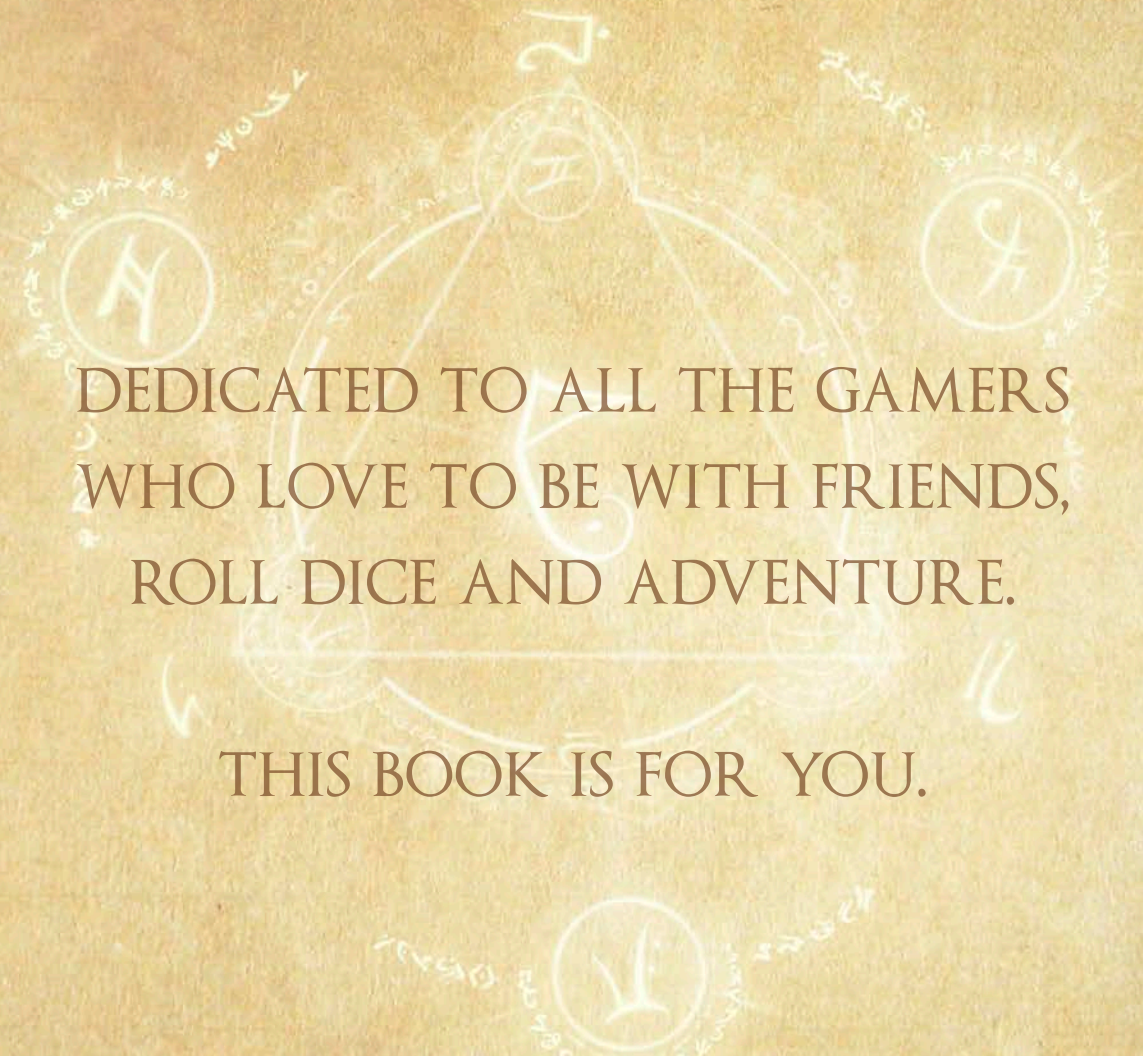


GODS & GODDESSES

A 5TH EDITION SUPPLEMENT
PATHFINDER CONVERSION





DEDICATED TO ALL THE GAMERS
WHO LOVE TO BE WITH FRIENDS,
ROLL DICE AND ADVENTURE.

THIS BOOK IS FOR YOU.

GODS & GODDESSES



A 5TH EDITION SUPPLEMENT
PATHFINDER CONVERSION

GODS & GODDESSES

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Publisher:

Jetpack 7

Lead Designer and Creative Direction:

Aaron Hübrich

Designers:

Sara Hübrich, Aaron Hübrich

Background Writing and Additional Design:

jim pinto

Editing and Proofreading:

Aaron Hübrich, Sara Hübrich, Andreas Walters

Additional Design:

Caías Ward

Pathfinder Design:

Ben McFarland

Cover and Interior Color Illustrations:

Rudy Siswanto

Pencil Illustrations:

Aaron Hübrich

Production Services:

Kraken Print

Production Consultation:

Andreas Walters

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ON THE COVER

Rudy Siswanto illustrates the eternal battle between Ishtar and Kur on the edge of The Void.

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How to contact us:

www.jetpack7.com

www.conceptopolis.com

Twitter: @conceptopolis



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8459F US Hwy 42, Suite 121
Florence, KY 41042

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Thank You!



Introduction

Mankind is hardwired for faith. Before the invention of pottery and agriculture, humans had already invented the gods some 25,000 years before. Sorry creationists. The first deities were aspects of nature: animals spirits, tree spirits, the sea and sky, and so on. All of nature was to be revered.

Stories were handed down word of mouth and nature started to take on anthropomorphic form. A spider spirit morphed in a human god with spider legs. The trees and lakes became a goddess who could transform from human into water or water nymph.

The original stories were lost to time, but as mankind developed written languages the gods took the forms we now understand. For centuries cultures collided, borrowing from one another's stories so that gods like Ishtar, Isis, Mithra, and Aphrodite all started to look alike.

North Africa, The Middle East, Mediterranean, and India all flourished with tales of thousands of gods and goddesses. As people migrated and cultures came in contact with one another, Europe and Asia added their tales the growing tapestry of world religions.

With the advent of monotheism, these religions became mythologies and a single creator began to replace the scores of pantheons dotting the globe. Missionaries brought word of a single god to every society and these cultures lost their spiritual heritage. Well, most. Not all. India and Asia resisted the concepts of a single supreme god as long as possible.

It would not be until the 18th century and the German advent of Religionsgeschichte that other faiths would be taken seriously as 'cultural phenomenon' again. It is from this school of thought that so many stories were rescued and our modern snapshot of mythologies starts to take shape.

But this book is not about Western philosophers trying to make sense of the ancient world from their ivory watch-tower arm chair philosophies. This book is about the celebration of faiths from all corners of the globe, re-imagined in a gaming context.

These gods and goddesses are our 16 favorite from a host of pantheons, spanning thousands of years of written and oral histories. Time has been spent not only examining them in their historical context, but also keeping as much of their genuine histories alive, while still making them playable in a fantasy campaign world.

We've gone the extra mile of making them all part of the same cultural gestalt, putting African, meso-American, and even a Mongolian god right next to each other in a fantasy world. The dynamic environment here should be obvious. What happens when the followers of Shiva and Tengri meet each other, arguing over who invented the world? Fantasy gaming has introduced many gods from the Western World time and again. But we think the material here, written in this manner, reveals the most important elements of faith—respect for heritage. Where a god or goddess comes from is as important as the ideas that are spawned from their philosophies.

We hope these introductions to some amazing gods inspire you to dig deeper into the faiths of the ancient (and in some cases modern) world. And at the very least, they lead to some great stories.

Onward.

How To Use This PDF

What Are Deific Avatars?

On par with demon lords and devil princes, deific avatars are the embodiment of a god's power on a plane. They are not the god, but an aspect of the god; this means they are not omniscient or all powerful. By the same token, killing an avatar's physical form doesn't harm the god, it simply, and momentarily, inconveniences the deity. It may cause relics or artifacts to be acquired by mortals, but then, that's how adventurers often get involved in recovering such items.

Deific avatars are a sub-type of outsiders with the following traits:

Deific Avatar Traits (Ex, Sp, or Su)

A deific avatar is a powerful, physical and mortal manifestation of a deity on a plane of existence. All deific avatars are outsiders at a minimum CR 26. Deific avatars have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

A deific avatar can grant spells to its worshipers on the same plane of existence; it is both a fragment and a reflection of deity at the same time. A deific avatar provides access to the domains and favored weapon benefits of the deity to worshipers.

A deific avatar's natural weapons, as well as any weapons it wields, are treated as appropriately aligned, adamantine and epic, for the purpose of overcoming damage reduction. For instance, the avatar of a Lawful Good deity would have weapons which would act as if Lawful-aligned, Good-aligned, epic, and adamantine for the purposes of overcoming DR. A deific avatar is proficient with all simple, martial, and exotic weapons, as well as all armor and shields.

A deific avatar has either +10 or +15 deflection bonus to armor class, as appropriate for the creature.

Discorporation (Ex) It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM. If a deific avatar is slain, its body rapidly melts away (leaving behind any gear it held or carried), its soul returns to a hidden location specified within this power, and it is immediately restored to life (as true resurrection) at that location. The new instance of the deific avatar recalls the memories and events of the previous instance.

Frightful Presence (Su) A deific avatar can activate its frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.

Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.

Regeneration (Ex) Only epic and other-aligned damage (Good-aligned avatars suffer damage from epic and Evil- or Neutral-aligned sources), or damage from a creature of equal or greater power (such as an archdevil, deity, deific avatar, demon lord, or protean lord) interrupts a deific avatar's regeneration. The base value is 20.

Resistance deific avatars have resistance to acid 30, cold 30, and fire 30.

Invoke Legendary Power (Sp) Four times per day as an immediate action, a deific avatar can invoke a signature power. This power may take several forms, defined in the special abilities of the deific avatar.

Telepathy 300 feet.

ANANSI

Trickster Spirit of Knowledge and Stories

Symbol: Spider, Spider Web

Home Plane: Deep Jungle Realm

Alignment: Chaotic Neutral

Anansi is a trickster and the keeper of all knowledge and stories. He takes the form of a spider and spins giant webs in the forest. There, he catches all of the stories from people's dreams and gossip. Anansi sometimes keeps the stories for himself and other times shares the knowledge with the world, so they might become wise.

He acts as a go-between for humans and other gods, and is the one responsible for tricking the divine into creating night, and rain (among other things). However, his aims are never noble. Anansi entertains himself by tricking humans (and the gods) through complicated pranks. Sometimes he gains nothing from the pranks other than the joy of having made people work harder. He's even gone so far as to trick followers into believing he created the world.

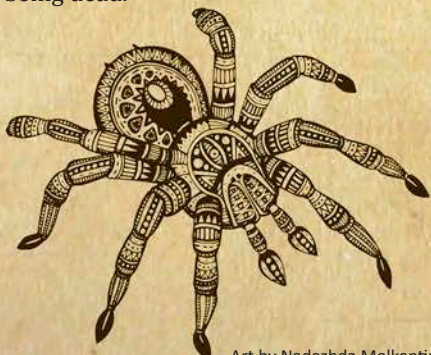
Anansi can also change into a fox, rabbit, or human at will.

Unlike other gods who deeds and prowess reside in a few stories about the creation of the world, Anansi's history rests in thousands of stories of trickery. Everything we know about the spider-god—parables that teach humanity how to be humble and learn their place in the world; or stories expanding humanity's realm of knowledge—stem from the word-of-mouth stories that are told in his name.

DOGMA

Anansi cares only for himself. He expects nothing less from his subjects. However, there is a deeper lesson in Anansi work that he expects his followers to understand. His lessons are a form of tough-love, stemming from the cultural climate of those who follow him. Life is unforgiving. Those who do not learn from their failings will surely die. Anansi is there to teach people these lessons without causing anyone harm. And if that leads to people being filled with fear of the gods, so be it.

Better than being dead.



Art by Nadezhda Molkentin

CLERGY AND TEMPLES

Anansi has no temples. Those who serve him, do so to travel the world in search of knowledge, secrets, and stories. They have no other higher calling, are not concerned with saving innocent lives (unless it fits their purposes), and do not make oaths, except to their god and knowledge.

Whatever the lesson, clerics and paladins of Anansi always recite a parable where humanity (or the gods) were tricked by Anansi's cunning.

*THE TRICKSTER SPIDER FOOLED OTHERS
IN ORDER TO GATHER KNOWLEDGE
FROM THE GODS.*

*GREEDY ANANSI HOARDED THIS WISDOM AND
STORIES AT THE TOP OF A VERY TALL TREE, UNTIL THE
KNOWLEDGE GREW SO HEAVY, IT CAME CRASHING
TO THE GROUND, RELEASING ALL THE WISDOM WITHIN.*

*IT SCATTERED TO THE CORNERS OF ALL THE LANDS,
AND IT WAS BY THIS THAT MAN LEARNED
TO FISH, HUNT, AND FARM.*

WORSHIPERS

True and dedicated followers of Anansi honor the god for one of two reasons. The first is simple fear that the god will bring them harm. The second is a deep-desire to trick others. This latter follower is one to be feared. Any person who would gladly worship the most cunning spirit of them all, is one who does not understand Anansi's true meaning. Those who learn to beguile and trick others have no place among the community that raised them.

Sages, elders, mothers, and grandmothers all understand the value of Anansi's stories. They grow up fearing the spider-god, but eventually learn the value of his teachings. If one lives long enough, they clearly know the value of Anansi's stories. But the 'ruse' is in using these stories to help children grow up in a hostile world. By extension, the strongest and smartest followers in the world worship Anansi and eventually learn the importance of his word.



Anasi's Avatar

CR26 / XP 2,457,600

CN Medium outsider (deific avatar, good, outsider)

Init +14; **Senses** darkvision 120 ft, blindsight 60 ft., detect good, detect law, detect magic; **Perception** +37

Aura frightful presence (DC 30)

Defense

AC 44, touch 29, flat-footed 34; (+10 deflection, +10 Dex, +1 dodge, +14 natural, -1 size)

hp 612 (27d10+432+27); regeneration 20 (deific or Mythic)

Fort +31, **Ref** +19, **Will** +22

Defensive Abilities

Discorporation, **DR** 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 39

Offense

Speed 40 ft., climb 40 ft.

Melee Mother's Fang, +4 outsider bane shortsword +40/+35/+30/+25/+20/+15 (1d6+14)

Ranged Mother's Touch, +4 outsider bane composite longbow +40/+35/+30/+25/+20/+15 (1d8+14/x3)

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

Special Attacks web (+37 ranged, DC 39, hp 27)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—detect good, detect law, detect magic, spider climb

At will—dancing lights, darkness, faerie fire

2/day—clairaudience/clairvoyance, deeper darkness, dispel magic, fly, invisibility, lightning bolt (DC 30), suggestion (DC 30)

Statistics

Str 30, **Dex** 30, **Con** 42, **Int** 26, **Wis** 24, **Cha** 25

Base Atk +27; **CMB** +40; **CMD** 70 (82 vs. trip)

Feats Blind-Fight, Combat Casting, Combat Reflexes, Deadly Aim, Dodge, Greater Blind-Fight, Improved Blind-Fight, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (invisibility), Toughness, Weapon Finesse

Skills Acrobatics +40, Bluff +37, Diplomacy +27, Escape Artist +40, Fly +27, Intimidate +27, Knowledge (arcana) +27, Knowledge (religion) +27, Knowledge (history) +38, Perception +37, Sense Motive +37, Spellcraft +27, Stealth +55, Use Magic Device +38; **Racial Modifiers** +16 Stealth

Languages Common, Undercommon; telepathy 300ft.

SQ arachnid mastery, cunning stealth, fast stealth, invoke legendary power, undersized weapons

Special Abilities

Arachnid Mastery (Su)

He can command and influence all normal arachnids or arachnid-like creatures, including swarms, as if via dominate monster at will (DC 30). He can control any number of creatures within a 60-foot radius in this manner. Any creature with the Vermin type which attempts to attack Anasi with a melee attack must attempt a DC 30 Will save. If it fails, the creature can't follow through with the attack, that part of its action is lost, and it can't directly attack Anasi for 1d4 rounds. Once a creature succeeds at this save, it is immune to this ability for 24 hours. The save DC is Charisma-based.

Cunning Stealth (Ex)

Anasi's Avatar may make a Stealth check to hide as an immediate action.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Anasi's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to the Deep Jungle Realms, and it is immediately restored to life (*as true resurrection*) at that location. He still retains memories of events which occurred during a previous avatar's incarnation.

Fast Stealth (Ex)

Anasi's Avatar has the Fast Stealth ability, as per the rogue talent. This ability allows the avatar to move at full speed using the Stealth skill without penalty.

Invoke Legendary Power (Su)

Anasi can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Spider's Strike. Anasi may attack a flat-footed or flanked creature as an immediate action which does not provoke attacks of opportunity. He is +20 to hit and deals 12d6 + 6 damage on a successful hit.

Riposte. Anasi makes a melee attack.

Spider's Charm (2 invocations). Any single creature within sight of Anasi must make a DC 30 Willpower saving throw.

On a failed save, it is friendly to Anasi and compelled to follow any directions he commands, as per dominate monster. While the target is affected, Anasi has a telepathic link with it as long as the two are on the same plane of existence. Anasi can use this telepathic link to issue commands to the creature while he is conscious (no action required), which it does its best to obey. Anasi can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from Anasi, it defends and preserves itself to the best of its ability. The affected creature is affected for up to 1 minute. Anasi can affect 1 evil creature per round to a maximum of 8 creatures from a single invocation.

On a successful save, the creature takes 3d6 positive energy damage, but is immune to the effect for 24 hours.

Teleportation. Anasi can magically teleport himself, or any willing target that he can see, along with any equipment being worn or carried, to any unoccupied space within five miles, as per greater teleport.

Premonition. Anasi gains a +16 insight bonus on his next saving throw. This affect ends at the start of Anasi's next turn.

BABA YAGA

Goddess of Earth and Nature

Symbol: Mortar and Pestal

Home Plane: All Forests

Alignment: True Neutral

Baba Yaga's story starts at the beginning of time. Maybe before. She was born of stone, or turned to stone from her magic. She comes from a time when mankind was rough, but wise, honoring their elders. When the word 'witch' meant 'wise' and when grandmothers would teach their tribes the art of giving birth. Baba Yaga is the first such woman who understood the mystery of birth and death.

Baba Yaga (literally woman of stone) is as much an earth elemental as she is a goddess. Her wisdom endures now through nature and her original form still rumored to reside in a craggy mountain-side in the cold northern lands.

Baba Yaga's power is truly immense. She rules over the four elements of air, earth, fire, and water. She also keeps many faithful servants and surrounds herself with unseen wailing spirits. Among her servants are the White Horseman, Red Horseman, and Black Horseman, which she refers to as "my bright dawn, my red sun, and my dark midnight" (respectively). There is also a herdsman, Koschei Bessmertny, who cannot be killed. He is a tall, boney, evil sorcerer who rides through the mountains on his black steed. Koschei can shapeshift into a whirlwind, summoning thunder and lightning at will.

Baba Yaga is depicted as the deformed-looking crone with a large nose and teeth of iron. She haunts every story of children being taken into the forest and baked into bread. But she is sometimes the helpful old woman who guides lost travellers home. She is enigmatic, complicated, and inconsistent. Like nature itself, Baba Yaga is a force beyond measure.

She is the perennial witch and mother of winter. She is the birds, clouds, death, matriarch, mermaids (rusalka), moon, pelicans, and snakes. She is the watcher of wicked thoughts.

Baba Yaga guards over what she considers her people. Different than most gods, she has no temples or priestesses who spread the word of her faith. Rather, she is the shepherd of the weak, teaching them to grow strong and punishing those who grow arrogant or wicked.

Unlike other deities, she lives among the people, in a tiny hut in the woods. She is all around and her presence is always felt. Even if she is not seen, people entering the forest know she sees them. The old crone is a watcher, only revealing herself when necessary.

Baba Yaga is to be feared and respected.

DOGMA

Whether or not a peasant knows the name Baba Yaga, he or she knows the stories of the wicked old witch, the enduring spirit of the forest who punishes the foolhardy and arrogant, while vexing the innocent and lost. Baba Yaga is an eternal force of nature, not too far remove from Hekate, but less primordial and less self-interested.

Those who obey Baba Yaga are rewarded, often with wisdom, but sometimes a gift. But those who defy her are eaten. This parable reflects the old crone's duality. Those who honor nature benefit from it. Those who fight it, surely perish.

CLERGY AND TEMPLES

Baba Yaga has no temples and demands no worship. She commands respect and fear, and this is enough. Clerics and paladins honor her through wisdom and teaching, imparting lost knowledge to others who pay homage to the old crone.

Wisdom is the most important tool of Baba Yaga's clergy who have taken it upon themselves to serve her. She demands nothing and there is no true calling to serve. Those who know their duty, act in kind to serve the goddess. Nothing more.

*DO YOU KNOW WHAT IT MEANS TO HAVE
A WICKED THOUGHT ENTER YOUR HEART?*

*A WICKED THOUGHT GROWS LIKE A POISON PLANT
AND SLOWLY STRANGLES THE GOOD.
AND ANY POISON PLANT MUST BE PLUCKED
FROM THE HEART'S FOREST WITH HASTE,
BECAUSE THE OLD WITCH WILL SURELY PUNISH THOSE
WHO ALLOW THEM TO FLOURISH.*

WORSHIPERS

Baba Yaga's faith is strongest among rural people, struggling against the forces of nature. They know the value of the wise witch's teachings and apply her lessons, or suffer the consequences. Arrogance is not tolerated by Baba Yaga, nor do her follower brook offenses against the community. Those who think themselves bigger than others (and especially nature) are punished accordingly.



Baba Yaga's Avatar

CR 29 / XP 6,560,000

N Medium outsider (diefic avatar, extraplanar, outsider)

Init +11; Senses darkvision 60 ft.; Perception +61

Aura frightful presence (DC 30)

Defense

AC 47, touch 32, flat-footed 40(+15 deflection, +7 Dex, +15 natural)

hp 744 (29d10+580); regeneration 20 (deific or Mythic)

Fort +36, Ref +17, Will +25

Defensive Abilities Discorporation, DR 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, electricity 30, and fire 30; **SR** 42

Offense

Speed 30 ft.

Melee iron claws +34/+34/+29/+29 (3d6+5 plus rend) and iron bite +34 (2d6+5) or Stone Pestle, +3 *shocking outsider bane dire flail* +37/+32/+27/+22/+17/+12 (1d8+1d6 electricity+8)

Special Attacks dream haunting, rend (3d6+7)

Spell-Like Abilities (CL 20th; concentration +29)

Constant— *detect chaos, detect evil, detect good, detect law, detect magic*

At will— *deep slumber* (DC 22), *greater teleport*, *invisibility*, *magic missile*, *ray of enfeeblement* (DC 21), *shillelagh*

3/day— *call lightning* (DC 22), *flaming sphere* (DC 21), *hold person* (DC 21), *ice storm* (DC 22), *mnemonic enhancer*, *polymorph any object* (DC 27), *summon monster VI*, *telekinesis* (DC 24), *wind wall*, *wall of stone* (DC 24)

1/day— *earthquake*, *firestorm* (DC 26), *legend lore*, *move earth*, *storm of vengeance* (DC 28), *wall of thorns*

Statistics

Str 20, Dex 24, Con 50, Int 21, Wis 29, Cha 18

Base Atk +29; CMB +34; CMD 56

Feats Alertness, Ability Focus (frightful presence), Augment Summoning, Combat Casting, Combat Reflexes, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mounted Combat, Multiattack, Power Attack, Quicken Spell-Like Ability (*mnemonic enhancer*), Quicken Spell-Like Ability (*telekinesis*), Spell Focus (conjuration), Weapon Finesse

Skills Bluff +36, Diplomacy +33, Intimidate +36, Knowledge (arcana) +37, Knowledge (history) +34, Knowledge (planes) +37, Perception +61, Ride +36, Sense Motive +61, Spellcraft +37, Use Magic Device +36

Languages Celestial, Common, Sylvan; telepathy 300ft.

SQ change shape (any humanoid, alter self), earthglide, invoke legendary power, wise crone

Special Abilities

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM. When Baba Yaga's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to the heart of the nearest deep forest, and it is immediately restored to life (as true resurrection) at that location. She still retains memories of events which occurred during a previous avatar's incarnation.

Dream Haunting (Su)

Baba Yaga can visit the dreams of targets by becoming ethereal, then hovering over the creature. Once she does so, she rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating Baba Yaga. Often she does this to learn a target's secrets.

Invoke Legendary Power (Su)

Baba Yaga can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Echoing Cackle. Baba Yaga belts out a hideous cackle. Any creature within a 30 ft radius must make a DC 33 Willpower save, or be wracked with intense pain in their head. Creatures who fail their save take 4d6 +10 sonic damage, and continue to take 1d6 +10 sonic damage each round until they make a successful save. Creatures that cannot hear, or are not subject to sound are unaffected. Creatures who do save take no damage. This is a Wisdom-based power.

Elemental Power. Until the end of her next turn, all of Baba Yaga's elemental spells ignore damage resistances and immunity.

Freezing Winds. (2 invocations). Baba Yaga can blast a 30 ft cone of incredibly cold wind, instantly freezing any creature in place. All creatures within the cone must make a DC 33 Fortitude save. Any creature who fails their save is instantly frozen into place until she ends the effect or a year has passed, as if turned to stone. Affected creatures are in a type of stasis, unaware of their surroundings. Frozen creatures do not age, or take damage and not even any spell has an effect on them, except for a wish. Creatures who save against the Freezing Winds simply suffer from a blast of cold wind and are immune to the effect for 24 hours. This is a Wisdom-based power.

Godlike Magic. Baba Yaga may cast any of her spell-like abilities as an immediate action which does not provoke attacks of opportunity and without expending a daily use.

Premonition. Baba Yaga gains a +16 insight bonus on her next saving throw. She may invoke this power as an immediate action, rather than the usual method. This affect ends at the start of Baba Yaga's next turn.

Wise Crone (Ex) Baba Yaga has a +16 competence bonus to Willpower saves, skill checks, and ability checks involving Wisdom.

Pestle

Any club used by Baba Yaga transforms into her stone pestle, and functions as rod of flailing with the shocking and outsider bane properties, which she can wield in one hand. When she relinquishes this rod, it returns to its previous state, unless it is her personal pestle, which is a shocking outsider bane rod of flailing.

Mortar and Pestle

Baba Yaga's stone pestle is a Medium animated object (Hardness 15, AC 15, 100hp) with a fly speed of 60 ft. She flies in, or on top of the Mortar and uses her Pestle as a rudder. Baba Yaga can reconstitute a destroyed mortar once per day as a full round action which does not provoke attacks of opportunity.

BATARA KALA

Lord of the Eight Hot Hells

Symbol: Demon Eating the Sun

Home Plane: The Underworld

Alignment: Chaotic Evil

Batara Kala—the Lord of the Eight Hot Hells—is a god of the underworld, where he rules from a cave with his wife. He is also the god of destruction, earth, light, and time—the name Kala literally means time. He is a frightening, hideous, loathsome-looking, and rude ogre. He is immensely tall, his hair is made from fire, his body covered in fur, and his finger-tips are knives.

More demon than god, he is always hungry. Batara Kala chases the moon and sun each day in an attempt to eat both, but only succeeds during an eclipse. In order to help the moon and sun escape Batara Kala's massive maw, the people bang pots and create noise during the eclipse. And each time, the moon and sun escape.

Batara Kala also enjoys eating children, especially those who stray from home or who are born into bad families.

Some people believe Batara Kala is the son of Shiva, conceived by a fish that swallowed Shiva's essence. Others believe he is an ogre who was mortal until he drank the waters of paradise so he could live forever. But for doing so, he was punished and his head was removed. But the immortal water allowed his head to live on without his body.

DOGMA

Batara Kala is not directly worshipped, but is recognized by most people. He lives in the lower world, while humanity lives in the middle world, and the gods live in the numerous heavens and planes. Batara Kala is a dark and powerful force, either punished for his transgressions or sent here to punish humanity.

This latter condition of the god is most important.

Batara Kala serves two functions. One, he teaches people to fear the forces of the heavens. Batara Kala's rage is unmeasured and it is unknown what will set him off. Two, he teaches against the sin of having children out of wedlock, or through incest. This second lesson is a darker principle that keeps the peasantry in line. Those who fear the wrath of Batara Kala, fall in line with the rest of the prevailing cultural mores.

CLERGY AND TEMPLES

There are few devoted followers to Batara Kala. Most are afraid of his wrath and give lip-service through ritual and music. Those zealous enough to serve the god are angry and bitter people, themselves. Clerics who worship Batara Kala are not fascinated with death, but with darker emotions. And paladins are more likely to lash out in rage, rather than religious devotion.

Batara Kala is worshipped openly during specific festivals. There are few churches erected in his honor. However, some clerics gather their small flocks into dark caves.

TIME IS THE DESTROYER OF ALL THINGS;

*FOR NOTHING CAN EVER LAST,
IN FLESH, BLOOD, OR EVEN STONE.*

*BATARA KALA, KING OF THE UNDERWORLD
WILL INEVITABLY COME FOR YOU,
AS SURE AS THE SUN RISES IN THE MORNING.*

WORSHIPERS

Traditionally, people seek out Batara Kala's favor, in order to prevent their children's misfortune. Ruwatan (exorcism rituals) are performed for children born under unfortunate circumstances, or under ill-omens. These ceremonies involve a large feast and wayang (shadow puppets), lest Batara Kala devour the children.

So afraid are the people of Batara Kala that pregnant women hide under their beds during an eclipse to avoid his anger and hunger.



Art by Arykoswara



Batara Kala's Avatar

CR 28 / XP 6,560,000

CE Gargantuan outsider (deific avatar, evil, extraplanar)

Init +11; Senses darkvision 120 ft., low-light vision; Perception +40

Aura frightful presence (DC 32)

Defense

AC 46, touch 32, flat-footed 39 (+15 deflection, +7 Dex, +18 natural, -4 size)

hp 686 (29d10+522); regeneration 20 (deific or Mythic)

Fort +28, **Ref** +24, **Will** +23

Defensive Abilities Discorporation, cloaked in shadow, **DR** 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, fear, petrification; **Resist** acid 30, cold 30, and fire 30; **SR** 41

Offense

Speed 30 ft.

Melee claws +35/+30/+25/+20 (3d8+12 plus rend/19–20 plus energy drain) and bite +35 (2d8+12 plus energy drain)

Ranged rock +35/+30/+25/+20 (4d8+12/19–20)

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

Special Attacks energy drain (2 levels, DC 32), rend (3d8+18), rock throwing (180 ft.)

Spell-Like Abilities (CL 20th; concentration +28)

Constant— *detect chaos, detect evil, detect good, detect law, detect magic*

At will— *deep slumber* (DC 21), *invisibility, magic missile, ray of enfeeblement* (DC 19) *greater teleport*

4/day— *power word kill* (DC 28)

3/day— *confusion* (DC 22), *greater invisibility, invisibility, quickened mnemonic enhancer, silent image* (DC 19), *fear* (DC 20), *suggestion* (DC 21), *seeming* (DC 23), *telekinesis* (DC 24), *quickened vampiric touch*

1/day— *feeblemind* (DC 23), *true seeing*

Statistics

Str 34, **Dex** 25, **Con** 46, **Int** 24, **Wis** 22, **Cha** 26

Base Atk +29; **CMB** +45; **CMD** 67

Feats Cleave, Combat Reflexes, Double Slice, Great Cleave, Improved Bull Rush, Improved Critical (claws), Improved Critical (rock), Improved Initiative, Iron Will, Power Attack, Quickened Spell-like Ability (mnemonic enhancer), Quickened Spell-like Ability (vampiric touch), Two-Weapon Fighting, Vital Strike 14/15
Skills Acrobatics +39, Bluff +40, Climb +41, Diplomacy +37, Escape Artist +36, Intimidate +36, Knowledge (geography) +39, Knowledge (history) +39, Knowledge (planes) +39, Perception +40 (+58 in dim light), Sense Motive +40, Stealth +28 (+36 in dim light), Use Magic Device +40; Racial Modifiers +4 Perception in dim light, +8 Stealth in dim light

Languages Celestial, Common; telepathy 300ft.

SQ cloaked in shadow, invoke legendary power

Special Abilities

Cloaked in Shadow (Ex)

Because of Batara Kala's connection with the Underworld, as a minor or immediate action in any illumination other than direct sunlight, he can cloak himself in moving shadows to hide in plain sight. He can use this ability three times per day.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only

temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Batara Kala's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to the The Underworld, and it is immediately restored to life (as true resurrection) at that location. He still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Batara Kala can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Apoplectic Zone of Rage. (2 invocations). Batara Kala chooses a 20 ft radius that he can see within 100 ft. The zone emanates with a sickly green light, charged with unnatural rage which causes creatures within it to be overwhelmed with dread. Creatures in the zone must make a DC 32 Willpower save. Creatures who fail suffer the effects of a rage spell. Creatures that save are unaffected by the zone until Batara Kala uses this Legendary Action again.

Brutal Rend. (2 invocations). Batara Kala makes 2 claw attacks at +35 to hit, 3d12+24 each.

Godlike Magic. Batara Kala may cast any of his spell-like abilities as an immediate action which does not provoke attacks of opportunity and without expending a daily use.

Hateful Stun. Batara Kala casts power word stun as an immediate action which does not provoke attacks of opportunity.

Premonition. Batara Kala gains a +16 insight bonus on his next saving throw. He may invoke this power as an immediate action, rather than the usual method. This affect ends at the start of Batara Kala's next turn.

Teleportation. Batara Kala can magically teleport himself, or any willing target that he can see, along with any equipment being worn or carried, to any unoccupied space within his cave, as per greater teleport.

FREYJA

Goddess of Love, Fertility, Sorcery, and War

Symbol: Falcon

Home Plane: Asgard

Alignment: Chaotic Good

The divine Freyja is a powerful woman, resembling something between a fair maiden and a lustful giant. Her arms are long and white, capable of lighting up the underworld. Freyja is the goddess of love, fertility, sorcery, and war. She rules over many aspects of the living world and the afterlife. In fact, Freyja rules over more domains than any other god, being a source of inspiration for thousands. She is even the muse of sacred poetry. Those seeking meditative insight into their ills visit the churches of Freyja on a regular basis.

She also serves those who have fought in battle, especially conscripts and farmers who've been forced into battle. As such, those who die honorably in battle go to Fólkvangr (in Vanaheimr) with her valkyries instead of Valhalla. Once in Fólkvangr, the dead enjoy a peaceful rest of meadows and fields.

As a ruler of fertility and childbirth, she is praised for and is a protector of pregnant women. But of all her values her followers most honor her power over births. Maidens (the names of her followers) often sing and chant around another follower who is giving birth to ease the child into the world. At the time of one's birth, a female child is given an animal totem as their guide through life, while a male child is given a small weapon as a trinket.

The goddess rides a chariot pulled by two huge forest cats—Bygul and Trjegul. She is also associated with the boar or swine, because of the animal's fertile nature. However, the boar is often depicted charging into battle.

DOGMA

Freyja is the truth seeker. She bestows insight and teaches her followers to look inward, exploring their inner emotions, especially the parts they don't wish to acknowledge. Freyja's magical nature is dualistic, examining positive and dark magicks. For some of her followers, this is a difficult balancing act. For others, they take one path over the other. Those who abandon her teachings are punished harshly by Freyja. Her followers are the first to exact vengeance, based on the amount of secrets a follower attempts to leave the church knowing—going as far as to kill a follower who 'knows too much.' If the followers are unable to exact justice, Freyja will send a massive wild boar to kill the heretic in the most heinous way possible.

CLERGY AND TEMPLES

The clergy of Freyja are mostly women, priestesses who gather the flock into nature to experience the world and pay homage to Freyja. Her churches are simple and adhere to their natural surroundings: leaning trees, fallen rocks, waterfalls, and so on. A cleric of Freyja spends her morning praying in nature, near a brook or stream, trying to connect with her natural surrounding while being keenly away of her inner self.

The highest ranking priestess of Freyja is known as the "Mare," of which there is only one. However, the lead cleric of any temple bears no title. She is known simply as mother or sister.

Freyja's female Clerics are called Spaekona (sorcerers), and female Paladins are given the title of Eiddrenger (Oath Warriors). Males of either class are extremely rare.

TRIUMPH TO SOME,
AND TREASURE TO OTHERS
AND TO MANY, WISDOM AND SKILL IN WORDS.
FAIR WINDS TO THE SAILOR,
TO THE SINGER HIS ART,
TO THE MOTHER A HEALTHY CHILD,
AND A COURAGEOUS HEART TO MANY A HERO.

WORSHIPERS

Freyja's followers come from all walks of Northern life, though most are peaceful and commonly. There are however warriors and mages who turn to Freyja for guidance and a better afterlife. But it is Freyja's clerics and paladins who form her dogmatic bulwark. Elves and humans are the only races allowed to worship Freyja, though rumor has it a few dwarves have slipped into some progressive temples. The majority of her followers are female as well, meaning that men rarely enter into the highest ranks of the faith.

Sacrifices made in Freyja's name are simple. They can be the blood of her enemies, falcon eggs, flowers from the Fehu tree, secret words learn in study, a song, sweet honey, or even tears. There is little ceremony to it. Instead, Freyja rejoices in the gifts and time spent with her followers. So long as the gifts are given from the heart, she does not care. Ritual is for more ostentatious gods.

Just before winter, an old cow is sacrificed to Freyja. The animal is slaughtered, then smoked and eaten as part of a massive feast.

Some make sure to pay homage to her when the constellations of Lady's Wain and Freyja's Girdle peak are in the night sky. Her sacred day is Monday (or Friday) and her sacred number is 9.



Freyja's Avatar

CR 27 / XP 3,276,800

CG Medium outsider (deific avatar, extraplanar, good)

Init +3; Senses darkvision 60 ft., deathwatch; Perception +24

Aura frightful presence (DC 33)

Defense

AC 45, touch 28, flat-footed 37 (+8 armor, +10 deflection, +8 Dex, +9 natural armor)

hp 636 (28d10+476); regeneration 20 (deific or Mythic)

Fort +26, Ref +24, Will +24

Defensive Abilities Discorporation, DR 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 40

Offense

Speed 30 ft., fly 100 ft. (perfect)

Melee +4 *thundering burst returning spear* +42/+37/+32/+27/+22 (1d8+16/19-20, x3)

Ranged +4 *thundering burst returning spear* +42 (1d8+16/19-20, x3)

Special Attacks charming presence (DC 33)

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

Constant—*comprehend languages, deathwatch, tongues*

At will—*aid, death ward, gentle repose, plane shift* (self and mount only)

3/day—*acid arrow* (DC 21), *blur, burning hands* (DC 21), *call lightning* (DC 22), *chain lightning* (DC 25), *charm monster* (DC 23), *chill touch* (DC 21), *creation, divine power, quickened finger of death* (DC 26), *flame arrow, fireball* (DC 22), *geas/quest* (DC 25), *legend lore, plane shift* (DC 24), *time stop, true seeing*

1/day—*heal, summon monster viii* (1 sleipnir* 100%)(DC 21), *true resurrection*; *See Bestiary 3

Statistics

Str 28, Dex 28, Con 44, Int 24, Wis 24, Cha 29

Base Atk +28; CMB +36; CMD 64

Feats Combat Casting, Hover, Improved Critical (Spear), Improved Initiative, Iron Will, Mounted Combat, Power Attack, Quickened Spell-like Ability (*finger of death*), Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus (spear), Wingover

Skills Acrobatics +37, Bluff +40 Fly +45, Handle Animal +35, Heal +38, Knowledge (arcane) +38, Knowledge (planes) +38, Perception +38, Ride +40, Sense Motive +38, Spellcraft +38, Stealth +40, Use Magic Device +37

Languages Celestial, Common, Giant, Sylvan; truespeech; telepathy 300ft.

SQ battle trained, Brinsingamen, choose the slain, invoke legendary power, true servants of Freyja

Special Abilities

Battle Trained (Ex)

Freyja is proficient with all armor. Armor never impacts her speed, nor does she take armor check penalties on Ride checks.

Brinsingamen (Sp)

When Freyja activates her necklace as a standard action which does not provoke attacks of opportunity, she may cast any of the following spells: *true resurrection*, *lesser restoration*, *greater restoration*, and *power word heal* upon one target. She may do this 6 times a day. The necklace has gems worth 500,000gp, but cannot be activated by anyone but Freyja.

Charming Presence (Su)

Three times a day, as an swift action, Freyja has the ability to control a creature of her choosing within 90 feet of her. The creature must make a DC 33 Will Save or be under the effects of the *dominate monster* spell until the end of their next turn. The save for this power is Charisma-based.

Choose the Slain (Su)

Freyja can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as *trap the soul*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM. When Freyja's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to Sessrum-nir, and it is immediately restored to life (*as true resurrection*) at that location. She still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Freyja can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Summon Valkyrie. Freyja may summon an advanced Valkyrie (see Bestiary 3) to fight for her, or fulfill a desired action. The Valkyrie appears in an unoccupied space within 10 feet of Freyja. The Valkyrie disappears when it drops to 0 hit points or when Freyja dismisses it.

The Valkyrie is friendly to Freyja and her companions for the duration. Roll initiative for the Valkyrie, which has its own turns. It obeys any commands telepathically that Freyja issues to it (no action required). If no commands are given to the Valkyrie, it defends itself from hostile creatures but otherwise takes no actions.

If concentration is broken by Freyja to the Valkyrie, the Valkyrie disappears and returns back to Asgard immediately. The maximum amount of Valkyries summoned is 4 at any given time.

Asgardian Burst. Freyja emits magical, divine energy. Each creature of her choice in a 20 ft radius must make a DC 33 Reflex save, taking 5d6 fire damage and 5d6 positive energy damage on a failure, save for half.

Asgardian Gaze. Freyja targets one creature it can see within 50 feet of her. If the target can see, the target must succeed on a DC 33 Fortitude save or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Godlike Magic. Freyja may cast any of her spell-like abilities as an immediate action which does not provoke attacks of opportunity and without expending a daily use.

Premonition. Freyja gains a +16 insight bonus on her next saving throw. She may invoke this power as an immediate action, rather than the usual method. This affect ends at the start of Freyja's next turn.

Teleportation. Freyja can magically teleport herself, or any willing creature that she can see within 150 ft of her, along with any equipment being worn or carried, to an unoccupied space within sight, as per *greater teleport*.

Truespeech (Su) Freyja can speak with any creature that has a language, as though using a *tongues* spell (caster level 20). This ability is always active.

True Servants of Freyja (Su) Once per day, Freyja may summon Hildisvini or Bygul and Trigul to her side. They remain for up to 12 hours before departing. Use statistics for a dire lion (*Bestiary*) and give them the Discorporation power for Bygul and Trigul. For Hildisvini, use statistics for a valkyrie (*see Bestiary 3*) who can shapechange into a dire boar (*see Bestiary*). He also has the Discorporation power.

FUJI

Goddess of Fire and Volcanoes

Symbol: Serene mountain or erupting volcano

Home Plane: Chikyuu

Alignment: True Neutral

Fuji is the almighty goddess of Mount Fuji, fire, and all volcanoes. Her followers depend on her favor to endure the cold winters. Though destructive and powerful, Fuji is beautiful and soft. And like a volcano, she is calm until angered, destroying all that stand in her way. In this regard, her power is unmatched. Those who worship her, draw upon her strength to carry them through difficult times when calm is needed, or to find the inner strength to strike down those who would hurt them.

Fire rituals to honor Fuji can be as simple as a candle or as destructive as a forest fire, though the latter is rare. A bonfire or brazier fire is the most common way to honor Fuji. These fire rituals are utilized to bless harvests, promote general wellness in the body, and help protect from evil spirits.

DOGMA

Fuji demands little from her followers. The faith promotes inner strength, independence, and a calm spirit. Rules would detract from her objective. That said, Fuji does ask her followers to stretch their limits and remove themselves from comfort zones. Each cycle is designed to bring renewal, but also new strengths. Fall and winter are times of rest and contemplation, while spring and summer are times of devotion and learning. Even into old age, a follower of Fuji is expected to ever-grow.

It is the duty of every follower of Fuji to conduct an annual pilgrimage to an honorable mountain during the spring or summer.

CLERGY AND TEMPLES

Priests and priestesses of Fuji are contemplative and solitary, focusing their mental energies on meditation and the mountain. In this way, they are more like monks, focusing inward on their own progression. However, when driven to extremes, the leaders of the faith can assemble a force of soldiers quickly, bringing Fuji's wrath upon any foe of the faith. This quiet nature that can turn so quickly to violence is one of the faith's strongest tools, teaching others to leave the faithful alone. Fuji's warriors are skilled in numerous weapons and unarmed fighting techniques.

Fuji's clergy are tasked with producing 'pure fire,' the only type allowed in sacred ceremonies and rituals. Pure fire is produced by striking stone and steel together, or by only

igniting a certain type of wood. The lighting of pure fire on new year's day is key to the survival of Fuji's followers. This fire is given to each follower and taken home to light their hearths, protecting them for one year.

The goddess's temples are built in hot places and at the bases of volcanic mountains. Each temple is a simple affair, with views toward the mountain and/or nature. A central hearth is key to the temple's design, providing a place to conduct rituals and cook, while providing warmth in winter.

LO! BENEATH THE TREMBLING EARTH,

SHE IS THERE!

WHEN LOFTY PEAKS TOUCH THE CLOUDS OF HEAVEN,

SHE IS THERE!

WHERE FIRES CONSUME THE FALLING SNOW,

SHE IS THERE!

SHE ELUDES THE MIND,

HER MAJESTY CANNOT BE HELD!

SHE IS A SPIRIT-MYSTERIOUS!

WORSHIPERS

Followers of the great fire goddess seeks meditation and patience, inner strength and power over themselves. But this power also manifests in physical ways. Most of Fuji's worshipers learn to practice some kind of martial art, especially with their hands. Clerics and paladins learn to use Fuji's preferred weapons, but a large number of monks worship the goddess as well. In fact, fighting monks who worship the goddess learn a special technique unavailable to other monks.

Quiet contemplation is the most important tool of the Fuji worshiper. In fact, after years of mediation, most followers gain a small bonus to Wisdom saves. These bonuses increase over time, especially among the highest order of priests. The common person who worships Fuji sees a great change in their countenance over people who do not worship the Volcano Goddess.

Fuji has, in the last three-hundred years, gained favor within dwarven society. Dwarves admire the symbolism of the mountain she represents, and due to the dwarves often living in the depths of lofty peaks, the religion of Fuji spread rapidly throughout dwarven culture. As such, Fuji-worshiping clerics of the dwarven race are prolific in many parts of the world.



Fuji's Avatar

CR 30 / XP 9,830,400

N Medium outsider (deific avatar, extraplanar, fire)

Init +14; Senses darkvision 120 ft., detect magic; Perception +39

Aura frightful presence (DC 31)

Defense

AC 48, touch 13, flat-footed 24 (+7 armor, +10 deflection, +10 Dex, +1 dodge, +10 natural)

hp 770 (30.d10+570+30); regeneration 30 (deific or Mythic)

Fort +29, Ref +27, Will +25

Defensive Abilities Discorporation, distracting haze (50%), evasion
DR 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 43

Offense

Speed 20 ft., fly 40 ft. (perfect)

Melee 4 slams +40 (4d8+8 plus 4d6 fire)

Special Attacks change size, heat (4d6)

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*comprehend languages, detect magic*

At will—*plane shift* (wills targets to elemental planes of Fire, Astral Plane, or Material Plane only, DC 21), *produce flame, pyrotechnics* (DC 18), *quicken scorching ray*

3/day—*fireball* (DC 19), *greater invisibility, heat metal, incendiary cloud* (DC 24), *invisibility, mass binding earth* (DC 22), *wall of fire* (DC 20), *wall of lava* (DC 24)

1/day—*gaseous form, greater invisibility, permanent image* (DC 22), *pyroclastic storm* (as *ice storm*, with fire instead of cold damage, DC 20)

Statistics

Str 26, **Dex** 30, **Con** 48, **Int** 24, **Wis** 23, **Cha** 22

Base Atk +30; **CMB** +40; **CMD** 58

Feats Agile Maneuvers, Awesome Blow, Combat Casting, Combat Reflexes, Deceitful, Dodge, Hover, Improved Initiative, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (scorching ray), Vital Strike, Weapon Finesse, Wingover

Skills Acrobatics +43, Bluff +41, Craft (armor) +39, Diplomacy +36, Disguise +39, Fly +51, Intimidate +39, Knowledge (arcane) +37, Knowledge (engineering) +37, Knowledge (planes) +40, Perception +39, Sense Motive +41, Stealth +43

Languages All languages; telepathy 300 ft.

SQ change shape (any humanoid or giant), invoke legendary power,

Gear +3 glamerred mithril chain shirt

Special Abilities

Change Size (Sp)

Twice per day, Fuji can magically change a creature's size. This works just like an enlarge person or reduce person spell (Fuji chooses when using the ability), except that the ability can work on any creature. A DC 31 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the

GM. When Fuji's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to Chikyuu, and it is immediately restored to life (as *true resurrection*) at that location. She still retains memories of events which occurred during a previous avatar's incarnation.

Distracting Haze (Su)

As an immediate action, Fuji may amplify her natural body heat, creating an aura of superheated air which gives her a 50% miss chance against any non-magical ranged attack, and against magical missile weapons. Dismissing this haze is a free action.

Great Leap (Su)

Three times per day, when Fuji moves at least 10 feet, she can then leap, as a swift action an additional 40 feet beyond her usual movement rate. This movement does not provoke an attack of opportunity.

Heat (Ex)

Fuji's body deals 4d6 points of fire damage whenever she hits in melee, or in each round she grapples.

Invoke Legendary Power (Su)

Fuji can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Eruption. Fuji emits magical, divine energy. Each creature of her choice in a 20 ft radius must make a DC 31 Dexterity saving throw taking 6d6 fire damage, plus 5d6 positive energy damage on a failed save, or half as much on a successful one. The DC of this power is Charisma-based.

Paralysis Touch. The targeted creature must succeed on a DC 31 Fortitude save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The DC of this power is Charisma-based.

Spell Immunity. Fuji may choose to be immune to any spell of level 6 or below until the end of her next turn. She may invoke this power as an immediate action, rather than the usual method.

Two Fist Attack. (2 invocations) Fuji makes two slam attacks at her highest bonus.

Whispering Movement. Fuji may move in any direction 60 ft without provoking an attack of opportunity. This move appears as basic flight, a swift movement parallel with the ground, or even into the earth itself. She is unaffected by any terrain. At the end of the move, she softly lands, or appears above ground on a surface up to 60 feet away.

Worshippers

Followers of the great fire goddess seek meditation and patience, inner strength and power over themselves. But this power also manifests in physical ways. Most of Fuji's worshippers learn to practice some kind of martial art, especially with their hands. Clerics and paladins learn to use Fuji's preferred weapons, but a large number of monks worship the goddess as well. In fact, fighting monks who worship the goddess learn a special technique unavailable to other monks.

Monk Feature:

Feat: Fist of Trembling Earth

Prerequisite Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, you can spend 2 Ki points to cast binding earth. Your caster level is equal to your monk level, and the save DC is based on your Wisdom bonus.

(See Advanced Race Guide)

Quiet contemplation is the most important tool of the Fuji worshiper. In fact, after years of mediation, most followers gain a small bonus to Wisdom saves. These bonuses increase over time, especially among the highest order of priests. The common person who worships Fuji sees a great change in their countenance over people who do not worship the Volcano Goddess.

Fuji has, in the last three-hundred years, gained favor within dwarven society. Dwarves admire the symbolism of the mountain she represents, and due to the dwarves often living in the depths of lofty peaks, the religion of Fuji spread rapidly throughout dwarven culture. As such, Fuji-worshipping clerics of the dwarven race are prolific in many parts of the world.

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HEKATE

Goddess of Crossroads, and the Underworld

Symbol: Black gog, Crossed keys

Home Plane: Anywhere

Alignment: Chaotic Neutral

Note: Ishtar is the perfect foil to Hekate. While Hekate is no doubt stronger, Ishtar's power extends to nearly as many disciplines and realms. Where Hekate has power and should be doing work, Ishtar is actually there doing work.

Hekate is the ruler of spirits, demons and fiends, necromancy, and witchcraft. She is so powerful, that she can take control of anything she wants at will. There is nothing she cannot touch and her villainy permeates everything.

Hekate lives on the fringes, ignoring the power brokering of the inner circle of deities. She is an ambivalent, polymorphous goddess with no cares for anything but herself.

Hekate existed at the dawn of time. She is an eternal force that can become anything. There is no way for anyone to discern her motives and intentions. In this regard, she is the ultimate force of change and evolution. Hekate is unbound by the rules of other immortals.

She is also unbound by national borders. Hekate's power and influence extends to all corners of the globe. People who have never heard of the underworld, still know the name Hekate. Cultures devoid of a word for temples or magic, still fear the three-faced goddess' name. She is the threat of eternity that cares not for someone's meaningless and feckless cries.

Hekate's truest and most powerful gift is magic. She has a singular and dominant power over the undead and she decides, before any other god, who is worthy of blessing and who will be punished. She can even 'intercept' prayers meant for other gods and determine if she wants that adoration for herself.

DOGMA

To understand Hekate is to understand the unknowable. Her manners and domains exist from before time. She is primordial and all-powerful. As such, her followers belief in her change from region to region; even household to household. She is prayed to for every manner of ailment, curse, or malady that humankind has ever known. And even the priesthood have a hard time explaining if Hekate can actually help anyone.

This makes it difficult to describe her values to others. But wherever there is dark magic, Hekate is there. The untamable power from beyond time, lurking in the shadows of human understanding. It is this belief of a dark mistress 'beyond the pale' which makes her so seductive to her followers. Hekate literally is unknowable and defined however her followers wish to define her.

The cult-like followers and leaders of Hekate do not oppose Ishtar to the same degree Ishtar opposes them. While their domains overlap, Ishtar is by far the more popular of the two goddesses, however it is a common debate that Hekate's might, if truly challenged, could extinguish Ishtar's power. The clerics and warriors of both goddesses have openly expressed doubts about this superstition, however in action they tend to avoid open conflict with one another just in case the beliefs turn out to be true.

CLERGY AND TEMPLES

Temples are a complicated matter for Hekate. Everyone knows the goddess' name and power, but few people openly worship her. She is an old world goddess—fickle and cruel. Who would openly praise her in a city filled with blessings from the myriad of other goddesses?

Clerics of the dark goddesses keep their association to her a secret. They do not openly reveal their faith. Instead, they lead small prayer circles in abandoned places, far-removed from civilized society. Clerics do not seek out followers, per se. They take their time examining who would make a good addition to the flock and then slowly convert them to join their ranks.

Paladins are altogether different. Hekate's holy warriors fear nothing. They are imbued with the strength of the dark goddess. And while most misinterpret and misunderstand her involvement in the world of mortals, Hekate's paladins continue to fight in her name, all the while assuming her divine protection regardless of what they do.

*GODDESS OF LIGHT AND DARK,
OF NIGHT AND THE BRIGHT, FULL MOON;
SHE HOLDS ON A KNIFE'S EDGE THE CAUTIOUS
BALANCE OF GOOD AND EVIL.
FOR THE DARKNESS IS ONLY THE OTHER HALF OF LIGHT.
TO KNOW THIS IS TRUE POWER.*

WORSHIPERS

While temples are rare, shrines to Hekate are everywhere. Peasants outside of large cities, honor Hekate before any other goddess. She is the primordial source of all power and luck—bad or otherwise. Those who fear the night or forces of evil, pray to Hekate to make it all go away.

Women are more likely to worship Hekate than men. Her divine power resonates with abused, pregnant, and widowed women. Oftentimes a woman enters the forest alone, at night, find a glade or copse of trees and beseeching the dark goddess for aid. Though Hekate often ignores such prayers, when she does get involved the effects are dramatic and disastrous.



Hekate's Avatar

CR 30 / XP 9,830,400

CN Medium outsider (chaotic, deific avatar, extraplanar)

Init +11; Senses darkvision 60 ft., detect magic; Perception +38

Aura frightful presence (DC 34)

Defense

AC 48, touch 33, flat-footed 40 (+15 deflection, +7 Dex, +1 Dodge, +15 natural)

hp 770 (28d10+588); regeneration 20 (deific or Mythic)

Fort +30, Ref +25, Will +25

Defensive Abilities Discorporation, DR 20/epic and good or evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 43

Offense

Speed 30 ft., fly 50 ft. (perfect)

Melee 2 slams +34 (1d6+6)

Spell-Like Abilities (CL 20th; concentration +34)

Constant—*detect magic*

At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 lbs. of objects only), *quickened blur*, *suggestion* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate monster* (DC 26)

Sorcerer Spells Known (CL 20th; concentration +34)

9th (9/day)—any 9 level sorcerer/wizard spell.

8th (9/day)—any 8 level sorcerer/wizard spell.

7th (8/day)—any 7 level sorcerer/wizard spell.

6th (8/day)—any 6 level sorcerer/wizard spell.

5th (8/day)—any 5 level sorcerer/wizard spell.

4th (8/day)—any 4 level sorcerer/wizard spell.

3rd (7/day)—any 3 level sorcerer/wizard spell.

2nd (7/day)—any 2 level sorcerer/wizard spell.

1st (7/day)—any 1 level sorcerer/wizard spell.

0 (at will)—any 0 level sorcerer/wizard spell.

Statistics

Str 22, Dex 24, Con 52, Int 28, Wis 25, Cha 30

Base Atk +28; CMB +34; CMD 57

Feats Combat Casting, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Quickened Spell-like Ability (blur), Silent Spell, Still Spell, Toughness

Skills Bluff +49, Diplomacy +38, Disguise +38, Escape Artist +35, Fly +43, Intimidate +38, Knowledge (arcane) +40, Knowledge (dungeoneering) +40, Knowledge (local) +37, Knowledge (nature) +40, Knowledge (planes) +40, Perception +38, Sense Motive +38, Spellcraft +40, Stealth +38; Racial Modifiers +8 Bluff

Languages Celestial, Common, Draconic, Infernal; truespeech, telepathy 100 ft.

SQ Change Shape (alter self, Small or Medium humanoid), intercept prayer, invoke legendary power, living magic, mistress of spells, multiple heads, summon hell hounds

Special Abilities

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by

the GM. When Hekate's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to the last plane she was on, and it is immediately restored to life (as *true resurrection*). She still retains memories of events which occurred during a previous avatar's incarnation.

Intercept Prayer (Su).

Three times a day, as an immediate action which does not provoke attacks of opportunity, Hekate can counter any spell cast by a paladin or cleric within 60 feet. The target must make a Will save (DC 34). On a failure, the spell's effects are under the control of Hekate, and she can choose to either negate the effects or have them affect any creature, or group of creatures, of her choosing within the intercepted spell's range. The DC for this power is Charisma-based.

Invoke Legendary Power (Su)

Hekate can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Blessed Punishment. (2 invocations). Hekate may look upon a single target that she can see. A ray of sickly green light blasts from her eyes in the form of a disintegration ray.

A creature targeted by Hekate must make a DC 40 Reflex save. On a failed save, the target takes 13d6+40 force damage. If this damage reduces the target to 0 hit points or fewer, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This Legendary Action automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object, this Legendary Action dissipates with no result. Magic items are unaffected.

Life to Death. (2 invocations).

Hekate creates of 10 feet wide cone of necrotic energy. All creatures within the zone must make a DC 40 Fortitude saving throw.

On a failed save, a creature is reduced to half their hit points and knocked prone. Also on a failed save, at the end of the creature's next turn, it must make another DC 30 Fortitude save. On that failed save, the target is cursed and cannot heal damage by magical means for the next 24 hours.

If the target fails a save vs death over the next 24 hours, they immediately become a zombie. A *remove curse*, or *greater restoration* spell can remove this curse.

Spell Reserve. (2 invocations).

Hekate may immediately cast any evocation, or necromancy spell with a casting time of a standard or immediate action. No spell components are necessary. The spell simply takes effect.

Teleportation.

Hekate can magically teleport herself, or any willing creature that she can see, along with any equipment being worn or carried, anywhere in the known universe to an unoccupied space.

Spell Immunity.

Hekate may choose to be immune to any spell of level 7 or below until the end of her next turn. She may invoke this power as an immediate action, rather than the usual method.

Living Magic.

Hekate does not need to concentrate to maintain spell duration.

Mistress of Spells.

Hekate may cast any spell as a Level 20 Sorcerer

Multiple Heads.

Hekate has three heads, and six eyes. She cannot be flanked or surprised, and she has a +8 racial bonus to initiative rolls.

Summon Hell Hounds (Su)

As a full round action, Hekate may summon her pack of 9 Advanced Hell Hounds. (*See Bestiary*)

Truespeech (Su)

Hekate can speak with any creature that has a language, as though using a tongues spell (caster level 20). This ability is always active.

INTI

Creator God of the Sun

Symbol: A face on a golden disc or sunlight rays

Home Plane: Hanan Pacha (the sky realm)

Alignment: Neutral Good

Inti is the sun god and the giver of life, worshipped mainly by farmers seeking a better harvest. But he is more than that to the world. In fact, he is the third most powerful god in this text. Most kings (sapas) draw a direct lineage to Inti's son and daughter who brought civilization and tools to humankind. Inti controls the sun which brings light and warmth to the people. No other god receives more offerings than Inti, for the farmers cannot thrive without him.

All of civilization stems from Inti and his children. It is to him that all farmers owe their lives. As such, those who worship Inti dedicate one third of their lands to him. One-third! This means an entire third of all crops grown and water used go to Inti. And those who cannot provide one-third of their crop must offer human sacrifice in its place.

During times of solar eclipses, people believe Inti is displeased with them. More offerings are given during this short time. And of course, the solar eclipse retreats, and the people are granted Inti's blessing once more—a sign of Inti's generosity.

'Inti Raimi' takes place at winter solstice. It is the celebration of the sun god in a lavish ceremony that stops all other productivity for nine days. The festival includes animal sacrifices, ritual dances, and food offerings to the great and powerful Inti. It is preceded by three days of fasting and celibacy.

Inti is married to his sister, the moon goddess. Together, the pair bring light and darkness. While both are worshipped for their strengths and virtues, Inti is considered the more generous of the two.

DOGMA

Some consider the worship of Inti a cult and not a religion, as kings and clergy leaders often use the god as a political tool for seizing harvests. But this is incongruous with Inti's benevolence and generosity. However, it is true that many kings who worship Inti do so as proof of their right to rule and all conquered lands are forced to worship Inti as well. These conquered lands are forced to give one-third of their land to Inti.

CLERGY AND TEMPLES

Each province or kingdom that worships Inti has a sun temple dedicated to the god. While both male and female priests serve Inti, men hold more power in the temples than women. And only men can hold the highest ranks in the faith. Female priestesses (mamakuna) are considered chosen women, who weave special cloths and brew potions for sacred rituals and festivities.

Inti's chief temple holds the bodies of previous emperors and rulers, as well as statues to the great kings of the past.

Those entombed had their hearts removed and replaced with dust. Statues to Inti are rare, as he is usually depicted as a face on a golden disc. However, in the chief temple he appears as a man, with his midsection removed. Here, offerings are constantly given to the great sun god, including animal fat, blood, gold, and anything from the harvest; especially maize.

A priest to Inti is known as an umu, raised from a young age in the rich ceremonies of Inti. An umu directs all his actions through divination. Nothing of importance is done without first consulting the sun god. Inti's divination diagnoses illness, identifies criminals, and predicts the outcome of battles.

The high priest of the sun—villac umu—presides over all rites and ceremonies to Inti. Alongside the great priest are virgin priestess (acllas) who assist him in everything he does. Those whom he blesses personally have the right to go into the land and anoint and bless Inti's followers. These missionary priests bring civilization and culture to farmers and peasants.

The title of villac umu is held for life. The high priest owns land, marries, and even maintains some political power. The title also confers nobility upon the priest, allowing him to pass on the title to his heirs or those he deems fit to rule.

Oracles are different from umu. Oracles are chosen people with a direct communication to Inti. Even the villac umu consults the oracles when divination is unclear. Some oracles are people, others are statues or rivers. The voice of Inti can be found almost anywhere.

Divination involves many facets, including cocoa leaves, fire, and potions.

*INTI, GIVER OF LIGHT AND LIGHT,
GIFTED MEN AND WOMEN
WITH THE BLESSING OF RAINBOWS.
YET, WHEN GOOD CUSTOMS WERE FORGOTTEN
AND PEOPLE WERE GIVEN TO ALL MANNERS
OF GREED AND VICE; INTI'S WRATH WAS SEVERE.
HE THUS KEPT THE SUN FROM RISING FOR
TWO FULL DAYS. WOMEN MOANED, MEN WORRIED
FOR THEIR CROPS. WOULD INTI HAVE MERCY ON
THE WICKED SOULS? SURELY, AFTER THIS GREAT
OUTCRY, CONFESSION OF SINS, MANY SACRIFICES,
AND FERVENT PRAYERS, THE SUN FINALLY ROSE
AND THE RAINBOWS RETURNED.*

WORSHIPERS

Inti's primary followers are farmers, although royalty and king worship the sun god as well. Military leaders, royalty, and vassals included.

Humans are also sacrificed to Inti, including women and children. But they are always properly fed and without blemish before being immolated. These sacrifices grant blessings from Inti, whether for harvest or cure of illness, while also satisfying Inti's thirst for blood.



Inti's Avatar

CR 28 / XP 4,915,200

NG Large outsider (deific avatar, extraplanar, good)

Init +12; Senses darkvision 60 ft., low-light vision, detect evil, detect magic, true seeing; Perception +43

Aura frightful presence (DC 31)

Defense

AC 46, touch 46, flat-footed 37 (+2 deflection, +9 Dex, +12 insight, +14 sacred, -1 size)

hp 691 (28d10+532); regeneration 20 (deific or Mythic)

Fort +28, **Ref** +27, **Will** +30

Defensive Abilities Discorporation, **DR** 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 41

Offense

Speed 50 ft., fly 120 ft. (good)

Melee *Radiant Release*, +5 *holy merciful halberd* +36/+31/+26/+21 (3d8+21/19-20, ×3) or 2 slams +34 (3d6+16)

Ranged *Twilight's Last Ray*, +5 *holy merciful composite longbow* +33/+28/+23/+18 (2d6+16/×3)

Special Attack radiance of horizon's first light

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 20th; concentration +34)

Constant—*detect evil*, *detect magic*, *discern lies* (DC 24), *true seeing*

At will—*dancing lights*, *darkness*, *daylight*, *shocking grasp*

3/day—*arcane eye*, *burning hands* (DC 21), *dispel evil* (DC 25), *fabricate*, *heal*, *mass charm monster* (DC 28), *prismatic spray* (DC 26), *quicken blade barrier* (DC 26), *resurrection*, *sunbeam* (DC 27)

1/day—*greater restoration*, *sunburst* (DC 28), *prismatic wall* (DC 28), *true resurrection*

Statistics

Str 32, **Dex** 28, **Con** 48, **Int** 30, **Wis** 34, **Cha** 24

Base Atk +28; **CMB** +39; **CMD** 77

Feats Awesome Blow, Combat Casting, Combat Reflexes, Deadly Aim, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like Ability (blade barrier), Weapon Focus (halberd), Wingover

Skills Bluff +38, Craft (metalsmithing) +43, Diplomacy +38, Disguise +35, Fly +40, Heal +40, Knowledge (arcane) +38, Knowledge (history) +41, Knowledge (planes) +41, Knowledge (religion) +38, Perception +43, Perform (sing) +35, Sense Motive +38, Spellcraft +41, Stealth +40, Use Magic Device +35

Languages All languages; truespeech; telepathy 300ft.

SQ celestial insights, change shape (alter self), invoke legendary power, lucent arms, lucent body, see destiny's path

Special Abilities

Celestial Insights (Ex)

Inti has insight into the way creatures act, and it serves him well in battle. Inti gains an insight bonus to his Armor Class equal to his Wisdom bonus.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the

GM. When Inti's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to Hanan Pacha, and it is immediately restored to life (*as true resurrection*). He still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Inti can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Super Nova. Inti emits magical, divine energy in an explosive burst. Each creature in a 30 ft radius of Inti must make a DC 23 Reflex saving throw, taking 8d6 fire damage on a failed save, or half as much on a success.

Creatures that fail the saving throw are pushed 30 feet away from Inti. Should they strike any object while pushed, they take additional damage equal to falling that same distance from the origin of the burst.

Gravity Zone. Inti creates of zone of zero gravity within a 100 ft radius centered on him. The affected area is controlled by Inti for up to 14 rounds and requires no concentration.

All creatures and objects which begin their turn inside this area and are not secure begin to float upwards at a rate of 10 ft per round. A creature can make a Reflex save (DC 15) to grab onto a fixed object it can reach to avoid floating upwards. Affected creatures and objects unable to fly magically or otherwise stabilize themselves suffer a -8 to attacks while in the zone.

While in the radius, Inti may control the rate in which creatures and objects move at a rate of up to 30 ft per round, to a maximum of 100 ft high. Creatures or objects able to fly move at half speed in the zone. Inti may end the effect at anytime. Any creature in the zone when the effect ends is subject to falling damage, depending on their distance to the ground.

Touch of the Golden Flame. (2 invocations): Inti may turn his skin into golden divine flame for 1 turn. Any non-magical object that touches his skin is immediately disintegrated. On a successful touch attack by Inti, any creature hit takes 14d6+10 force damage. If any creature is reduced to 0 hit points, they immediately disintegrate.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Inti's touch automatically disintegrates a Large or smaller non-magical object of a creation of magical force. If the target is a Huge or larger, this Legendary Action dissipates with no result. Magic items are unaffected.

Teleportation. Inti can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space touched by sunlight.

Spell Immunity. Inti may choose to be immune to any spell of level 6 or below until the end of his next turn. He may invoke this power as an immediate action, rather than the usual method.

Lucent Arms (Ex)

Inti infuses his weapons with his own inner light. Any weapon Inti wields gains the holy and merciful Special Abilities. He can suppress the merciful special ability on command as normal. The avatar needs no ammunition for his bow (or for any other ranged weapon he may possess), as he can simply fire arrows of light. Inti's weapons count as having the brilliant energy special ability whenever it would be beneficial to him.

Lucent Body (Ex)

Inti embodies the ancient essence of good. His lucent body melds perfectly with his armor and clothing, forming a single whole. He gains a sacred bonus to his Armor Class equal to the total armor bonus of its infused armor (typically +14 from infused +5 full plate), but he suffers no restrictions or penalties for wearing armor. Inti can never gain an armor bonus or natural armor bonus to its Armor Class through any means.

Radiance of Horizon's First Light (Su)

Inti can summon an aura of blinding light in a 60 ft radius. Those who begin their turn within the affected range must make a DC 31 Will save or gain the blind condition until the end of their next turn. The DC for this power is Charisma-based.

See Destiny's Path (Su)

As a bonus action, Inti can touch a creature or object and instantly know where it has been and where it is going. The past and future are revealed in full, but only to Inti. He will reveal aspects of what he has seen as per augury, and notes a creature's free will can alter what he foresees.

Truespeech (Su)

Inti can speak with any creature that has a language, as though using a tongues spell (caster level 20). This ability is always active.



ISHTAR

Goddess of freedom, justice, natural law, outcasts and light

Symbol: A lion, or an eight pointed star

Home Plane: Nivenah

Alignment: Chaotic Neutral

Ishtar is complex and full of contradiction. She is among the oldest goddesses, if not the first. Ishtar has warred with the serpent of the void, Kur, since the beginning of time. She is both good and evil; kind and vengeful. Ishtar is both a warrior goddess and the goddess of love. She is a benevolent mother and a wrathful force of nature. Ishtar is quite possibly the most powerful goddess in existence, capable of creating and unmaking life in a blink.

Ishtar is the goddess of fertility, love, marriage, power, desire, and war; all of mankind's most base instincts. Ishtar is an angry, vengeful goddess who rules over the more dangerous aspects of love, making her very different from Freyja.

She is a wild force of nature that brings war without reason, sometimes driving her followers to kill one another in her name. Ishtar represents all the untamed parts of humankind and unwavering justice. Her name is used to justify every atrocity and justice.

Ishtar is cruel and threatening, exploiting her might over others whenever she does not get her way. Despite not ruling the underworld, she once threatened to release the dead upon the world so that there would be more undead than living.

Ishtar is keenly aware of her sexual independence and yet is a perpetual virgin. She gave birth to her world, but never lost her virginity. This paradox cannot be resolved by human thought. Ishtar is beyond mortal rules. Her followers are not ashamed of their base desires. Ishtar's appetite has no bounds. As such, her followers can have relationships with whomever they like. This openness has attracted her to those whose work is 'comfort,' and those places of the world where rigidity is not welcome.

Ishtar is also warlike, a contrarian attitude for a goddess who brings life into the world. In fact, all monarchs who worship Ishtar dedicate themselves to her first, their military might an extension of Ishtar's blessing. Even those who marry, are joined with Ishtar before their spouse.

DOGMA

Ishtar is angry and wild, like nature itself. No woman is greater than Ishtar and as such, no woman can ever be great without prostrating herself before the temple of Ishtar. Men too are weak without Ishtar's guidance, but they are often given leniency where women are not. A man who makes himself a great warrior without Ishtar is greater than a woman who gives birth without the sacred goddess.

Some followers identify with Ishtar as being the goddess of healing and justice. The followers are almost always clerics and paladins, respectively. Ishtar is a wild force, but a guardian of natural law. She is the bearer of the tablets of

history, recording everything that happens. Her tablets are the true history and the foundation of justice. Only scholars and clerics of Ishtar can read the tablets, however. It is forbidden for anyone else to witness the stone laws.

Ishtar is locked in perpetual battle with the dragon Kur, also known as the first dragon. Kur lives in the empty, astral space between the land of the living and the land of the dead. In fact, all of Ishtar's contemporaries fight Kur, but none of them can defeat the dragon. Their war represents the eternal struggle between life and the unknowable void.

CLERGY AND TEMPLES

There are many shrines dedicated to Ishtar. Each is attended by a member of Ishtar's clergy. They offer healing and divine pleasure for a price to men and women alike. Inside, Ishtar's temples are adorned with hundreds of statues with the goddess' eyes looking back at the worshipper. It is reputed, these eyes can see into the souls of those who've committed injustices.

Ishtar is a wise counselor. Her followers emulate this wisdom, building their courts around her teachings. In fact, merchants and nobles alike come to Ishtar's temples to resolve disputes rather deal with civic courts. Ishtar's clergy are so regarded and respected their rulings are always upheld by the parties in dispute.

ISHTAR DESCENDED THROUGH THE SEVEN GATES TO HER SISTER'S REALM. THE LAND OF THE DEAD. SHE DEMANDED AN AUDIENCE, THREATENING TO UNLEASH ALL OF THE DEAD UPON THE WORLD. HER SISTER SAID SHE WOULD ONLY LET HER ENTER IF SHE REMOVED HER SEVEN POWERS: AUTHORITY, KNOWLEDGE, VOICE, BEAUTY, DIVINITY, SELF, AND LIFE. ONE AT EACH GATE. ONCE SHE PASSED THE FINAL GATE, SHE DIED AND HER SISTER PLACED HER BODY UPON A SPIKE. BUT ISHTAR WAS NOT THROUGH. SHE TRADED HER PLACE UPON THE SPIKE WITH HER OWN HUSBAND. AND IN SO DOING, DEFEATED DEATH ITSELF.

WORSHIPERS

Ishtar's followers are men and women, rich and poor, young and old. But her three most fervent worshippers were mothers, outcasts, and warriors. To mothers, she is the source of all life and thus granted fertility. To outcasts, she represents justice and the hope that life will balance for those who have been touched by calamity and misfortune. To warriors, Ishtar is the force of nature that drives mankind to war.

Her message has spread far and wide, revealing her power to touch lands and people that have never heard of one another. Her missionaries are everywhere. Those who serve her, serve all of mankind. None can be turned away from the message of Ishtar—though, those who speak ill of the great goddess do not speak long.



Ishtar's Avatar

CR 26 / XP 2,457,600

CN Medium outsider (chaotic, deific avatar, extraplanar)

Init +8; **Senses** darkvision 120 ft., low-light vision, see invisibility; Perception +26

Aura frightful presence (DC 30)

Defense

AC 44, touch 19, flat-footed 25 (+10 deflection, +9 Dex, +1 dodge, +14 natural)

hp 611 (26d10+442); regeneration 30 (deific or Mythic)

Fort +25, **Ref** +24, **Will** +24

Defensive Abilities Discorporation, **DR** 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 39

Offense

Speed 50 ft., fly 100 ft. (good)

Melee *All's Fair*, +4 holy disrupting unholy bastard sword +39/+34/+29/+24 (3d10+14 plus stun/17-20, x3) or 4 claws +23 (4d8+9 plus stun)

Special Attacks stun (DC 30)

Spell-Like Abilities (CL 20th; concentration +33)

Constant—see *invisibility*

At Will—*daylight*, *magic missile*, *minor image* (DC 20), *true strike*
3/day—*blade barrier* (DC 22), *call lightning* (DC 22), *cloudkill* (DC 25), *fire shield*, *haste*, *prismatic spray* (DC 27), *quicken greater dispel magic*

2/day—*control weather*, *forcecage* (DC 28), *heal*

1/day—*meteor swarm* (DC 28)

Statistics

Str 26, **Dex** 29, **Con** 44, **Int** 28, **Wis** 27, **Cha** 24

Base Atk +26; **CMB** +35; **CMD** 53

Feats Agile Maneuvers, Awesome Blow, Cleave, Combat Casting, Critical Focus, Great Cleave, Improved Critical (bastard sword) Improved Initiative, Iron Will, Power Attack, Quicken Spell-like Ability (greater dispel magic), Toughness, Weapon Focus (bastard sword)

Skills Acrobatics +38, Bluff +36, Craft (weaponsmithing) +37, Diplomacy +41, Fly +42, Intimidate +36, Knowledge (planes) +38, Knowledge (religion) +35, Perception +37, Sense Motive +37, Stealth +38, Use Magic Device +36; Racial Modifiers +8 Diplomacy Languages All languages; truespeech

SQ change shape (alter self), invoke legendary power

Special Abilities

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Ishtar's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to the underworld of Ninevah, and it is immediately restored to life (*as true resurrection*) at that location. She still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Ishtar can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Summon Ghost. Ishtar can summon up to 2 Ghosts each turn. The Ghosts appear within 10 ft of Ishtar in an unoccupied space. The Ghost disappears after 1 hour, when it drops to 0 hit points, or when Ishtar dismisses it.

The Ghosts are friendly to Ishtar and her companions. Roll initiative for each Ghost, which has their own turns. They obey any verbal command, or telepathically. If no verbal command is given, the Ghost defends itself from hostile creatures, but otherwise takes no actions. If mental connection is somehow broken, the Ghost disappears. There is no limit on how many Ghosts Ishtar can summon.

Death Transposition. (2 invocations). If any creature within 100 ft of Ishtar is reduced to 0 hit points, he may choose another creature within line of sight to instantly exchange all their hit points to the creature who is at 0.

The creature receiving the hit points does not exceed their maximum hit points. The targeted creature who has hit points to give must make a DC 40 Fortitude save, or be reduced to 0 hit points themselves. A save results in half the creature's available hit points being transferred. The DC of this power is Constitution-based.

Displacement. Ishtar is able to rapidly shift between planes of existence. She appears to shimmer slightly, but all attack rolls against her have a 75% miss chance. If she is hit by an attack, the displacement is disrupted until the end of her next turn.

Multiattack. (3 invocations). Ishtar can cast one spell and make two melee attacks, cast two spells, or make four melee attacks.

Life. Ishtar may transfer up to half of her own hit points to any creature within line of sight. This life force blast of energy is transferred with such force, that the recipient is knocked prone until the beginning of its next turn unless it makes a successful DC 40 Fortitude save. Ishtar may choose to regain these transferred hit points at the beginning of her next turn. The DC of this power is Constitution-based.

Stun (Su)

If Ishtar strikes an opponent twice in one round with her bastard sword or claws, that creature must succeed on a DC 30 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

MAZU

Supreme Goddess of the Sea

Symbol: Dragon, Rainbow, or Jade Talisman

Home Plane: Heavenly Planes

Alignment: Lawful Good

Mazu is the most powerful sea goddess in the known pantheons. Her name translates to Heavenly Queen, as fishermen and sailors pray to her for daily protection on the choppy and dangerous seas. She is also known as Daughter of the Dragon and Motherly Matriarch. But mariners refer to her as Mazu (exclusively). Most fear that she will take too long to put on her vestments and descend to earth in order to help others if they pray to the Empress of Heaven.

She is a fearless, simple woman and asks little of her followers. But Mazu's believers are devout and often ascribe additional roles to their Queen—including protection during childbirth and from calamity.

As such, she is now synonymous with kindness and mercy.

But to some people she is more than just the goddess of the sea. She is a protector of women and child, providing them safe passage where they might be harmed. In fact, fanaticism has risen in her name several times throughout history, and whenever another goddess appears to be gaining favor, followers of Mazu destroy those faiths and collect the stories of that goddess into Mazu's. On more than one occasion, entire kingdoms have been destroyed to further the zealotry associated with Mazu.

Mazu is blessed with second sight and an unfailing memory. Each act that has ever happened since her birth is recorded in her mind. She truly is all-knowing. Mazu is also fearless in every regard and capable of fantastic feats of healing.

Despite the specificity of Mazu's domain, she is the most widely-known goddess in the world.

Mazu wears a crown and dragon robe, while carrying a ceremonial tablet. In Heaven, she sits on a throne between two reformed demons—Qianliyan the Clairvoyant and Shunfeng'er ("He with Ears that Follow the Wind")—whom she conquered and then married her.

DOGMA

Mazu's beliefs are simple. She, in fact, does not consider herself a goddess, but rather a devotee of three different ancient religions that all taught peace. Mazu worships another great motherly goddess, whose name is lost to time. Those who show mercy and kindness in their lives are sure to be blessed by Mazu, who in turn is blessed for her mercy.

Oddly, in one part of the world, it is considered blasphemy to worship the goddess and small cults have grown up around her worship. These isolated pockets of worship do not have access to the same teachings as other places, and many of her philosophies have been perverted.

CLERGY AND TEMPLES

The Temple of the Sacred Mound is the holiest place erected in honor of Mazu. Here, mothers and children dance and pay homage to the great goddess. They even claim to see visions of her on a raft, glowing in distance on particularly dark nights.

Clerics and paladins dedicated to Mazu are merciful and kind. They are introspective, having devoted their lives to aiding others. They are not missionaries and do not spread the word of Mazu. All ears have heard her name already, anyway.

WORSHIPERS

Having been born without crying, Mazu is pious and introspective, expecting the same from her followers. But this message has been lost over the centuries and her worshippers often display a lack of understanding for what they are praying for, forgetting that she is the goddess of the sea.

On the 23rd day of the 3rd lunar month, fishermen honor Mazu by going to a seaside temple and pay homage there instead of entering the sea. Women honor the goddess by dressing up and burning incense. Those who wish to bear a female child eat a special flower blossom in the temple to Mazu.

While mariners started the worship of Mazu, her religion has spread around the world.

WITH EYES UPON THE FAR SIDE OF SIGHT,
CONQUEROR OF EVIL, YOU HOLD THE LIGHT!
OH, MISTRESS OF THE SEA,
GUIDE ME TRUE THIS NIGHT,
FOR MY HOME IS CALLING ME;
GRANT ME FREEDOM FROM FLIGHT.

DIVINE SCION

The secret to immortality is preserved for the most pious. Though well-guarded, Mazu's principles lead tenacious clerics and wizards of the faith towards infinite life. But the path is long and arduous, requiring followers devote themselves for months or even years in order to prove themselves worthy of Mazu's divine gift. The defeat of a powerful foe, the rescue of innocents, and the defense of a sea port city may all attune the Seeker to rebirth as an immortal Scion.



Mazu's Avatar

CR 27 / XP 3,276,800

LG Medium outsider (aquatic, deific avatar, extraplanar)

Init +13; **Senses** darkvision 120ft, *true seeing*; Perception +50

Aura beguiling beauty (60 ft., DC 35), frightful presence (DC 33)

Defense

AC 45, touch 25, flat-footed 15 (+10 deflection, +9 Dex, +1 dodge, +15 natural)

hp 630 (28d10+476); regeneration 20 (deific or Mythic)

Fort +35, **Ref** +34, **Will** +36

Defensive Abilities Discorporation, freedom of movement, tidal grace; **DR** 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 40

Offense

Speed 30 ft., swim 60 ft.

Melee *Tsunami's Thrust*, +5 holy keen icy burst shortsword

+43/+38/+33/+28/+23 (4d6+1d6 cold+11/17-20, x2)

Spell-Like Abilities (CL 20th; concentration +34)

At will—*quicken briny ray* (as per *scorching ray*, but bludgeoning damage), *control water*, *mage hand*, *suggestion* (DC 23; only against creatures that are currently fascinated by her beguiling beauty)

3/day—*control weather*, *ice storm* (DC 24), *levitate*, *summon monster VI* (water elementals only), *shield*

2/day—*etherealness*, *gate*, *globe of invulnerability*, *seamantle*, *tsunami* (DC 29)

Statistics

Str 22, **Dex** 29, **Con** 44, **Int** 30, **Wis** 28, **Cha** 29

Base Atk +28; **CMB** +37; **CMD** 53

Feats Ability Focus (beguiling beauty), Agile Maneuvers, Alertness, Combat Casting, Disorienting Maneuver, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Power Attack, Quicken Spell-like Ability (briny ray), Weapon Finesse, Weapon Focus (shortsword)

Skills Acrobatics +40, Bluff +40, Diplomacy +37, Escape Artist +40, Handle Animal +37, Heal +37, Intimidate +37, Knowledge (arcane) +38, Knowledge (nature) +41, Knowledge (planes) +41, Perception +50, Perform (sing) +40, Sense Motive +42, Stealth +40, Survival +37, Swim +37; Racial Modifiers +8 Perception

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Sylvan, Terran; telepathy 300ft.

SQ amphibious, change shape (medium water elemental, elemental body II), invoke legendary power, magic in motion, summon companion, water walk

Special Abilities

Beguiling Beauty (Su)

Any creature runs the risk of being beguiled Mazu if it looks upon her beauty from a distance of 60 feet or less. If the creature fails a DC 35 Will save, it is immediately fascinated. Mazu may use her suggestion spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the

GM. When Mazu's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear she held or carried), but her essence travels back to the heavens, and it is immediately restored to life (*as true resurrection*) at that location. It still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Mazu can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Paralyzing Sight. (2 invocations). Mazu may choose a single evil creature she can see within 120 ft and paralyze them on a failed Will save (DC 33) for up to one minute. At the end of each of its turns, the target can make another Will save. On a success, the effect ends on the target.

Premonition. Mazu gains a +16 insight bonus on his next saving throw. This affect ends at the start of Mazu's next turn.

Pummeling Wind. (2 invocations). A powerful blast of wind erupts from the heavens in a 30 ft diameter within 120 ft of an area that Mazu can see.

The effect starts 90 ft above the ground, or body of water and lasts for one round. A creature caught in the blast must make a Reflex save (DC 33). Any creature that fails takes 6d6 bludgeoning damage and is knocked prone. Creatures that save take half damage, but are still knocked prone.

Any flying creature starting their turn within the wind blast will take additional falling damage if they are flying below the effected area.

Flying creatures, or creatures with magical flying abilities that start their turn in the affected area, or enter the area, are forced to the ground, or into a body of water and knocked prone. If the creature strikes an object, such as a wall, or rock, before hitting the surface, the creature takes 1d6 bludgeoning damage for every 10 ft the creature moved within the affected area.

Spell Immunity. Mazu may choose to be immune to any spell of level 6 or below until the end of her next turn. She may invoke this power as an immediate action, rather than the usual method.

Teleportation. Mazu can magically teleport herself, or any willing creature that she can see, along with any equipment being worn or carried, to any unoccupied space within 20 feet of an ocean.

Magic in Motion (Su) As a move action, Mazu may activate a spell-like ability.

Summon Companion (Su) Mazu may summon her companion Lasae to her side once a day as a full-round action. Lasae remains for 12 hours or until dismissed. Occasionally assigned to guard an individual or location by Mazu Lasae typically stays with the subject of Mazu's interest until it is no longer needed, or is dispelled by Mazu. Use statistics for a *trumpet archon* with the advanced template and the Discorporation power. (See *Bestiary*.)

Tidal Grace (Su) Mazu adds her Charisma bonus as a deflection bonus to her saving throws.

Water Walk (Su) Mazu walks on water as if she is on solid ground, as per the *water walk* spell.

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Stephens, and Russ Taylor.

NAYENEZGANI

Slayer of Alien Gods

Symbol: Two Feathers

Home Plane: Niahgai - Heaven

Alignment: Neutral Good

Nayenezgani (and his twin brother Tobadzistsini—born of water) is the protector of humanity from monsters, spirits, and all manner of evil beings. He stands as a testament to the value of life and opposes any forces from the spirit world who would harm mankind. Both gods wear masks and journey the earth fighting the unseen evils that threaten the world.

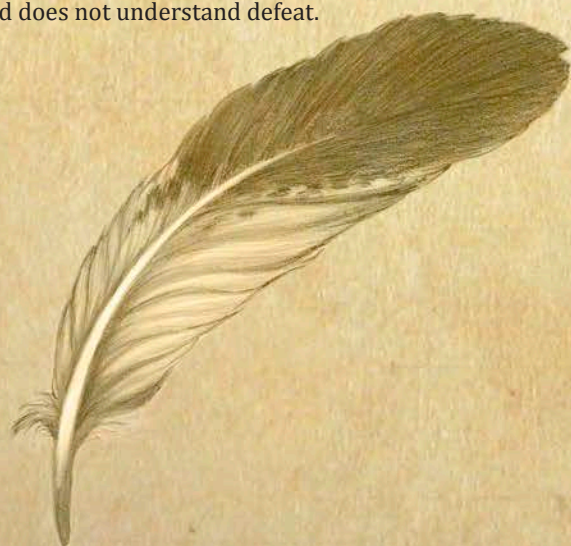
Nayenezgani's story is different from most gods. His struggles are ongoing and his place in the pantheon is assured whenever people face problems they do not understand. But when he is needed, there is no monster too great to fend against Nayenezgani's arrows of lightning, rainbow, and sunbeam.

He also carries with him two feathers, which he acquired from a great battle with an eagle. One feather heals and the other controls his enemies.

Nayenezgani's enemies are numerous. He has fought all manner of monsters from the six sacred mountains, defeating the foreign gods who plagued the people. Of all the beasts he fought, none was more powerful than Yeitso. Yeitso was a giant, born from a stone. He stood so tall that a single stride was equal to a single man's walk from sunrise to noon. But through guile and courage, Nayenezgani defeated the rock-covered giant.

Some stories imply that Nayenezgani also appears in times of need against hunger and poverty, especially to aid the old and sick. While there is no proof of this, it does not stop his worshippers from praying for salvation in the hope Nayenezgani will save them.

Nayenezgani wears a black mask and never rests in his fight against the evils of the spirit world. He is without fear and does not understand defeat.



DOGMA

Nayenezgani is a destroyer of monsters, spirits, and evil beings. He values life and teaches his followers to oppose any outside threats, especially those who could corrupt or influence the people. Nayenezgani has a singular focus. He is not above violating social norms to ensure that evil is destroyed.

Nayenezgani demands consistency, honor, and reliability. His followers are the first to carry out his vision. They have an unflinching and unrelenting focus, as any monster, spirit, or evil being must be dealt with accordingly.

If the followers of Nayenezgani deviate from their mission—even if it means being in conflict with the laws of the land on occasion—their reasoning becomes irrelevant. They are dealt with swiftly by higher ranking worshipers. Followers are stripped of their rank, and must atone.

WORSHIPERS

Followers of Nayenezgani are known as the spirit people. They are resolute and proud, turning to their gods for faith and peace. But in times of trouble, worshippers turn specifically to Nayenezgani. They perform ritual dances to beseech his power. They pray for his protection whenever a malady or darkness faces the spirit people.

When a Ranger worships Nayenezgani, they receive a special bonus. Rangers add their Wisdom modifier to attack rolls against their favored enemy.

TO THOSE WHO SEEK
WANTON DESTRUCTION OF LIFE: BEWARE.
FOR WHEN LIGHTNING CRASHES ACROSS
THE TOPS OF THE SACRED MOUNTAINS,
NAYENEZGANI HAS ARRIVED,
AND THUS EVIL'S DESTRUCTION
MARCHES EVER NEAR.

CLERGY AND TEMPLES

There are no temples to Nayenezgani. He is worshipped through dance and song, venerated by the people who value his courage and worth. Only tribal elders know the magic of summoning Nayenezgani. The lead prayer, dance, and lengthy rituals to the warrior god. Only through dedication can one hope to learn the ways of elder shamans.



Nayenezgani's Avatar

CR 29/ MR 4 / XP 6,553,600

Solar unchained rogue 8/Trickster 4 (*Pathfinder RPG Bestiary, Pathfinder Unchained*)

NG Medium outsider (deific avatar, extraplanar, good)

Init +18; Senses darkvision 60 ft., detect evil, detect snares and pits, low-light vision, true seeing; Perception +42

Aura frightful presence (DC 33)

Defense

AC 47, touch 24, flat-footed 42 (+10 armor, +10 deflection, +3 Dex, +2 dodge, +10 natural, +3 shield, -1 size)

hp 425 (30 HD; 8d8+22d10+264); regeneration 20 (deific and Mythic)

Fort +23, **Ref** +25, **Will** +26; +4 resistance vs. evil, +4 vs. poison

Defensive Abilities danger sense +2, hard to kill, improved uncanny dodge; **DR** 20/epic and evil; **Immune** ability damage, ability drain, acid, charm effects, cold, compulsion effects, death effects, energy drain, and petrification; **Resist** electricity 30, fire 30; **SR** 42

Offense

Speed 50 ft. (35 ft. in armor), fly 150 ft. (good)

Melee stonebane +40/+35/+30/+25 (1d8+13/19-20 plus 2d6 vs. giants) or slam +32 (2d8+3)

Ranged lightning bow +40/+35/+30/+25 (2d6+10/x3 plus slaying arrow)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (11/day, surge +1d8), sneak attack (unchained) +4d6

Spell-Like Abilities (CL 20th; concentration +28)

Constant — *detect evil, detect snares and pits, discern lies* (DC 22), *true seeing*

At will — *aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite* (DC 22), *imprisonment* (DC 27), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear, resist energy, speak with dead* (DC 21), *summon monster VII, waves of fatigue*

3/day — *blade barrier* (DC 24), *earthquake, heal, mass charm monster* (DC 26), *permanency, resurrection, waves of exhaustion*

1/day — *greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 25), *wish*

Cleric Spells Prepared (CL 20th; concentration +29)

9th — *ascension* (MA), *mass heal, miracle, one with the cosmos, true resurrection*

8th — *mass cure critical wounds, earthquake, holy aura, greater planar ally, shield of law* (DC 27)

7th — *archon's trumpet* (DC 26), *celestial fanfare* (DC 26), *control weather, holy word* (DC 26), *regenerate*

6th — *geas/quest, greater glyph of warding, heal, heroes' feast, planar ally*

5th — *break enchantment, breath of life* (DC 24), *commune, mass cure light wounds, dispel evil, true seeing*

4th — *blessed halo, burst with light, cure critical wounds, death ward, divine power, symbol of slowing* (UM)(DC 23)

3rd — *archon's aura* (UM) (DC 22), *beacon of luck, create food and water, cure serious wounds, dispel magic, remove disease*

2nd — *aid, blinding ray* (ARG) (DC 21), *burst of radiance* (DC 21), *cure moderate wounds, grace* (APG), *hold person* (DC 21)

1st — *burning disarm* (DC 20), *cause fear* (DC 20), *command* (DC 20), *cure light wounds, cure light wounds, detect chaos, shield of faith*

0 (at will) — *cleansing ray, detect magic, guidance, light*

Statistics

Str 25, **Dex** 30, **Con** 23, **Int** 30, **Wis** 28, **Cha** 26

Base Atk +28; **CMB** +36 (+38 sunder); **CMD** 59 (61 vs. sunder)

Feats Cleave, Deadly Aim, Divine ProtectionACG, DodgeM, Eldritch Aid, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spell Penetration, Step Up, ToughnessM, Weapon Finesse

Skills Acrobatics +22, Appraise +14, Bluff +12, Climb +8, Craft (alchemy) +43, Craft (Scribing) +43, Diplomacy +41, Escape Artist +25, Fly +42, Heal +39, Intimidate +41, Knowledge (history) +43, Knowledge (nature) +43, Knowledge (planes) +43, Knowledge (religion) +43, Perception +42, Sense Motive +42, Spellcraft +43, Stealth +36, Survival +42, Use Magic Device +31

Languages Abyssal, Auran, Celestial, Draconic, Dreamspeak, Dwarven, Elven, Ignan, Infernal, Protean, Terran; truespeech; telepathy 300 ft.

SQ amazing initiative, change shape (alter self), debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, display of dexterity (MA), display of wisdom (MA), divine source (MA), elysian bronze, feather step, fleet charge (MA), recuperation, rogue talents, esoteric scholar, fast stealth, feather fall (UC), vanishing trick (UC), trapfinding +4

Other Gear +4 elysian bronze breastplate, +2 light steel shield, lightning bow (UE), stonebane, ring of feather falling, ring of protection +1

Special Abilities

Danger Sense +2 (Ex)

Nayenezgani gains a +2 bonus on Reflex saves and to his AC against traps.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Nayenezgani's avatar drops to 0 hit points or dies, its body is destroyed (leaving behind any gear it held or carried), but his essence travels back to one of the Six Sacred Mountains, and it is immediately restored to life (*as true resurrection*) at that location. He still retains memories of events that occurred during a previous avatar's incarnation.

Fleet Charge (Ex)

As a swift action, Nayenezgani may use one use of his daily mythic abilities to move up to his full speed and make a single attack at a +4 bonus. This attack bypasses all DR.

Heavenly Form (Su)

Nayenezgani can change its form as per the spell mythic shape change as a swift action at will.

Heavenly Step (Ex)

Nayenezgani can move at full speed while using the Stealth skill at no penalty. He may even move at full speed across any narrow or uneven surface, run across fragile surfaces or liquids.

Invoke Legendary Power (Su)

Nayenezgani's avatar can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Rainbow's Fury. (2 invocations). Nayenezgani's avatar can, as a full round action, unleash a barrage of elementally charged arrows. When he releases this barrage, he targets all targets in a 10 ft. radius, dealing 12d6 points of elemental damage that counts as any of the following types (including acid, cold, electricity, fire, or sonic) for the purpose of overcoming damage reduction and immunities. Targets who succeed on a DC 33 Reflex save take only half damage.

Lightning Arrow. Nayenezgani's avatar can, as an attack that provokes an attack of opportunity, fire a single arrow that turns into a deadly bolt of lightning. This arrow functions identical to the spell *mythic lightning bolt*1, dealing 12d8 points of damage and bestowing the staggered condition for 2d6 rounds if the target fails its Reflex save (DC 33).

Arrow of the Bright Sun. (2 invocations). Nayenezgani's avatar can, as an attack which provokes an attack of opportunity, fire a single arrow that turns into a shining bolt of holy fire from the heart of the divine sun itself; this arrow functions identical to the spell *mythic holy smite*, dealing 10d10 points of damage against evil outsiders and 5d12 points of damage to other evil creatures. Evil outsiders who fail a Fortitude save (DC 33) are blinded for 2d6 rounds (1d6 rounds for other evil creatures) that fail. Creatures who make their save are instead dazzled for 1d6 rounds instead. This arrow gains the bane weapon property against undead sensitive to light (like vampires or shadows), increasing the DC by 5 against those creatures its bane quality affects (to a DC 38).

Eyes of the Sun & Fire. (2 invocations). Nayenezgani's avatar can, as a move action which does not provoke an attack of opportunity, quickly remove his mask and gaze upon any mortal creature who can also see him. When he does, he forces that creature to make a Will save (DC 33) or immobilize that creature, as if it had been affected by *mythic hold person*. Creatures who make subsequent saves remain slowed (as per the spell *mythic hold person*) for no less than a full minute.

Gate of the Bright One. (2 invocations). Nayenezgani's avatar can, as a move action that does not provoke an attack of opportunity, enfold him inside of a column of space and time, allowing him to use the spell *mythic teleport* on himself and all his servants (or followers) within 30 ft. He may teleport everyone up to five miles away, or over to another point on another plane. When Nayenezgani activates this power, evil creatures within 100 ft. who can see the column when it is activated must succeed on a Reflex save (DC 33) or gain the blinded condition for 1d6 rounds.

Legendary Resistance. If Nayenezgani's avatar fails a saving throw, he can choose to succeed instead. Nayenezgani may choose to activate this power as an immediate action; he beats all initiative rolls.

Spell Immunity. Nayenezgani's avatar may choose to be immune to any spell of level 3 or below until the end of his next turn.

Whirlwind of Arrows (Su)

Nayenezgani can, as a move action, spend one use of his daily mythic abilities to summon a whirlwind of protective arrows that make him even harder to strike. While this whirlwind is active, Nayenezgani gains an additional +4 deflection bonus to his AC which stacks with his existing bonus, gains the benefit of the spells *displacement* (CL 20th) and *lesser globe of invulnerability* (CL 20th).

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SHANGO

God of Thunder and the Sky

Symbol: Double-Axe or Thunderbolt

Home Plane: An immense brazen palace in the sky

Alignment: Chaotic Neutral

Shango is the god of thunder and lightning. He is also the god of the chase and of pillage.

From his palace, Shango hurls red-hot chains of iron (lightning) or rocks from the sky. Born a man, he ascended to the heavens on a chain after his death. As king, he once summoned thunder and lightning to his own palace, which killed his wife and children. Finding favor with another 'to-be-king,' the people chased Shango from the palace and he fled to the forest to hide from his usurpers. But after many days alone, he hanged himself from a tree and became a god. Soon after, Shango brought vengeance on those who tried to destroy him, by raining fire and lightning—indicating his strength.

Though Shango is depicted as having two double axes, he also carries a staff, called Osho Shango, of unpredictable and violent power. His power is creative, fierce, and sometimes sexual in nature. He is incredibly attractive to women, and has had many wives. Shango is also a warning to others about the abuse of military might. At times in the past anger got the better of him, and he fought for the sake of the fight and was chased from his kingdom.

In heaven, Shango is happy. He now lives a full life, brawling, dancing, drinking, and playing drums.

Shango's rival is his brother, Oggun. Their feud began trying to win the affections of the goddess Oshun and have been at odds with each other since. Oggun is the master of metals, labor and warfare.

Shango is the patron god of slaves and those who have been abused. He is sometimes depicted as having six eyes and three heads.

DOGMA

Shango believes in freedom, drink, and the power of a good party. Shango has no patience for those who would control or enslave others. His followers ascribe to this philosophy, taking part in ritual drinking, feasting, dancing, and music every chance they can get. Shango also likes to raid and steal from others. He is not above taking what he needs in order to enjoy his life of revelry, pranks, and an odd sense of humor.

But Shango is also punitive. Those he angers suffer the wrath of the elements—lightning, stones, and chains of fire. Should a follower of Shango find his home struck by lightning, all of his belongings become forfeit and are given to the church or the community. The offender is also forced

to pay a fine, if he can. Any persons killed by the lightning are not allowed to be buried without paying a fine to the clergy (specifically a cleric known as the redeemer).

But not all those who are struck by lightning have offended Shango. Sometimes his drinking gets the best of him and he accidentally drops lightning from the sky. Priests have methods for determining who is right and who is wrong, which is usually determined by wealth.

CLERGY AND TEMPLES

There are two main worship centers dedicated to Shango. One is a small cult house and the other is a special tent (called a palais) where ceremonies and rituals take place, along with healing. Once per year (in early Winter), a major festival is hosted in the Palais. Recitations of Shango's prayers and animal sacrifices (fowl, male dogs, oxen, roosters, sheep, and turtles) are key elements of the festival. On the rare occasion a human sacrifice can be made. At the entrance to the tent, the elegunshango (an entranced acolyte) dances to rhythmic music and waves the oshe staff violently, revealing Shango's might. When a female elegunshango performs this dance it is a manifestation of Shango's sexuality.

The chief priest of Shango is called the Magba (receiver). He wears a coin purse—with a size indicative of his station—to reflect Shango's love of money.

TO THE WICKED OPPRESSORS GO STONES;
LET SHANGO LAY RUIN TO THEIR ABODES.
FOR WHEN YOU SIT
UPON TIRED AND BENT BACKS, STUFFING MOUTH
WITH FRUITS PICKED BY THE OPPRESSED,
THE HEAVENS OPEN,
AND SHANGO'S LAUGHTER IS WHAT YOU HEAR;
'TIL THE THUNDERBOLT SPLITS YOU TWINE.

WORSHIPERS

Shango's followers are common folk, especially the downtrodden and weak. They seek justice in the form of Shango's lightning. "May Shango's stone strike you," is a common prayer. Warriors wear Kongo masks to frighten their enemies, while mages employ ritual blood magic to see into the beyond.



Shango's Avatar

CR 28 / MR 6 / XP 4,915,200

Mythic storm giant brawler 12 (*Mythic Monster Manual*, *Pathfinder RPG Advanced Class Guide*)

CN Medium humanoid (deific avatar, giant, mythic)

Init +12; **Senses** darkvision 60 ft., low-light vision; **Perception** +35

Aura frightful presence (DC 35)

Defense

AC 55, touch 28, flat-footed 45 (+8 armor, +10 deflection, +7 Dex, +3 dodge, +13 natural, +6 shield, -2 size)

hp 469 (31 HD; 19d8+12d10+308); regeneration 20 (deific and Mythic)

Fort +21, **Ref** +22, **Will** +23

Defensive Abilities rock catching, thunderhead; **DR** 10/epic; **Immune** ability damage, ability drain, blindness, charm effects, cold, compulsion effects, confusion, death effects, electricity, energy drain, petrification, poison, and sonic; **Resist** electricity 30, fire 30; **SR** 41

Offense

Speed 50 ft., swim 30 ft.

Melee *Oba* (+5 shocking burst hand axe) +39/+34/+29/+24 (2d6+15/19-20/x3 plus 1d6 electricity) or

Osho Shango (+5 anarchic flaming quarterstaff) +39/+34/+29/+24 (2d6+20 plus 2d6 vs. lawful and 1d6 fire) or *Osho*

Shango (+5 anarchic flaming quarterstaff) flurry of blows +42/+42/+37/+37/+32/+27 (2d6+15 plus 2d6 vs. lawful and 1d6 fire) or *Oya* (+5 shocking burst hand axe) +39/+34/+29/+24 (2d6+15/19-20/x3 plus 1d6 electricity) or unarmed strike +34/+29/+24/+19 (4d6+10) or unarmed strike flurry of blows +37/+37/+32/+32/+27/+22 (4d6+10) or 2 slams +34 (2d6+10)

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

Special Attacks brawler's flurry, brawler's strike (cold iron, good, magic, silver), close weapon mastery, knockout 2/day (DC 26), maneuver training (awesome blow +3, sunder +2, grapple +1), martial flexibility 9/day, mythic power (6/day, surge +1d8), ride the lightning, storm striker, stormvoice, stunning fist (16/day, DC 31), thunderbolt

Spell-Like Abilities (CL 15th; concentration +26)

Constant — *freedom of movement*

3/day — *charm person* (DC 21), *control weather*, *fear* (DC 24), *levitate*

1/day — *call lightning* (DC 23), *chain lightning* (DC 26), *ride the lightning* (UM) (DC 29)

Statistics

Str 30, **Dex** 26, **Con** 24, **Int** 20, **Wis** 22, **Cha** 30

Base Atk +26; **CMB** +38 (+41 awesome blow, +39 grapple, +44 sunder); **CMD** 64 (67 vs. awesome blow, 65 vs. grapple, 68 vs. sunder)

Feats Ability Focus (blinding flash), Ability Focus (grip of flame), Blinding Flash, Breaching LeapM, CleaveM, Combat Expertise, Combat Reflexes, Deadly Finish (UC), Dodge, Greater Sunder, Improved Critical (greatsword), Improved Critical (handaxe), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Improved Vital Strike, Iron Will, Jabbing Style (ACG), Power Attack, Stunning Fist, Toughness, Vital Strike (M)

Skills Acrobatics +35 (+41 to jump when swimming, +43 to jump), Bluff +27, Climb +42, Craft (weaving) +13, Diplomacy +11, Escape Artist +20, Handle Animal +25, Heal +25, Intimidate +40, Knowledge (dungeoneering) +15, Knowledge (local) +15, Perception +35, Perform (sing) +20, Ride +14, Sense Motive +30,

Survival +20, Swim +30

Languages Auran, Celestial, Common, Draconic, Elven, Giant; telepathy 300 ft.

SQ armor training, brawler's cunning, change shape (eagle, giant eagle, roc, or thunderbird; beast shape IV), martial training, water breathing

Combat Gear ring of animal friendship

Other Gear Oshun, Xango, Oba, Osho Shango, Oya, ring of protection +5

Special Abilities

Blinding Flash (Su)

Shango can, as a immediate action that does not provoke an attack of opportunity, slam his magical quarterstaff into the earth, producing an intense, dazzling light that blinds a single foe within 30 ft.; targets who make a Fortitude save (DC 35) gain the dazzled condition for 1d6 rounds instead.

Breaching Leap (Mythic) (Ex)

Shango is always considered to have a running start when jumping.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Shango's avatar drops to 0 hit points or dies, its body is destroyed (leaving behind any gear it held or carried), but his essence travels back to his Lightning Palace deep in the Congo, and it is immediately restored to life (*as true resurrection*) at that location. He still retains memories of events that occurred during a previous avatar's incarnation.

Form of the Ancients (Su)

Shango can change form into an eagle, a giant eagle, a rock, or a thunderbird as a move action (as per the spell *beast shape IV*).

Invoke Legendary Power (Su)

Shango's avatar can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Clap of Doom. As a move action that does not provoke an attack of opportunity, Shango can clap his hands together, producing a thunderous wave of sonic energy that damages, deafens, and potentially knocks prone all of his foes within 30 ft. Foes affected by Shango's clap of doom must succeed on a Fortitude save (DC 35) or suffer 6d6 points of sonic damage and be deafened for 1d6 rounds. Foes who make their save suffer half damage and are deafened for 1 round. Foes who fail their save are also knocked prone.

Fist of Lightning. As a swift action that does not provoke an attack of opportunity, Shango can strike a foe he previously hit with an unarmed attack that round. When he does this, this attack is treated as if it were affected by true strike and it deals an additional 2d6 points of bludgeoning damage and an additional 2d6 points of electrical damage. If this attack overcomes the target's CMD, they are automatically pushed back 10 ft. and knocked prone.

Grip of Flame. (2 invocations) As a standard action that does not provoke an attack of opportunity, Shango can summon a pair of flaming chains to attack any target within 30 ft. of him. These

chains are supernaturally strong (hardness 50; 300 hit points), have a CMB of +41, and enjoy a CMD of 65. Shango may reposition any foe grappled by the chains as a free action on his turn that does not provoke an attack of opportunity; he may move up to 20 ft. in this manner, provided the foe remains within 30 ft. of Shango.

Legendary Resistance. If Shango's avatar fails a saving throw, he can choose to succeed instead. Shango may choose to activate this power as an immediate action; he beats all initiative rolls.

Spell Immunity. Shango may choose to be immune to any spell of level 5 or below until the end of his next turn.

Knockout (Ex)

Shango can, as part of a full attack action (or as part of making a flurry of blows), knock out an opponent. After successfully striking a target with an unarmed strike, Shango can force a target to make a Fortitude save (DC 35) or fall unconscious for 1d6 rounds.

Old World Magic (Ex)

Shango's attacks are all considered chaotic, cold iron, epic, good, magic, and silver for the purpose of overcoming damage reduction.

Oshun's Revenge (Ex)

When wielding Oba, Oshu Shango, or Oya, any foe that Shango brings to -1 hit points or lower must make a Fortitude save (DC 15 + damage dealt) or die immediately.

SHIVA

Supreme God of Creation and Destruction

Symbol: Third Eye, lingam

Home Plane: Mount Kailash (where he lives as an Ascetic Yogi)

Alignment: Neutral Good (Neutral Evil; as a force of nature)

Shiva is the supreme God and transformer. Shiva creates, protects, and transforms the universe. He is sometimes seen as a woman, but his power does not change regardless of gender. In fact, even in male guise, Shiva wears makeup and has soft feminine features.

But this does not make him weak.

Shiva is the ultimate destroyer at the end of time. At the highest level, Shiva is formless and limitless. He transcends description. Shiva is whatever the people need at any time. He can take form in a rock, an arrowhead, or even a frail and dying yogi who imparts one final piece of wisdom upon his followers. Shiva is even in our first and final breaths.

Shiva wants for nothing and everything. He is ascetic at times. And at others he is the force of change in the world around us. Flood, hurricanes, and all manner of death are from Shiva's doing. The river Ganges, which floods and bloats twice a year, starts at Shiva's head and hair, and flows down through the world.

As the destroyer, Shiva leads an army of undead spirits. He commands the army to go out and destroy all it comes across, and turns the universe against itself in a cycle of renewal that happens every two billion cycles. When this universe draws towards an end, Shiva will destroy it and start anew.

Shiva is always seen carrying a trident. Each tip of the trident represents the creation, sustainment, and destruction of the universe. He also bears an axe which severs his ties to the material world. But Shiva's most powerful weapon is the third eye at the center of his forehead. Granting him omniscience and wisdom beyond human understanding, it can also incinerate angels and demons when it is fully open.

Nandi the bull is a constant companion, particularly when he is slaying demons who dare enter the celestial realms. His followers follow the same path; demons are an eternal enemy of creation, their destructiveness is without purpose, and must be eliminated.

DOGMA

Shiva's followers believe in the divine. Every living thing is a divine spirit. Unlike other faiths, where people may become divine after death, Shiva's followers are all divine. In this light, the eating of animal flesh is forbidden. As is murder. Any harm to another divine being is seen as a great affront to Shiva and must be atoned. Shiva is merciful at times, but he has limits. Some sins cannot be forgiven and people can be put to death or excommunicated from the community for the greatest sins.

In the great cycle, all divine beings reincarnate. Those who live without sin come back in a better form. Those who are sinful come back as something worse. For this reason, it is cruel to consume meat, as it was once a person who made mistakes and they must instead live out this cycle in contemplation of their sin. Some sinful people return as a rat or even a housefly, the worst thing you can become.

CLERGY AND TEMPLES

Temples to Shiva are golden and ornate, filled with dozens, if not hundreds, of statues to the great god. Yogi masters sit on raised beds, surrounded by flowers and railings that keep the throng of followers at a distance. Those who visit the temple cannot wear shoes and must wash their feet before entering. Once inside, they must make some kind of offering of some kind to the yogis—flowers, food, incense or money. Food is always present in the temple for those who need it. But those who don't are expected to bring food for others.

Clerics and paladins serving Shiva are mostly men, though women do worship the great god of transformation. They cannot eat meat and must abstain from a sinful life. Every act of sin can only be atoned by bathing in the sacred waters that flow from Shiva's locks. At least once a year, a cleric must make the journey to the sacred waters and seek Shiva's blessing. For a paladin, this journey is even more frequent.

*HE WILL BRING AN END TO ALL CREATION
AND DISSOLVE ALL GROSS ELEMENTS;
HE IS THE ONE WHO GIVES MERCY
TO THE MERCIFUL, WISDOM TO THE WISE.
DESTROYER OF DEMONS AND WORLDS,
HE IS LORD SHIVA SUPREME!*

WORSHIPERS

Shiva's worshippers span the entire world. Every person who knows Shiva's story cannot help but be overcome with awe. And most acknowledge, if not outright worship Shiva upon hearing the story. The most common worshippers though are the poor and indigent. People born with nothing or those who have given up everything to embrace Shiva's teachings.

Mahashivaratri, also known as the great night of Shiva, is a one-day festival to celebrate the great moonless night of the powerful god. It is a day of fasting, dance, meditation, and celebration, and it is considered the most important day of any god. The entire world stops to celebrate and recognize Shiva. It is considered the most blessed day to marry or to pray for a spouse. It is a day to honor Shiva and hope he bestows a blessing upon the worshipper. It is a day without equal.



Shiva's Avatar

CR 30 / XP 9,830,400

NG Medium outsider (deific avatar, extraplanar, good)

Init +12; **Senses** darkvision 120 ft., trueseeing; **Perception** +48

Aura blinding beauty (DC 31), frightful presence (DC 31)

Defense

AC 48 touch 28, flat-footed 39 (+4 armor, +10 deflection, +7 Dex, +1 dodge, +15 natural)

hp 770 (28d10+588); **regeneration** 20 (deific or Mythic)

Fort +30, **Ref** +24, **Will** +27

Defensive Abilities Discorporation, **DR** 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 43

Offense

Speed 40 ft.

Melee *Glittering Destruction*, +5 brilliant holy returning trident +43/+38/+33/+28/+23 (2d8+13/17–20), or 6 slams +37 (2d8+9)

Ranged *Glittering Destruction*, +5 brilliant holy returning trident +43 (2d8+13/17–20)

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

Special Attacks multiweapon mastery

Spell-Like Abilities (CL 20th; concentration +30)

Constant—true seeing

At will—*greater teleport* (self plus 50 lbs. of objects only), *identify*, *legend lore*, *mage hand*, *project image* (DC 27), *shocking grasp*, *telekinesis* (DC 26)

3/day—*antimagic field* (DC 26), *blade barrier* (DC 26) *chill touch*, *confusion* (DC 24), *fly*, *forcecage* (DC 28), *protection from evil and good*, *slow* (DC 23)

2/day—*flesh to stone* (DC 26), *holy aura* (DC 28), *polymorph any object* (DC 28)

1/day—*destruction** (DC 27), *mage's disjunction** (DC 29)

*Shiva may affect artifacts with these powers.

Statistics

Str 28, **Dex** 26, **Con** 52, **Int** 30, **Wis** 28, **Cha** 24

Base Atk +28; **CMB** +37; **CMD** 56

Feats Awesome Blow, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (trident), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (trident), Toughness

Skills Acrobatics +39, Appraisal +38, Bluff +38, Diplomacy +38, Escape Artist +36, Fly +36, Heal +37, Intimidate +35, Knowledge (arcane) +41, Knowledge (engineering) +38, Knowledge (planes) +41, Perception +48, Sense Motive +40, Stealth +39, Survival +37, Use Magic Device +38; **Racial Modifiers** +8 Perception

Languages All languages; truespeech; telepathy 300 ft.

SQ invoke legendary power, magic in motion, summon Nandi

Special Abilities

Blinding Beauty (Su)

This ability affects all humanoids within 30 feet of Shiva. Those who look directly at him must succeed on a DC 31 Fortitude save or be blinded permanently. Shiva can suppress or resume this ability as a free action. The save DC is Charisma-based.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only

temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Shiva's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to the Mount Kailash, and it is immediately restored to life (*as true resurrection*) at that location.. It still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Shiva can invoke up to 3 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Summon Undead. (2 invocations). Shiva may summon any undead creature up to 20HD per day, except liches, demiliches, or dracoliches. The undead disappears when it drops to 0 hit points or when Shiva dismisses it.

The undead is friendly to Shiva and his companions for the duration. Roll initiative for the undead, which has its own turns. It obeys any commands telepathically that Shiva issues to it (no action required). If no commands are given to the undead, it defends itself from hostile creatures, but otherwise takes no actions.

If the telepathic connection is broken, the undead disappears immediately. The amount of undead summoned is 1 per round, to a maximum of 8.

Open Third Eye. (2 invocations). Shiva emits magical, divine energy from his third eye. He may target a single creature that he can see within 100 ft, emitting a ray of energy. The ray penetrates any magic barrier, or effect. Any creature struck by the ray is reduced to half their current hit points. Additionally, any fiend, or angel that is struck by the ray is reduced to 10 hit points.

Any creature hit by the ray that is reduced to 0 hit points or below immediately disintegrates into a pile of ash. Any non-magical equipment is destroyed and any magic items fall to the ground where the creature once stood.

Premonition. Shiva gains a +16 insight bonus on his next saving throw. This affect ends at the start of Shiva's next turn

Trident Attack. Melee weapon attack, +17 to hit, reach 10 ft, one target. Hit 26 (3d8+9) piercing damage.

Teleportation. Shiva can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space to any place in the known universe.

Spell Immunity. Shiva may choose to be immune to any spell of level 8 or below until the end of his next turn.

Magic in Motion (Su)

As a move action, Shiva may activate a spell-like ability.

Multiweapon Mastery (Ex)

Shiva never takes penalties to his attack roll when fighting with multiple weapons.

Summon Nandi (Su)

Once per day, as a full round action, Shiva may summon Nandi, his celestial bull companion. Use statistics for a gorgon (*see Bestiary*) with the advanced and giant templates. It also has the Discorporation special power.

Truespeech (Su)

Shiva can speak with any creature that has a language, as though using a tongues spell (caster level 20). This ability is always active.



TCHERNOBOG

God of Darkness, Night, and the Underworld

Symbol: Black and White Skull

Home Plane: Bald Mountain

Alignment: Neutral Evil

Note: Attempts have been made to erase Tchernobog's name from history. The following information is based on the surviving followers who have clung to their faith.

Tchernobog is the evil god of darkness, night, and the ruler of the Underworld. He is the source of all people's negative emotions and fears—cold, cruelty, famine, grief, illness, madness, poverty, sorrow, woe, etc. His name literally means “Black God.” He is most powerful in winter, when the sun is disappearing and hope starts to fade. Tchernobog is the force that brings little doubts into the minds of people suffering in the cold and waiting for spring.

His appetite is unquenchable and he is always angry. Horses and humans are sacrificed in his name in the hopes of appeasing him, to stave off his frustration at the world.

Tchernobog exists to destroy anything hopeful or kind-hearted. He obliterates goodness wherever he found it. And not in some meaningless villain way, like a chaotic evil ogre who smashes anything that opposes him. But in a meticulous dictum of unrelenting agony and disgust that rips away at humanity's core. Whenever an innocent child dies of a horrible malady, it was Tchernobog who watched slowly and patiently for the goodness to drain from that child, inch before inch, till there was nothing left.

Tchernobog is believed to have created the first sickness, which took the form of a black snake that covered the entire world. This black snake may have been ice or darkness. The unholy books of Tchernobog are unclear on this. Nevertheless, Tchernobog's evil may be the oldest thing ever recorded.

Tchernobog is depicted as a large, shadowy, brutal demon warrior in black bearing a magical spear. His eyes are scorching red, his mouth a scowl, covered in decaying flesh, and having an aura of pure, ebony-black evil. He is hate personified. The complete and utter collapse of hope follows him like a shroud.

DOGMA

There is no discernible dogma to Tchernobog, beyond a desire to end everything good in the world. Even his followers cannot bring themselves to the full depth of depravity that Tchernobog expects. But they all die trying. Destruction of life and goodness are paramount to a follower.

Blood sacrifices are common.

CLERGY AND TEMPLES

There is no safe, central place to worship Tchernobog. Those who oppose him attempt to destroy all evidence of the god. Therefore, the black god's clerics and paladins must maintain secrecy and gather the flock at the dead of night to safe havens through the world. Abandoned villages and dark forests are prime examples.

Clergy in service to Tchernobog lack a moral compass. While they are not outwardly, or obviously evil, their intentions are always the same: eradicate hope.

BLACK AS ICHOR ARE THE HEARTS
WHO TURN TO TCHERNOBOG,
FOR THEIRS IS A VENDETTA TOWARDS
ALL GOODNESS AND LIGHT IN THE WORLD.
BY THEIR HAND,
YOU'LL MEET YOUR DESTRUCTION
WHEN YOU HEAR THOSE SOUR WORDS.
MAY THE BLACK GOD DESTROY YOU.

WORSHIPERS

During sacred rites, followers gather in circle to drink a black ichor in honor of Tchernobog. They share the drink around the circle, spitting the ichor (along with a few curse words) back into the bowl when they are done. All the while, they speak ill of the good gods and speak well of Tchernobog, claiming that all ill-fortune that comes to them, comes because the good gods allow it.

Tchernobog does not believe in any other god. His followers are so dedicated to this belief, that they burn books, destroy temples, and desecrate all idolatry that portrays any god other than Tchernobog.

To those who do not honor Tchernobog, saying his name is bad luck. Or worse. Maladies follow those who use his name in vain. “May the black god exterminate you,” is a common expression among the follower of Tchernobog, but not his detractors.

There are few followers in the faith of Tchernobog. He is not a well-known god. Or even liked. Those who serve him are akin to cultists. Though the secrets of the faith are so well-hidden, some remark that these stories are more fiction than fact. The few peasants who follow the black god honor all the gods, for fear of reprisal.



Tchernobog's Avatar

CR 28 / XP 4,915,200

NE Large outsider (deific avatar, evil, extraplanar)

Init +1; **Senses** darkvision 120 ft. detect good 120ft.; Perception +27

Aura frightful presence (DC 29)

Defense

AC 46, touch 31, flat-footed 39 (+15 deflection, +6 Dex, +1 dodge, +15 natural, -1 size)

hp 684 (28d10+532); regeneration 20 (deific or Mythic)

Fort +28, **Ref** +24, **Will** +24

Defensive Abilities Discorporation, **DR** 20/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, and fire 30; **SR** 41

Offense

Speed 40 ft., climb 20 ft.

Melee bite +34 (3d8+9/19-20, x3), 4 claws +34 (4d6+9 and rend/19-20, x3) or *Black Heart of the Mountain (Spectral Spear)*, +5 keen returning wounding unholy spear +40/+35/+30/+25/+20 (4d8+19 and bleed/19-20, x3)

Ranged *Black Heart of the Mountain (Spectral Spear)*, +5 keen returning wounding unholy spear +40 (4d8+19 and bleed/19-20, x3)

Special Attack crippling strike (DC 29)

Space 10 ft.; Reach 15 ft.

Special Attacks rend (2 claws, 4d6+13)

Statistics

Str 29, **Dex** 23, **Con** 48, **Int** 20, **Wis** 22, **Cha** 20

Base Atk +28; **CMB** +19; **CMD** 30

Feats Awesome Blow, Blind-Fight, Combat Expertise, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Critical (claws), Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +37, Bluff +36, Climb +46, Escape Artist +41, Knowledge (nature) +33, Knowledge (planes) +36, Perception +37, Sense Motive +37, Stealth +36, Survival +37, Use Magic Device +36; **Racial Modifiers** +8 Climb, +4 Escape Artist +4

Languages Common, Infernal

SQ invoke legendary power

Special Abilities

Crippling Strike (Su)

Once per day, after a successful spear attack, Tchernobog can choose to inflict his victim with weakness. The target must make a DC 29 Fortitude save. On a failure, the target's Strength, Dexterity, and Constitution are all permanently reduced by 5.

Only a wish spell can remove this effect. The DC for this power is Charisma-based.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Tchernobog's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to the Bald Mountain, and it is immediately

restored to life (*as true resurrection*) at that location.. It still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Tchernobog can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Blackness (2 invocations). Tchernobog waves his hand and pure blackness emerges and fills a 20 ft cone. Anyone starting their turn, or entering the affected must make a DC 22 Fortitude save, or be unable to breathe, as the blackness draws the air out of the creature's lungs. Creatures who successfully save are unaffected. Creatures who do not breathe air are unaffected.

On a failed save, a suffocating creature may survive a number of rounds equal to its Constitution modifier (minimum 1 round). Once the available air is used up by the creature, it begins to take 4d6 damage each round from suffocation until a successful save.

All creatures in the affected area are slowed and are at a disadvantage on all rolls. The area is considered magical darkness. Additionally, no natural or magical healing (including regeneration), can occur within the affected area. Tchernobog can maintain the effect with no concentration and can end it anytime. Friendly creatures to Tchernobog are not harmed in the affected area.

Deadly Stake. Tchernobog may choose to impale one Large target or smaller with his spear. Any creature struck by his spear must make a DC 24 Fortitude check or be pinned to ground, prone, and unable to move for one round. The Spectral Spear continues to pin a creature to the ground until they save. Once pinned, creatures take 2d10 piercing damage each round. Pinned creatures may not take any actions until they save. At the end of the following round a pinned creature may make another Fortitude save to end the effect. Once a creature is free, the Spectral Spear appears back into Tchernobog's hand.

Eyes of Death (2 invocations). Tchernobog uses a gaze attack upon a single creature of good alignment for 1 minute.

His eyes glow red. When a creature that can see starts its turn within 30 ft of Tchernobog, he can force it to make a DC 22 Fortitude saving throw. If the saving throw fails by 10 or more, the creature is instantly reduced to 10 hit points.

Otherwise, a creature that fails the save is restrained by the gaze. The restrained creature must repeat the saving throw at the end of its next turn. If the creature fails the saving throw, it is reduced to 0 hit points, otherwise it remains restrained. A successful save ends the effect.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Tchernobog until the start of its next turn, when it can avert its eyes again. If the creature looks at Tchernobog in the meantime, it must immediately make a saving throw.

Premonition. Tchernobog gains a +16 insight bonus on his next saving throw. This affect ends at the start of Tchernobog's next turn.

Teleportation. Tchernobog can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space within 3 miles.

TENGRI

God of Judgement and all the Elements

Symbol: Pure white goose or a blue sky; the color blue

Home Plane: The Lands of the Eternal Blue Sky

Alignment: Neutral

Tengri is the god of the steppe peoples (Land of Eternal Blue Sky), creator of all things, a master of elements, and the greatest power in all the heavens. He is the father of all celestial and elemental beings as well. Tengri is a pure, white goose who flies over eternity, represented by a vast body of water with no end. He is considered the oldest god, dating back before the use of bronze.

At the beginning of time, the sky and earth were created and in between life was born. Tengri created the sky, the earth, and the sea and all the base elements. But he did not create man. Man was created from the tree of life, along with all the sacred animals. Tengri separates himself from other gods and goddess by not creating life, but instead giving humans the ability to die—a not so obvious gift at first glance. This is a vastly different philosophy from other religions, as Tengri takes back a person's soul upon death.

Tengri rules everything. Tengri is so powerful and all-knowing that his very name means 'divine' and is used to describe anything of amazing beauty and majesty—a mountain, a stream, a tree, and so on.

He is also the judge of all things. Tengri decides who lives and who dies, who wins a battle, and who has children. Tengri guards against spirits that haunt the land, deciding whose home is cursed and who remains unscathed.

And in all of this, the people respect and honor Tengri. He is never blamed for bad fortune, but honored for allowing the people to live 'one more day.' For this, they are always grateful. Tengri does not demand people honor a single faith, either. They are welcome to worship whomever they like, but Tengri still judges who is (and who is not) righteous, regardless of the sacrifices they make to other deities.

Tengri endures, because the earth endures.

Regardless, Tengri has many enemies. His followers are attacked by outsiders who see Tengri's worshippers as infidels. In particular, there is a growing feud between the followers of Tengri and Shiva over which god is supreme. *"There cannot exist a greatest god, for ours is mightiest."* In this way, it is fortunate that Tengri is the god of the steppe people and barbarians, making it difficult to destroy the entire faith in one grand motion.

DOGMA

There is no one true religion, yet the sinful must be punished regardless of faith. Righteousness knows no single tribe or faith. Only Tengri knows who is just. All beings are weak. Shortcomings are not the fault of man, but of the soul.

Tolerance for others is the responsibility of people, but not of Tengri. The evil will be punished.

Unlike organized religions, the tenets of Tengriism are bound to the earth and nature and ruled over by shamans, not priests and books. There is no written word of Tengri's faith, only the

wisdom passed down from shaman to shaman, honoring the earth, sea, and sky. Since Tengri's faith is spread through word of mouth, it morphs from region to region, with different spirits and lesser gods serving under Tengri. There are dozens of different gods, depending on where you are in the steppes. But all of these minor 'cults' of Tengriism serve the same purpose: to honor nature and the life that Tengri will one day take away.

CLERGY AND TEMPLES

Followers believe that Tengri is the one supreme god. He knows everything, but he is difficult to know. Tengri is the power behind all nature. Other demonic and divine spirits and elementals exist in the world, but they are diverse and cannot be contacted or controlled—except by a chosen few. Tengri selects these chosen followers to serve as shamans. They alone talk with the spirit world and commune Tengri's will.

Spirits and elementals also transmit messages from Tengri, providing guidance or prophecy.

Clerics (shamans) and paladins of Tengri have a difficult road ahead of them. While the average follower may honor the god of heaven and earth, the righteous chosen ones must be ever vigilant in their faith. A cleric must commune and seek guidance from Tengri in all things, while a paladin walks the razor's edge between tolerance and justice. She must discern between those who lack character and those who lack morality, dispensing judgment accordingly.

Shamans do not speak with Tengri directly. No matter how powerful, a shaman always speaks with spirits and elementals around her. She may commune with ancestor spirits, animal spirits, nature spirits, elementals, or any of the direct servants of Tengri.

TENGRI STANDS AT THE HEAD OF THE PANTHEON OF EARTH GODS, FOR NONE ARE HIGHER AND MIGHTIER THAN HE. EVIL DWELLS WITH THE LOWEST ORDER OF BEINGS DEEP BENEATH THE WORLD IN A VOID, AND IS JEALOUS OF THE LIGHT AND GOOD FORTUNE OF TENGRI AND THE ENTIRE WORLD IN ALL IT'S BEAUTY. BETWEEN TENGRI AND EVIL IS THE WORLD AND WHICH IS HELD TOGETHER BY A CAREFUL BALANCE DETERMINED BY MAN'S ACTION; EVER STRIVING TOWARDS PEACE AND PROSPERITY AMONG THE FORCES OF THE UNIVERSE — MOST IMPORTANTLY IN MAN'S ACTIONS AMONGST MAN.

WORSHIPERS

Tengriism honors the diversity of the steppe people. All are welcome to approach and honor Tengri in their own way. There are thousands of rituals in his name because of this. And because of Tengri's complexity as a god, but simplicity of faith, the people never know what makes him happy and what makes him angry. They only know that Tengri can take a life whenever he deems. His ways are unknowable. The main objective of the faith is to act in harmony with celestial law. Live within one's means and caste, never demanding more than one deserves.

Royalty who worship Tengri serve the god first and the people second, but never their own selfish desires. A khan who has lost power certainly has lost it by straying from heavenly decree.



Tengri's Avatar

CR 29 / XP 6,553,600

N Large outsider (air, deific avatar, extraplanar)

Init +17; Senses darkvision 60 ft., blindsense 60 ft.; Perception +45

Aura frightful presence (DC 33)

Defensive

AC 47, touch 32, flat-footed 34 (+5 armor, +10 deflection, +13 Dex, +10 natural, -1 size)

hp 714 (28d10+560); regeneration 20 (deific or Mythic)

Fort +29, Ref +29, Will +30

Aura frightful presence (DC 33)

Defensive Abilities Air mastery, discorporation, DR 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, electricity 30, and fire 30; SR 40

Offensive

Speed 20 ft., fly 60 ft (Perfect)

Melee 2 slams +41 (4d10+12) or *Nature's Fury*, +5 *flaming frost shock keen scimitar* +46/+41/+36/+31/+26 (4d8+1d6 cold +1d6 electricity + 1d6 fire+17/16-20)

Space 10 ft.; Reach 10 ft.

Special Attacks divine radiance, roaring gale, wingbinding

Spell-Like Abilities (CL 20th; concentration +34)

At will—*cloak of winds*, *gaseous form*, *invisibility* (self only), *levitate*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only, DC 29), *true strike*, *veil* (self only)

3/day—*control weather*, *cone of cold* (DC 29), *fog cloud*, *shocking grasp*, *quicken shout* (DC 28), *sleet storm* (DC 28), *wind wall*

1/day—*banishment* (DC 32), *chain lightning* (DC 30), *meteor swarm* (DC 33), *mind blank*, *reverse gravity*, *whirlwind* (DC 32)

Statistics

Str 34, Dex 36, Con 50, Int 26, Wis 38, Cha 29

Base Atk +28; CMB +42; CMD 64

Feats Agile Maneuvers, Awesome Blow, Combat Casting, Combat Reflexes, Flyby Attack, Greater Bull Rush, Hover, Improved Bull Rush, Improved Initiative, Power Attack, Quicken Spell-Like Ability (shout), Vital Strike, Wingover

Skills Appraise +42, Bluff +40, Climb +28, Craft (Leatherworking) +45, Fly +52, Handle Animal +45, Heal +42, Knowledge (engineering) +39, Knowledge (planes) +39, Perception +45, Ride +44, Sense Motive +45, Spellcraft +36, Stealth +43

Languages All languages; telepathy 100 ft.

SQ air mastery, celestial polyglot, divine fire, eternal earth, eternal wave, eternal wind, zone of ultimate truth

Special Abilities

Air Mastery (Ex)

Airborne creatures take a -1 penalty on attack and damage rolls against Tengri.

Celestial Polyglot (Su)

Tengri speaks and understands all spoken languages.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Tengri's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to the heavens, and it is immediately restored to life (as true resurrection) at that location. It still retains memories of events which occurred during a previous avatar's incarnation.

Divine Fire (Su)

Once per day, as a full round action, Tengri may summon an instant, magical, 20 ft tall, 300 ft radius wildfire within 1000 ft of him. If anything in the radius of the magical fire is capable of catching fire, it immediately does so. Any buildings or structures succumb to the flames within 5 rounds, causing total destruction, unless enchanted, or immune to the effects of fire damage. The effect lasts for one minute. Tengri may control the direction of the fire, moving it 20 ft per round. Friendly creatures to Tengri, his elemental companions, and mount are unaffected.

All creatures within 10 ft of the wild fire must make a DC 33 Reflex save to avoid being engulfed by the flames. Creatures within the magical flame take 8d6 fire damage on a failed save, half damage on a successful one. A failed save also reduces movement by one half and at the beginning of their next turn they will take 4D6 fire damage. A successful save (DC 20 Reflex) ends the fire damage.

While a creature is within the flames, regardless if they succeeded on the save throw, visibility is reduced to 5 ft and all attack rolls are at disadvantage. The save DC is Charisma-based.

Elemental Companions and Mount

Tengri is usually accompanied by his faithful elementals (Agaar, Chuluu, Gal and Usan, *advanced elder elementals* of each type, see *Bestiary*) and rides his war horse Zerleg Khun Moro, an *advanced giant sleipnir* (See *Bestiary 3 with Advanced and Giant templates*)

Eternal Earth (Su)

Once per day, as a full round action, Tengri may summon an earthquake that shakes and loosens the ground in a 300 ft radius within 1000 ft. Any building or structure within the zone is reduced to rubble after 5 rounds unless enchanted or immune to the effects of bludgeoning damage. The effect lasts for one minute.

Any creature in the zone must make a DC 33 Reflex save or be knocked prone. While in the zone, movement is reduced by half. All prone creatures in the affected area receive 4d8 bludgeoning damage at the beginning of their turns. Any creature inside a structure, or within 10 ft of a structure takes an additional 4d8 bludgeoning damage at the beginning of their turns from falling debris. A successful DC 20 Reflex saving throw ends this effect.

The effect is so severe that even flying creatures move at half speed above the affected area (up to 100 feet high), but take no damage unless they are inside a structure. The save DC is Charisma-based.

Eternal Wave (Su)

Once per day, as a full round action, Tengri may summon a 100 ft. tall wave of water within any body of water large enough to be affected. The wave is powerful enough to destroy everything in its path, including cities. The affected area can be up to 1000 ft long, up to 500 ft wide, and up to 100 ft high. Each round the wave's height reduces by 10 ft. All structures within the wave's path are destroyed, unless they are enchanted, or immune to water effects. The wave of water may continue inland for up to one minute.

Each creature in that area must make a DC 33 Reflex save saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. Prone creatures are swept into the wave of water and must make successful save attempts to avoid further damage. Consult the rules for Deprivation to determine if the creature drowns. Creatures continue to take 4d8 bludgeoning damage at the start of each of their turns until a successful save at the end of their turn. On a success, a creature takes no more damage and they ride the wave until it dissipates.

The wave spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 10 ft of it. The save DC is Charisma-based.

Eternal Wind (Su)

Once per day, as a full round action, Tengri may summon a 500 ft wide tornado within sight. The effect lasts for one minute. Tengri may control the direction of the wind, moving 60 ft per round. Friendly creatures to Tengri and his elemental companions and mount are unaffected, only feeling a slight breeze.

All creatures within 100 ft of the tornado must make a DC 33 Reflex save, or be pulled into the tornado, taking 4d8 bludgeoning damage and 2d6 slashing damage at the beginning of each of their turns. Creatures starting their turn inside the tornado receive no save. While within the tornado, no creature may cast spells, or continue to concentrate on spells.

All structures within the path of the tornado are immediately destroyed, unless they are enchanted or specifically immune to wind damage. Any creature in a structure when it is destroyed take an additional 4d8 bludgeoning damage.

Any creature within the tornado when the effect ends will take 1d6 falling damage for every 10 ft above the ground they are. To determine distance to the ground when the effect ends, roll 1d10. A roll of 1 is 10 ft, or a roll of 10 is 100 ft, for example. Tengri may end the effect at any time. The save DC is Charisma-based.

Invoke Legendary Power (Su)

Tengri can invoke up to 4 legendary powers per day, chosen from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Summon Elementals. Once per round, Tengri may summon an elemental to his aid. The type of elemental is chosen at the time of summoning and Tengri can call upon a maximum of 8 in any encounter (*two of Huge Elementals each type; Air, Earth, Fire and Water, See Bestiary*). The summoned elementals are fanatically loyal to Tengri and follow his telepathic commands.

Boost Saving Throw. Tengri gains a +20 bonus on his next saving throw roll. This bonus must be used before his next turn.

Limbs of Air. (2 invocations) Tengri can use concentrated tendrils of air to mimic his own arms and thus make multiple attacks. The limbs give him 4 bonus standard actions if this legendary power is used. These actions must be used immediately but can be divided up between spells and melee attacks as desired. For example, he could cast one spell and make three melee attacks, cast two spells and make two melee attacks, or make four melee attacks.

Reprisal. Tengri may make a single melee weapon attack (+41 to hit, 4d8+12 slashing damage)

Spell Immunity. Until the end of his next turn, Tengri can choose to be immune to any spell of 6th level or below.

Teleportation. Tengri can magically teleport himself or any willing creature that he can see to any unoccupied space touched by air, earth, fire or water. The destination location must be on the same plane as Tengri.

Roaring Gale (Su)

As a standard action three times per day, Tengri can select a point within sight on which to conjure a violent updraft, violently flinging his opponents into the air.

When he uses this ability, Tengri must make a single bull rush combat maneuver check (CMB +29) against all creatures in a 10-foot-radius burst. Any creature with a CMD score lower than the result of this check is hurled 2d6 × 10 feet straight up, and lands prone in a spot 1d4 × 5 feet from its original position. Tengri selects the direction he wishes to throw his victims, and may select a different direction for each victim, though each must be thrown in a straight line.

Creatures take falling damage for any impacts while traveling up or down in this way; if a creature collides with an object during its sideways movement, both the creature and the object take 1d6 points of damage and the creature is knocked prone in the space adjacent to the obstacle. The save DC is Charisma-based.

Wingbinding (Su)

As Lord of the Sky, Tengri can choose to hinder a creature's ability to fly (whether through natural or magical means). With a standard action, Tengri can target one flying creature within sight and force it to make a Will Save (DC 33). If the target fails its saving throw, its fly speed (if any) becomes 0 feet for 14 rounds and it falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the wingbinding. The save DC is Charisma-based.

This ability has no effect on other forms of movement.

Zone of Ultimate Truth (Su)

Three times per day, as a full round action, Tengri can conjure a 120 ft zone around him which reveals the thoughts of any creature within.

A creature must make a DC 33 Will save, else Tengri will be able to read and see all surface thoughts, impressions, or mental images of all creatures with an Intelligence score over 5 in the area of effect.



TURAN

Goddess of True Love and Seduction

Symbol: Polished Bronze Mirror, Swan or Group of Swans

Home Plane: Terra

Alignment: Chaotic Good

Turan is the goddess of love, fertility, and vitality. Where Ishtar is a heavenly goddess devoted to all life and a number of domains, Turan is more focused on the love between two people, rather than specifically childbirth. However, she is definitely in conflict with Ishtar in places and people rarely honor both goddesses.

Turan is a young, winged woman commonly associated with birds. She surrounds herself with a large retinue of swans and maidens, which she calls lasae. The lasae are spirit guardians who follow people during life and guard their graves after death. Each person has his or her own lasa. They carry mirrors which are used to hold a person's best memories.

Her aim is not to help others procreate, but rather to aid lovers in finding one another. In this regard, she is quite a naive goddess. In a violent world, her aims are almost comical, but this does not stop young men and women from worshipping her, and continuing on until a first child is born.

She is a gossamer lining of silver amongst a world of dark clouds.

But there is a dark, seductive part of Turan that only the wisest rulers have come to understand. In fact, in most cities, Temples of Turan are not allowed within city walls. Young men, women, and even mothers are so enthralled by the goddess' allure, temples must be kept from one's sight, "lest those who are easily beguiled be brought into the temple every day."

DOGMA

Turan's primary duty is to bring lovers together, tempting a heart here and there to make a man or woman fall for their destined love. But she is not above using more powerful magics on the fated, when necessary. In defense of true love she is a fierce guardian. Many tales exhibit her violence against aggressors who stand in the way of who she deems fated for true love.

Another of her darker aspects is seduction, and all followers are secretly knowledgeable about the seductive arts—including tactics and compelling magic.

Once a year prior to spring, Turan's followers engage in rites which encourage coupling. Gifts and sweets are often exchanged during these pairing rituals.

CLERGY AND TEMPLES

The temples of Turan are dominated by female acolytes and priestesses. Their primary goal is to find the proper marriage of a man and woman, based on love and not based on wealth or land acquisitions. They use cards and dice to augur the fates in order to match men and women properly. Afterwards, a magical charm or elixir might be used if one of the parties does not see they are right for one another.

Acolytes of Turan make and sell cosmetics and clothing to help women attract a mate. Paladins of Turan follow similar thinking, but mostly defend the temples from attacks by local authorities who want to see the temples removed far from the cities. Turan's paladins are great diplomats for this very reason, focusing on debate rather than the sword to solve problems.

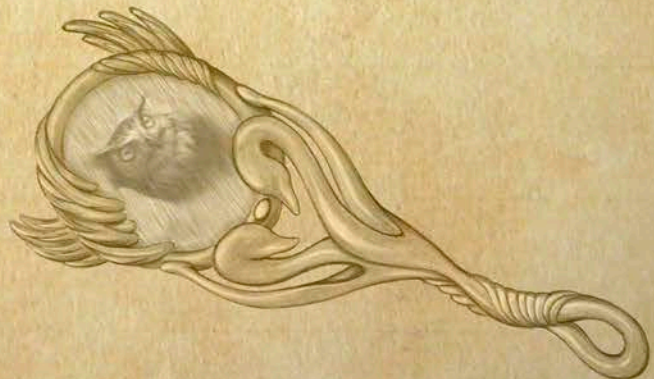
THE WARM BREATH OF LOVE;
TO DEMOLISH THE MOST STONE OF HEARTS.
OH, TURAN!
MELT THE ICY CRUST
AROUND THE CENTER OF MANKIND;
SO THAT WE MAY FIND EACH OTHER.

WORSHIPERS

No one grows up worshipping Turan. She is the goddess men and women turn to for aid in finding true love—and later help in making children. But once people find Turan, they find it hard to stop following her. They come to temple daily and make offerings, praying for more and more guidance, perhaps to keep their marriages strong.

Perhaps because they can't pull themselves away.

Families are buried together in underground tombs, which are built to look like living quarters. Paintings adorn the coffins, showing couples in loving embrace (forever).





Turan's Avatar

CR 26 / XP 2,457,600

CG Medium outsider (deific avatar, extraplanar, good)

Init +5; Senses low-light vision; Perception +35

Aura Beguiling Presence (DC 32, see below)

Defense

AC 44, touch 27, flat-footed 37 (+4 armor, +6 Dex, +10 deflection, +1 dodge, +13 natural)

hp 592 (25d10+450); regeneration 20 (deific or Mythic)

Fort +26, Ref +20, Will +21

Defensive Abilities Discorporation, DR 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, electricity 30, and fire 30; **SR** 39

Offense

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

Melee *Love's Keen Sting*, +4 keen shock wounding rapier

+35/+30/+25/+20 (1d6+1d6 electricity+9 and bleed/16–20)

Ranged *Love's Sure Shot*, +4 keen shock wounding longbow

+35/+30/+25/+20 (1d8+1d6 electricity+9 and bleed/19–20, ×3)

Spell-Like Abilities (CL 20th; concentration +34)

At will—*charm person* (DC 21), *dancing lights*, *disguise self*, *minor image*

1/day—*confusion* (DC 24), *deep slumber* (DC 23), *entangle* (DC 22), *glitterdust* (DC 22)

3/day—*quicken dominate person* (DC 25), *dominate monster* (DC 29), *etherealness*, *mass suggestion* (DC 26), *major image* (DC 23), *suggestion* (DC 23)

Statistics

Str 20, Dex 23, Con 46, Int 24, Wis 25, Cha 30

Base Atk +25; CMB +31; CMD 46

Feats Agile Maneuvers, Combat Casting, Combat Expertise, Deadly Aim, Dodge, Greater Disarm, Hover, Improved Disarm, Power Attack, Quickened Spell-like Ability (dominate person), Vital Strike, Weapon Finesse, Wingover

Skills Acrobatics +31, Bluff +38, Diplomacy +38, Fly +41, Knowledge (arcane) +32, Knowledge (nature) +32, Knowledge (planes) +35, Perception +35, Perform (Dance) +38, Perform (Singing) +38, Sense Motive +35, Stealth +38, Use Magic Device +38; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan, Infernal, Celestial; telepathy 100 ft.

SQ beguiling presence, change shape (trumpeter swan, beast shape I), wings

Special Abilities

Beguiling Presence (Su)

When a creature first enters the area within 30 feet of Turan, they must make a DC 32 Will save or be stunned by her beauty and allure until the end of their next turn, gaining the dazed condition. On a successful save, the creature is immune to this effect for 24 hours.

Bestow Charisma (Su)

As a standard action, Turan can bestow a boon upon a single willing humanoid within 60 feet. For the next 24 hours, the target creature's Charisma increases to 22 and they gain a +10 insight bonus to all Charisma-based skill checks.

Change Shape (Su)

Turan can shift forms at will between a humanoid and a large white swan. This swan form is nearly indistinguishable from normal swans. Only a DC 28 Wisdom check will reveal that something is special about it. A subsequent DC 28 Religion or Arcana check determines that it is a divine being in disguise.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Turan's Avatar drops to 0 hit points or dies, her body is destroyed (leaving behind any gear it held or carried), but her essence travels back to the heavens, and it is immediately restored to life (as true resurrection) at that location. It still retains memories of events which occurred during a previous avatar's incarnation.

Invoke Legendary Power (Su)

Turan can invoke up to 4 legendary powers per day, chosen from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Boost Saving Throw. Turan gains a +16 insight bonus on her next saving throw roll. This bonus must be used before her next turn.

Charm Evil. (2 invocations) Turan can target a single evil creature within sight and force the foe to make a DC 28 Will save. On a failed save, the creature becomes friendly to Turan and is compelled to follow any directions she commands. The affected creature is charmed for up to 1 minute. Turan can charm 1 evil creature per round to a maximum of 8 creatures. On a successful save, the evil creature takes 6d6 positive energy damage, but is immune to the charm effect for 24 hours.

While the target is charmed, Turan has a telepathic link with it as long as the two of them are on the same plane of existence. Turan can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from her, it defends and preserves itself to the best of its ability.

Inspired Spell. Turan may immediately cast any enchantment spell with a casting time of 1 standard action without preparing it ahead of time or providing any spell components.

Love's Burning Aura. (2 invocations) Turan may impose her will upon any creatures interfering with someone she considers to be in love. This creates a zone of blinding white light that is pure radiant energy 30 ft in diameter within a 60 ft range of her sight. The zone lasts for one minute.

Affected creatures must make a DC 28 Will saving throw. On a failed save, any enemy creature starting their turn inside the zone takes 6d10 positive energy damage and are pushed 10 ft away from friendly creatures. The affected creatures must then make second Will Save at the same DC or be knocked prone and blinded for 1d4 rounds. Friendly creatures are not affected. Creatures who successfully save take half damage.

Enemies that fail their save who remain in the zone will continue to take 6d10 positive energy damage each round until the effect ends. Any creature reduced to 0 hit points or less is immediately

destroyed and turned to dust. Any magic items they possess simply fall to the ground.

Additionally, any undead creatures with a challenge rating less than 8 that start their turn in the zone, or enter the zone, are immediately destroyed and turned to dust.

Love's Sting. (2 invocations) Turan can concentrate her powers to gain multiple actions. This gives her the ability to make 2 bonus actions that must be used immediately but can be divided up between spells and melee attacks as desired. For example, she could cast one spell and make one melee attack, cast two spells or make two melee attacks.

Spell Immunity. Until the end of her next turn, Turan can choose to be immune to any spell of 4th level or below.

Teleportation. Turan can magically teleport herself or any willing creature that she can see to any unoccupied space she can see.

Love's Immunity (Ex)

Three times per day, as an immediate action, if Turan fails a saving throw she can choose to succeed instead.

Summon Valet (Su)

Once per day, Turan can summon a *trumpet archon* (See *Bestiary*) to her side. This creature is fanatically loyal to the goddess and will obey her telepathic commands to the best of its ability.

Wings (Su)

Turan can cause wings to appear on her back, allowing her to fly. These wings can be called into being or dismissed as a free action.



VIVIENE (LADY OF THE LAKE)

Queen of Avalon

Symbol: Water Pouring From a Vessel

Maiden Standing In Rushing Water, Sword

Home Plane: Avalon

Alignment: Neutral Good

Vivienne is the ruler of Avalon and the shapeshifting nixie spirit of all rivers and lakes. Though reclusive, she intervenes on the behalf of humankind to ensure good prevails, going so far as to bestow gifts upon humanity to ensure this happens. More than a goddess, Vivienne directly influences the lands of mortals—despite their poor track records. Her intentions are assured, however, by her faith that humans will eventually do what's right.

The Lady of the Lake is mysterious and ambiguous. Her true intentions are never known and she takes great care in how she appears to mortals. Only the purest of heart have ever laid witness to her, or her power. For this reason, she is most often worshipped by paladins. Clerics who do pay homage to the goddess focus their faith on healing magic.

Vivienne has been known to bestow blessing of love upon those who treat her fairly. She also heals the sick with her powerful springs, but only in reclusive places where water starts, not in the polluted rivers near towns and cities.

Numerous fables surround the mysterious Lady of the Lake. She lives with her eight sisters on the island of Avalon. She is a queen. A priestess. An enchantress. A healer. A virgin. A lover. She has fallen in love with men across countless generations and stolen magic from some of history's most powerful magicians.

But none of it can be proved.

There are no written words to trace back to the start of her fables. The Lady of the Lake is a timeless entity of the water that cannot be controlled or defined. She exists where she wants; how she wants—empowering men and women alike to guide humanity with the same wisdom and flexibility she herself possesses.

She appears in dreams, offering guidance or advice through swimming metaphors. Nothing she says or does is ever clear. Why should this be any different? But, so long as it serves to inspire the worshipper, or to set in motion some good in the world, the meanings of her dreams are secondary.

DOGMA

Vivienne can swim into psychic domains and help with inspiration, psychic abilities, dreams, and prophecies. She is also associated with purification and cleanliness, and you can call upon her for a spiritual baptism to relieve you of worries and judgments, and to help you abstain from unhealthy and addictive substances.

CLERGY AND TEMPLES

Clerics and paladins of Vivienne commune with nature. Specifically, pure and unspoiled lakes and streams. They are not fond of cities or overly populated areas. The goddess' hearths and springs must be guarded from mankind's destructive tendencies.

They also understand Vivienne's ideal of a greater good. While other gods and goddess may shy away from cutting away creations that no longer serve a purpose, Vivienne's paladins are specifically dedicated to ridding the world of any abhorrence that harms the well-being of the 'whole.' This is a complicated aspect of the goddess' ideology that only clerics and paladins truly understand.

There is no central temple dedicated to Vivienne. She is worshipped in lakes, ponds, river, springs, streams, and wells. One particular large well named Coventina at is considered the most blessed of all her holy places. Though clerics remind worshippers that The Lady of the Lake can be found throughout nature, this does not stop people from making long journeys to the covered well, once in their lives.

VIVIENE, HOW FEVERED
YOUR SYMPHONY RISES HIGH,
TO ACQUIRE ATTENTION OF JUST AND UNJUST ALIKE,
FOR STILL THE BURDEN OF YOUR EXISTENCE,
LIES WITHIN THE MINDS OF
MAN AND WOMAN.

WORSHIPERS

Vivienne represents abundance, inspiration, and prophecy. So long as the rivers flow, Vivienne lives. So long as the rivers flow, we know the goddess is with us, guiding our thoughts. So long as the rivers flow, the future will continue to rush toward us.

Those who truly believe in Vivienne, seek her counsel and make offerings in clean, clear water—bronze items, brooches, coins, glassware, pearls, pins, pottery, rings, weapons, and so forth. Coins and rings are offered in an attempt to garner her blessings to heal relationships, while other offerings are made to honor her good spirit. Worshipers know to never offer (or sacrifice) animals, food, or wine in her name.

To children, she is the goddess who grants wishes.



Vivienne, Lady of the Lake's Avatar

CR 27 / XP 3,276,800

NG Medium outsider (deific avatar, extraplanar, good)

Init +5; Senses low-light vision; Perception +39

Aura blinding beauty (30 ft., DC 30)

Defense

AC 44, touch 34, flat-footed 35 (+15 deflection, +8 Dex, +1 dodge, +10 natural armor)

hp 612 (27d6+432+27); regeneration 20 (deific or Mythic)

Fort +31, Ref +30, Will +31

Defensive Abilities Discorporation, DR 20/epic and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 30, cold 30, electricity 30, and fire 30; SR 42

Offense

Speed 30 ft., swim 20 ft.

Melee *Water's Edge*, +5 vorpal bastard sword +37/+32/+27/+22/+17/+12 (1d10+12/x2, 17–20)

Special Attacks entrap (DC 30), shadow of excalibur (DC 39), stunning glance (DC 30)

Spell-Like Abilities (CL 20th; concentration +33)

At will—*shillelagh*, *control water*, *shield of good* (as per shield of law, but for good)

3/day—*quickened dimension door*, *heal*, *moonbeam* (DC 23), *plane shift* (DC 25), *sleet storm* (DC 22), *summon monster VIII* (elementals only)

1/day—*control weather*, *true resurrection*

Statistics

Str 20, Dex 27, Con 42, Int 23 Wis 29, Cha 25

Base Atk +27; CMB +35; CMD 55

Feats Agile Maneuvers, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dimensional Agility, Directed Disarm, Dodge, Greater Disarm, Improved Critical, Improved Disarm, Quicken Spell-like Ability (dimension door), Toughness, Weapon Focus (Bastard Sword)

Skills Bluff +37, Diplomacy +37, Escape Artist +38, Handle Animal +39, Heal +39, Knowledge (nature) +36, Knowledge (planes) +36, Perception +39, Sense Motive +39, Stealth +38, Swim +32; Use Magic Device +34

Languages Common, Sylvan

SQ faerie grace, grace of the queen, inspiration, invoke legendary power, wild empathy +33

Special Abilities

Blinding Beauty (Su)

This ability affects all humanoids within 30 feet of the Lady. Those who look directly at her must succeed on a DC 30 Fortitude save or be blinded permanently. The Lady of the Lake can suppress or resume this ability as a free action. The save DC is Charisma-based.

Discorporation (Ex)

It is nearly impossible to permanently destroy an avatar through simple combat. Even the most powerful spells are usually only temporary solutions. The exact means to destroy an avatar varies with each incarnation and may require a good deal of research, and should be created specifically for each different avatar by the GM.

When Vivienne's Avatar drops to 0 hit points or dies, his body is destroyed (leaving behind any gear it held or carried), but his essence travels back to Avalon, and it is immediately restored to life (as true resurrection) at that location.. It still retains memories of events which occurred during a previous avatar's incarnation.

Entrap (Su)

Two times per day, as full round action which does not provoke attacks of opportunity, Vivienne may use tendrils of raw magic to bind any creature she can see within 30 feet. Targeted creatures must make a DC 30 Will save or be put into a comatose state, immediately gaining the helpless condition.

On a successful save, the target creature merely falls asleep for 1d4 rounds (as if effected by a sleep spell), regardless of any immunity to enchantments. Creatures who successfully save are immune to this effect for 24 hours. This save DC is Charisma-based.

Additionally, as a second full round action, Vivienne can teleport an entrapped creature into a extra-dimensional space within a tree, rock or save within 15 feet. The creature is aware of its surroundings, can see and hear normally, but is unable to move or speak within its new prison. The creature does not breathe, eat or age while under this effect. Divination spells cannot locate or perceive the entrapped creature.

This effect is permanent until a 17th level (or higher) spellcaster casts a greater dispel magic, wish or break enchantment upon the object containing the prison. When the effect is broken, the entrapped creature appears in an unoccupied space within 10 feet.

Faerie Grace (Su)

Vivienne adds her Charisma modifier as a racial bonus on all her saving throws.

Grace of the Queen (Su)

Three times per day, as a standard action, Vivienne can choose to bestow any or all of the following spell effects upon a single target: true resurrection, lesser restoration, greater restoration, and power word: heal. However, if Vivienne uses this ability she can only take a move action on her next turn.

Inspiration (Su)

The Lady of the Lake can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as she retains her favor for this creature and as long as the creature carries her token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks.

A bard who has Vivienne for a muse in this way can use his bardic performance for an additional number of rounds per day equal to Vivienne's Charisma modifier. Vivienne retains a link to her token and its carrier as if she had cast a status spell on the carrier. The Lady can end this effect at any time as a free action and she may only inspire one creature at a time in this manner.

Invoke Legendary Power (Su)

Vivienne can invoke up to 4 legendary powers per day, choosing from the options below. Only one legendary power can be invoked at a time, and only at the end of another creature's turn.

Water's Rush. As an immediate action, Vivienne can move up to her speed without provoking attacks of opportunity.

Teleportation. Vivienne can magically teleport herself or any willing creature that she can see to any unoccupied space touched within 20 feet of a fresh water lake, pond or stream. The destination location must be on the same plane as Vivienne.

Spell Immunity. Vivienne can choose to be immune to any spell of 6th level or lower until her next turn.

Water's Will. Using her control of water, Vivienne can immediately cast *control water*, *tsunami* or *wall of ice*.

Divine Word. (2 invocations) Vivienne can immediately cast *holy word*.

The Lady's Wrath. (2 invocations) Vivienne can concentrate her powers to gain multiple actions. This gives her the ability to make 2 bonus actions that must be used immediately but can be divided up between spells and melee attacks as desired.

For example, she could cast one spell and make one melee attack, cast two spells or make two melee attacks.

Shadow of Excalibur (Su)

Three times per day, Vivienne can call upon the shadow of the mighty artifact to make a special melee attack. As an immediate action, she may make a melee attack, at a +37 to hit bonus and deals 4d10+12. If this attack confirms a critical hit, the target must make a DC 39 Fortitude save or die. This save DC is Constitution-based.

Stunning Glance (Su)

As a standard action, Vivienne can stun a creature within 30 feet with a look. The target must succeed on a DC 30 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Wild Empathy (Su)

This works like the druid's wild empathy class feature, except Vivienne has a +6 racial bonus on the check. Her effective druid level is equal to her HD for determining her total modifier to the check.



APPENDIX

Artifacts, Items & Spells

The following are special items associated with some members of this text. They might be discovered, lent, or recovered by the characters.

Excalibur (Artifact)

Aura strong abjuration and transmutation; CL 20th; Slot none; Weight 7 lbs.

Description

A legendary +5 holy vorpal bastard sword with a cerulean scabbard, it usually remains protected by Vivienne. Excalibur ignores all resistance to damage reduction, its blade has a faint blue glow and its fittings are simple steel and wire.

The possessor of the sword is the constant center of a zone of truth effect. This effect has an effective caster level of 20, ignores spell resistance, and has a Will DC of 32. If the zone is somehow suppressed or dispelled, it resumes one hour later.

Excalibur's possessor is immune to all slashing and bludgeoning damage except from deific or deific avatar sources. Excalibur grants a +4 competence bonus to Charisma and to Leadership, and a +8 competence bonus on Diplomacy checks.

Destruction

Excalibur rusts away to nothing if it is used to behead the living King of Camelot.

Ramifications

Excalibur is the symbol of Camelot and its prosperity. Possessing the sword entitles the bearer to be king. The nation itself would rise up to recover it if stolen. If taken in rightful combat, they would recognize the new bearer as king.

It also stands as a symbol of courtly love, and slowly reshapes its bearer to those ideals. Anyone wielding the sword for more than a month finds their alignment shifting to Lawful Good; first on the Good axis, then on the Lawful axis. This change is permanent.

Feather of Dominance

Aura strong enchantment; CL 20th; Slot none; Weight none.

Description

One of the magic feathers which Nayenezgani blessed, this item has the power to control monsters and destroy undead. Three times per day, the feather can be used to cast dominate monster at a target within sight (Caster Level 20, DC 30). Additionally, it may be used to immobilize undead monsters. Twice per day, the possessor may choose an undead creature within sight. The target must succeed on a DC 30 Fortitude save or gain the Paralyzed condition for one hour.

At the end of each of its turns, the target can make another Fortitude save. On a success, the effect ends on the target.

Destruction

The Feather of Dominance can be destroyed if plunged into the heart of a dying advanced phoenix dominated by the Feather.

Life Feather

Aura strong conjuration; CL 20th; Slot none; Weight none.

Description

A sacred eagle feather, one of two, that Nayenezgani has blessed with divine energy. Three times per day, the possessor may choose to cast from the following spells as standard actions which do not provoke attacks of opportunity: greater restoration, heal, lesser restoration, and true resurrection. No material components are necessary for these effects.

Destruction

The Life Feather can be destroyed by using its power to cast true resurrection on a demon prince of undead, a deific avatar of the underworld, and a murdered king, all in one day.

Osho Shango (Artifact)

Aura strong universal; CL 20th; Slot none; Weight 7 lbs.

Description

Osho Shango is the semi-sentient magic staff carried by Shango, possessing wild and unpredictable magic. It is a +5/+5 quarterstaff if used as a weapon. It casts spells randomly once per round on its initiative. Osho Shango's spellcasting cannot be disrupted. Roll on the table below to determine which spell it will cast.

Osho Shango's effective caster level is 20, and its save DC is (20+spell level). Osho Shango's AC is 22, hardness 20, and 165 hit points. It is immune to all spells 4th level or lower as well as bludgeoning, piercing or slashing damage from nonmagical weapons. If it needs to make an unattended saving throw, it has a +10 bonus to Fortitude, Reflex, and Willpower saves. It has the evasion special ability and is immune to mind-affecting effects.

Any spell cast requiring a saving throw affects or is centered on the closest hostile enemy to Shango. If Osho Shango is released, it hovers within 5 ft of the owner. It has a movement speed of 10 ft. If the owner moves away from the space, Osho Shango follows. The staff must be within 5 ft of the owner to cast spells. If the owner is incapacitated or dies, the staff falls to the ground.

When reduced to zero HP, Osho Shango dissipates into a fine mist and disappears, and cannot take form again for 1 day.

Osho Shango Magic table:

d20	Effect	d20	Effect
1	blink	11	mage armor (self)
2	fireball	12	magic missile
3	lightning bolt	13	dimension door
4	binding earth*	14	fly
5	call lightning	15	cloudkill
6	control weather	16	prismatic spray
7	chain lightning	17	hold person
8	earthquake	18	charm person
9	blade barrier	19	fear
10	scorching ray	20	protection from energy (self)

*See Advanced Race Guide

Destruction

Osho Shango can be destroyed if pinned between two enormous boulders and struck by 100 bolts of lightning.

New Spells

The following are new spells drawn from the 5E text. Many of the spells detailed there already exist in the Pathfinder ruleset; these are the new spells which have no effective analog in the game.

Frostbolt

School evocation Level sorcerer/wizard 2

Casting Time: standard action

Components: V, S

Range: medium (100 ft +10ft/level)

Effect one bolt of ice

Duration: Instantaneous

Save Fortitude partial; SR yes

Description

You summon a bolt which consists of magical ice which races at a target. The bolt does 2d8 cold damage (plus 1d8/2 levels, maximum 5d8) and produces numbing cold which grants the slowed condition on a successful hit (Fortitude save negates the condition). Make a ranged attack against a target in range.

On a successful hit, if the target fails the first save, they must make a save the next round or gain the immobilized condition. The target may make a Fortitude save at the end of each of its turns to negate both conditions.

Sea Swell

School transmutation Level cleric/oracle 5, sorcerer/wizard 5

Casting Time: standard action

Components: V, S

Range: medium (100 ft +10ft/level)

Effect 100-ft burst

Duration: Instantaneous

Save Reflex (partial), see text; SR no

Description

You call upon the sea to whip up furious waves and potentially damage ships and other man-made floating objects within range. Choose any point within range to create 30 ft high waves in a 100 ft radius that crash into the objects or creatures that you target.

Ships within the area of effect will sustain damage. Each creature within the affected area that are on deck or otherwise exposed to the waves must make a Reflex save or take (1d8 bludgeoning

damage/2 levels, 10d8 maximum) damage, save for half. Any ships caught within the swell are heavily damaged unless their pilots make a (DC Damage taken) Profession (navigator) check and will sink in 10 minutes if the check fails and the damage is not repaired.

Thundercloud Wall

School conjuration Level cleric/oracle 5, sorcerer/wizard 5

Casting Time: standard action

Components: V, S, M (a drum stick)

Range: close (30ft +5ft/level)

Effect a wall of clouds, see text

Duration: Concentration, up to 1 round+ 1 round/level

Save Fortitude (partial), see text; SR no

Description

You create a wall of thunderclouds and lightning on a solid surface within range. You can make the wall up to 60 ft long, 20 ft high, and 1 ft thick, or a ringed wall up to 20 ft in diameter, 20 ft high, and 1 ft thick. The wall is nearly opaque (grants partial concealment to anyone more than 5 feet) and lasts for the duration.

When the wall appears, each creature within its area must make a Fortitude save. A creature in the wall when it appears and at the end of their turn takes 3d8 sonic damage plus 2d8 electricity damage, save for half damage.

One side of the wall, selected by you when you cast this spell, deals 3d8 force damage plus 2d8 electricity damage to each creature that ends its turn within 10 ft of that side or inside the wall, save for half damage. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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