Requirements** Craft Construct, *animate objects*, *bane*, *bestow curse*, *geas/quest*, *ghost sound*, *make whole*, *permanency*, creator must be cast level 14th; **Skill** Craft (stone) or Craft (wood) DC 15; **Cost** 6,650 gp.

### VALKYRIE, BRINGER OF THE VALIANT DEAD CR 12

**XP 19,200**

**CN** Medium outsider (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *deathwatch*; Perception +24

#### DEFENSE

**AC** 27, touch 19, flat-footed 24 (+8 armor, +6 deflection, +3 Dex)  
**hp** 168 (16d10+80)

**Fort** +10, **Ref** +13, **Will** +15

**DR** 10/cold iron and lawful; **Immune** cold, electricity, poison;

**Resist** acid 10, fire 10; **SR** 23

#### OFFENSE

**Speed** 30 ft., fly 100 ft. (perfect)

**Melee** +2 *returning spear* +23/+18/+13/+8 (1d8+8/x3)

**Ranged** +2 *returning spear* +2 (1d8+6/x3)

**Spell-Like Abilities** (CL 12th; concentration +18)

Constant – *deathwatch*, *tongues*

At will – *aid*, *death ward*, *gentle repose*, *plane shift* (self

and mount only)

3/day – *call lightning storm* (DC 21), *divine power*, *geas/quest*

1/day – *breath of life*, *heal*, *summon* (level 8, 1 *sleipnir* 100%)

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 20, **Int** 13, **Wis** 20, **Cha** 23

**Base Atk** +16; **CMB** +20; **CMD** 39

**Feats** Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Vital Strike, Weapon Focus (spear)

**Skills** Fly +27, Handle Animal +25, Heal +24, Knowledge (planes) +20, Perception +24, Ride +28, Sense Motive +24

**Languages** Celestial, Common; tongues

**SQ** battle trained, choose the slain, holy zeal

#### ECOLOGY

**Environment** any

**Organization** solitary or ride (2-8 valkyries)

**Treasure** triple (+2 *breastplate*, +2 *returning spear*, other treasure)

#### SPECIAL ABILITIES

**Battle Trained (Ex)** A valkyrie is proficient with all armor.

Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

**Choose the Slain (Su)** A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as *soul bind*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

**Holy Zeal (Su)** A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

Charged with collecting and transporting the souls of mighty warriors who has fallen in combat, the valkyrie are stunning warrior women. The souls they collect are delivered to Valhalla where they become Einherjar.

### WHITE EAGLE OF ZEUS

**CR 6**

**XP 2,400**

**LG** Large outsider (extraplanar, good, lawful)

**Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +15

**Aura** menace, protective

#### DEFENSE

**AC** 21, touch 15, flat-footed 17 (+2 deflection, +4 Dex, +6 natural, -1 size)

**hp** 52 (8d10+8)

**Fort** +5, **Ref** +10, **Will** +8; +4 vs. poison

**Defensive Abilities** evasion; **DR** 10/—; **Immune** acid, cold, electricity, petrification; **SR** 17

#### OFFENSE

**Speed** 10 ft., fly 80 ft. (average)

**Melee** bite +11 (1d8+4), 2 claws +11 (1d6+4)

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

**Special Attacks** smite chaos (3/day, +2 attack and AC, +8 damage)

**Spell-Like Abilities** (CL 14th; concentration +16)

At will—*greater teleport* (self plus 350 pounds)

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 13, **Int** 12, **Wis** 14, **Cha** 15

**Base Atk** +8; **CMB** +13; **CMD** 29



**Feats** Ability Focus (aura of menace), Alertness, Flyby Attack, Great Fortitude

**Skills** Diplomacy +13, Knowledge (nature) +12, Knowledge (planes) +12, Perception +15, Sense Motive +15, Stealth +11, Survival +13

**Languages** truespeech

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#### ECOLOGY

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**Environment** any above ground

**Organization** solitary (unique)

**Treasure** none

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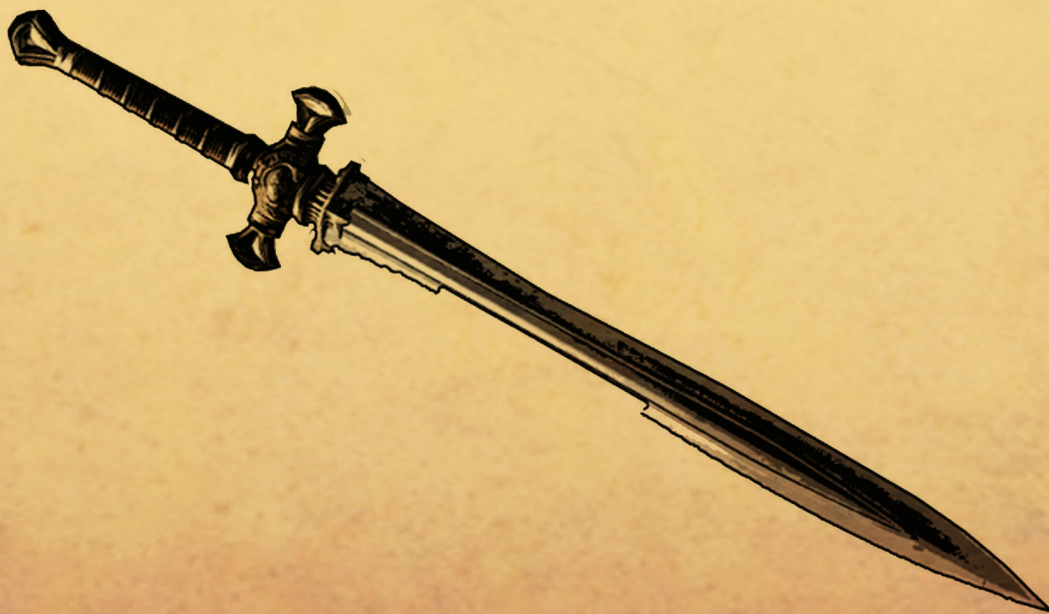
#### SPECIAL ABILITIES

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**Aura of Menace (Su)** A righteous aura surrounds the eagle when he fights or gets angry. Any hostile creature within a 20-foot radius must succeed at a Will save (DC 16) to resist its effects. Those who fail suffer a -2 morale penalty to attacks, AC, and all saves for one day or until they successfully hit the eagle. A creature that has resisted or broken the effect cannot be affected again by the eagle's aura for one day.

**Protective Aura (Su)** As a free action, the eagle can surround himself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a *minor globe of invulnerability*, both as cast by a sorcerer whose level equal to the eagle's Hit Dice. The aura can be dispelled, but the eagle can create it again as a free action on its next turn.

The White Eagle of Zeus is a majestic magical bird created from the forces of Good and Law. Its white coat gleams with a luminescent sheen that is testament to its beauty and goodness. Zeus often sends the eagle as a symbol to his worshippers or as an aid to those whose lives are threatened by evil. Should anyone or anything actually succeed in hurting the eagle, Zeus is immediately aware and vents his wrath fully upon the unfortunate souls.







A soft green glow emanated from the doorway where the warriors came from and were guarding. Picking up her blades, Shaina limped cautiously towards it, not sure what to expect next. In the center of the room was a large sarcophagus, covered with hieroglyphics and runes; it was the source of the magical light. She looked around the room and saw a ring of carved stone columns equally spaced around the glowing source. Beyond the ring were walls carved with symbols, glyphs, runes, and other things Shaina couldn't recognize. Looking around in awe, she noticed that every square inch was covered in symbols and words from every language she knew and hundreds of others she didn't.

"Sweet Isis, I've done it," she said to herself breathlessly, "I've reached the inner sanctum of the Temple of Lore."

After a short while, the practical side of Shaina kicked in and she moved to the sarcophagus. She searched it carefully and delicately, first with her eyes and then with the lightest touch of her fingers. She didn't come this far only to fall victim to a trap at the end. To her surprise, there was no trap. In fact, there was no seal on the lid of the sarcophagus. She pulled a prybar from her bag and slipped it between the lid and the bottom of the casket and pushed down hard. Her newly knitted muscles screamed in protesting agony, but after three attempts the lid was free. Inside the sarcophagus was a single book. Its cover made of dragon hide, its pages the finest vellum, here at last was the treasure she sought: the Book of the Gods.

Tentatively, she reached in to test the weight of the great artifact. Shaina almost fell on her backside when the Book came out freely. It was nearly weightless! Slowly, reverently, she dropped to her knees and laid the book on the floor in front of her. On its cover, she could see the symbol of every known god plus countless others that she didn't know. She tried to get a sense of the book and was overwhelmed. The book gave off a radiance that was both comforting and fearful, dangerous yet secure - a sense that all was right within the world this day.

Shaina was enraptured with the book and opened its pages. The words floated in the air before her, telling the assorted stories of the gods and of a time before the gods. She witnessed the birth and downfall of several deities and even whole pantheons. Before she realized it, she was floating among the words, devouring the knowledge they offered and clueless to the threat they represented to her sanity and, indeed, her very soul. A foggy mist began to form in the room, lightning arcing between the stone columns. In the darkness, two lightning filled eyes appeared, followed by the disembodied torso of a man holding a bolt of lightning in his hand. The fury on his face was a reflection of his mood as he moved nearer to her, poised to strike. And through it all, Shaina remained oblivious, lost in the Lore of the Gods...



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