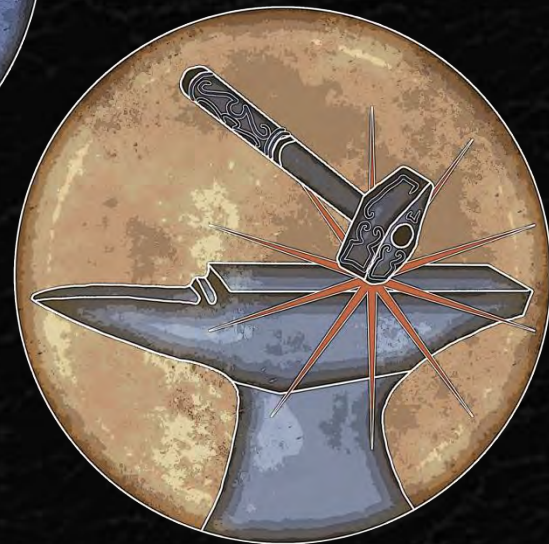
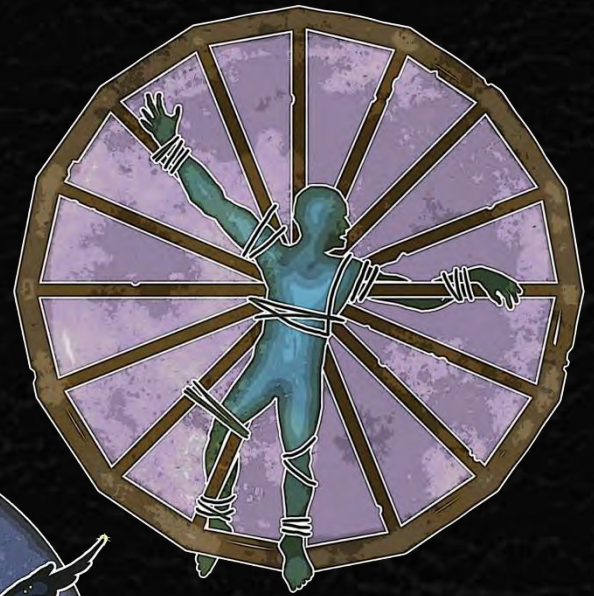


Rite Publishing Presents

The Secrets of the Divine: Pantheon, Love, Sky, & Wright



by Steven D. Russell





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The Great Church of the Pantheon

"Heaven, hear our prayer! May Our Fairest Lady of Love and Song bless us. May Our Father of Star and Sky shelter us. May Our Grandfather of Water and Wave anoint us. May Our Grandmother Earth feed us. May Our Grand Wright of Heaven forge us. May Our Heavenly Archmage of Secrets teach us. May Our Judge of the Dead cleanse us. May Our Laughing Traveler of Passages and Messages favor us. May Our Mother of Many Ways inspire us. May Our Queen of Wisdom and Mercy guide us. May Our Reaper of Death and Rebirth spare us. May Our Smiling Lady of Hearth and Home welcome us. May Our War Marshal in Heaven protect us. May our Dark Lady of Ladies ennoble us; May Our Crimson Lady of Victory and Strength embolden us; and May Our Golden Huntress of the Wilds escort us. Heaven, Hear our prayer! – From The Sacred Writ of Heaven by Dharmaphim

We must lead all life to the feast of heaven, but we cannot force them to partake of it." – From My Sacred Work by Chardab the Awakened, the Saint of the Wheel, the First Prophet, the Supremely Enlightened

Alignment: Neutral Good

Portfolio: Agathions, Angels, Archons, Azata, All Creation, All Living Creatures, Goodness,

Worshippers: all, assimar, godlings, errant paladins

Aliases: The Pantheon, Sovereigns of Heaven, Masters of Righteousness, Deities of the Wheel, Sacred Ones of the World Tree, Lords of Good

Cleric Alignments: Any

Superior: None

Allies: All non-evil deities

Foes: All evil deities

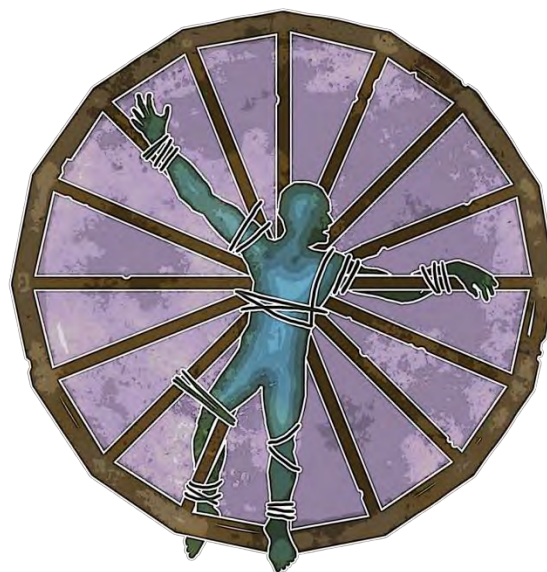
Domains: All except Evil

Subdomains: All except Daemon, Demon, Devil, and Fear

Favored Weapon: Club or Greatclub

Symbol: a figure strapped to a wheel or a figure sitting beneath a tree

The Great Church of the Pantheon, of which I am a member, worships all the deities of heaven equally as a unit. We see those who worship any member of the pantheons as part of our faith, and consider them devoted servants offering them guidance as well, never pressuring them to worship all *Our Sovereigns of Heaven*. Henotheists, those specializing in the worship of one particular deity, are allowed to worship within our church, though most tend to gravitate toward that particular deity's temple. There are however several kathenotheists, those who worship different deities at different times and they are also welcomed with open



Orthodox Holy Symbol of the Great Church of the Pantheon

arms. Most worshipers, like myself, give praise to *Our Sovereigns of Heaven* as a whole. I once encountered a follower of two deities one of justice and thunder from the far north. I explained to him that speaking the names of his deities, is seen by myself and other locals as a blasphemy (a serious crime in the city of Questhaven), but that he could still worship them as *Our Father of Sky and Star*, and *Our Steely Eyed-Judge* within The Great Church of the Pantheon. He has since risen to the rank of bishop within the church.

We worshipers often refer to the pantheon as *Our Masters of Righteousness*, for they are the totality and embodiment of all holy and sacred essences. Clerics and other favored followers can select from the entirety of the domains of these deities, as they recognize everything in the portfolios of each member of the pantheon. For our most holy book, The Sacred Writ of Heaven tells us "The pantheon cares about the most mundane action of the smallest ant as well as the mighty deeds of those that walk among the stars." Many members of the Questor's Society some of whom are close friends are clerics of this type who chose to remain only holy fathers and mothers, seeking not to progress to the rank of dean, roaming about doing the work of heaven.

As a pantheon, our deities' motives are multifaceted. Each of *Our Deities of the Wheel* seeks to further his or her own ends; they have ancient eternal grudges and feuds, plus different ideologies with some fostering structure and unity while others seek to promote individual achievement. Yet for all this strife, our church like our deities finds unification in our

opposition to evil and the promotion of the worship of the pantheon. We, the devoted, oppose useless murder, wonton destruction, and the trappings of the vile. **Our Sacred Ones of the World Tree** prefer more followers not less, and they oppose those who seek to lead their followers astray. Our pantheon loves the whole of creation and would see it grow; and while some have a taste for chaos, they do not seek to be destroyed by it. The purpose of the unified church is to aid all living things in their struggles against evil and promote the worship of the heavens as Chardab the Awakened taught. The finest example of this I have seen is that despite the massive number of followers and powerful divine servants that serve the church our current leader Most Holy Mother Mabyne, The Supreme Matriarch has chosen never to attempt imposing a theocracy upon the citizenry during her reign over the last 60 years. She has even smashed attempts to do so, with the help of the **Questor's Society**.

The Great Church of the Pantheon, whose members **simply call ourselves "the devoted," is the dominant religious organization in Questhaven and its surrounding Protectorate.** With shrines, churches, temples, and monasteries throughout the region the church and hence all religion pervades the culture of the realm. **Because of the church's efforts to promote the worship of Our Sovereigns of Heaven,** there is a site dedicated to the entire pantheon in almost every location where intelligent creatures gather. In Questhaven, there is at least one major cathedral in each section of the city, though the most prominent is the Holy House of the First Prophet (often times simply called St. Chardab's Cathedral) in the chantry canton. I once discovered that beneath St. Cardab's is a vast and dangerous catacomb where the cathedral once buried its dead, falling into disuse two hundred years ago with the Fall of the Cynmark Dynasty. The ministry walled off access from the church to the Canton Catacombs but there are still a few secret ways. Many parts of the catacombs I discovered lead into the Adamantine Mines of Kilwich and The World Below; it is just the place for an adventurer to visit!

The land each of the churches many shrines, churches, temples, and monasteries sit on, along with **the area around it, referred to as "The Gift", were originally granted by the Immortal Emperor Cynmark before he became The Dread Lich.** The Circle of Heroes has decreed these places remain the property of the church and as such, it makes them the most pervasive landholders in the Protectorate. It is against orthodox church law to sell these properties, but the renting and leasing of these lands, along with tithes makes the church extremely wealthy and influential. I have noted that the land the Immortal Emperor granted for use as monasteries are always located near nexuses of strife, be in entrances to The World Below, vile dungeons, mystical sites, or planer rifts there is always something nearby. I once discovered on one of my adventures that the Priory of the Harmonious Fist sits right atop the only entrance to the 8th Fell Repository.

The Great Church of the Pantheon has two great schools of thought in approaching this doctrine of promoting worship, and while they usually operate in

harmony, they do sometimes come into conflict. The first denomination, exemplified by the clerics, paladins, and archdeacons, is the **Ministry of Heaven's Work** or what most would call the orthodox church, and are primarily represented by the symbol of Charab the Awakened broken on the torturers wheel. According to this faction, the Great Church of the Pantheon exists to spread the worship of **Our Sovereigns of Heaven** (particularly missionaries to strange lands with different faiths), to tirelessly oppose those that cause suffering, and to make sure that the devout never lose sight of the faith. This involves making sure that the Great Church of the Pantheon has a strong organization and presence of shrines, chapels, temples, and cathedrals throughout the land. They also believe that it should be involved in secular matters so that it can more easily spread and build their places of worship. Paired with this are the adventuring clerics and paladins who seek to oppose those they deem to be evil.

This has caused some harsh criticism as many see the church as practicing imperialist expansionism, rank opportunism, declaring all opposition evil, and/or simple greed seeking to fill the coffers of the ministry. However, unscrupulous priests and deacons are rare, quickly disavowed, and publicly punished by the church. The vast majority truly believe that mortal lives improve when they worship **Our Masters of Righteousness** and suffering is ended in the fashion set down by Chardab the First Prophet and Saint of the Wheel.

Within this faction is a more militant order, The Paladins of the Pantheon that carries out the second major activity of the **Ministry of Heaven's Work, seeking to end suffering and destroy what it deems evil.** They do not however go about enforcing the **church's will, or** serve as formal protectors to religious leaders. They are an order of knights-errant with their own will and purpose, wandering the earth to fight against evil and depravity in their many forms. If the great church of the pantheon would ever become corrupt, this branch would set things right. **The Paladin's of the Pantheon** also have a more organized group of paladins within it, Our Orphans of the Ecumenical Commandments, who seek to enforce nine universal laws in the borderlands.

The second major branch of church philosophy, personified by its monastic orders and to which I myself subscribe, believes in following in the footsteps of Chardab the Awakened and his path of self-enlightenment; we **the "Agnostics of Heaven's Faith"** are primarily represented by the symbol of Charab the Awakened sitting meditating beneath the World Tree. We wish to know the whole of existence including **Our Sovereigns of Heaven** by a daily practice of the seven virtues. This second faction grants absolute and complete freedom of belief and worship. We practitioners conceive all existence as defining one truth, and therefore we accept all forms of beliefs and dismiss labels of distinct religions, which would imply a division of identity. Hence, our teachings are devoid of the concepts of apostasy, heresy, and blasphemy. We will not however balk at accusing someone of doing evil, and oppose those who seek to promote **Their Masters of Damnation.**

I have only once in my life come into conflict with the orthodox church and that was with a fanatical branch of inquisitors who sought to stop me from spreading my agnostic beliefs, they held me imprisoned until more traditional members and my allies were able to free me. My only conflict with the agnostic members of the church was over me wanting access to the 8th Fell Repository, eventually I stole my way in rather than upset them needlessly, however they took great offense upon learning of my entrance when I departed and I am no longer welcome at the priory.

Mythology

Chardab, the founder of Our Great Church of the Pantheon was born in what would one day become the city of Questhaven. Writings attributed to the Awakened One tell us that he abandoned his throne, his wife, and his children to follow the calling of our **faith**. "For after meditation under the world tree **Our Masters of Righteousness** bid him to help the mortal races, and so he went out amongst the people. He spread the worship of the **Our Lords of Good** together, without exclusion, from the back of his humble cart." **Chardab** the Supremely Enlightened preached from his cart for many years, until his brother, who was by then Emperor, built for him a cathedral in which to gather worshipers together, but after training many acolytes, he left to spread the word ever further. He did so until the followers of **Their Dark Lord of Fire** captured and tortured him, breaking him upon a great spinning wagon wheel; when he died, he ascended into heaven to sit at the right hand of **Our Sovereigns of Heaven**.

I am often struck by the fact that the orthodox church takes its symbol from death and suffering while agnostic followers take their symbol based on enlightenment.

Manifestations

Our Sovereigns of Heaven have given over supervision of the church to the divine being known as Dharmaphim and the church considers all celestials (agathions, angels, archons, assimar, azata and godlings) as truly sacred being. Dharmaphim shows the favor of **Our Masters of Righteousness** by sending such a creature or with a rare personal visit. He appears as an 8 foot long, slender celestial king cobra with shining scales, white wings, and six bright eyes. While he has no arms, he can carry them using **telekinesis** as if he did.

Dharmaphim could use any of the omens, blessing, or servants of the other deities, but he will often use those that represent The Sacred Ones of the Wheel as a whole. The **Pantheon's** omens are often sighting sixteen of the **world's rarest animals such as sixteen** red-crowned cranes, sixteen thylacines, or sixteen angel sharks; sometimes this manifests as a broken sixteen spoke wagon wheel when all the other wheels spokes do not number sixteen. His blessing is usually the discovery of some new or forgotten part of creation, or the discovery of some new or long-lost living creature.

His foremost servant is Mikha'el who was once a great prince in the ages before the rise of the Cynmark

Dynasty, He was transformed into a dark-haired archangel and often stands up for the future of the mortal races that dwell there. He has stopped protean agents and the lords of the inevitables from using the Protectorate as a battle ground in a devastating war that had already consumed one plane of existence. He has also redeemed the fallen Paladin Talinor Rowinmatle bringing him out from beneath his service to the Immortal Emperor Cynmark the Dread Lich. He is hated by **Their Dark Lord of Fire**, for the righteous violence he commits against infernals and the messages he bears from heaven to **Their Masters of Damnation**. He is said to make his home somewhere in the Oneiric River, and that his tears can create new forms of life. **Mikha'el** opposes most forms of sacrifice, and encourages adventurers to take up a destiny of promoting the Great Church of the Pantheon. He is said to have argued for the ascension of Chardab the Awakened into heaven, and the disposition of his mortal remains.

I myself saw sixteen marvelous spatuletails the morning I was set to start this section of my book. Yet I am still struck by the fact that no one has ever even claimed to have seen a manifestation of Chardab the Awakened, in all our history.

Holy Days

We, the devoted celebrate every secular and religious holiday, so that the city of Questhaven has a holiday nearly every lunar cycle. Our greatest holiday is The Festival of Change, which celebrates the ascension of Chardab the Awakened into heaven. We hold The Festival of Change over the first 11 days of the 5th month.

During these days the holy powders and waters of the Great Church of the Pantheon take on the additional magical quality of causing those who are struck by them to be affected by a **seeming** (during the festival there is no save or spell resistance against this spell). This is symbolic of the time Chardab spent in the form of every living and unliving creature so that he could understand the nature of existence which **Our Sovereigns of Heaven** had created.

I, and many of the devout, consider the festival a fine moral lesson, teaching empathy for forms other than your own. Others consider it the most dangerous **threat to the realm's security as it is extremely taxing on** city resources to identify criminals during the festival.

The **church's ministry** takes in a significant amount of donations for the church during this time in exchange for the vast amount of holy water and powder that are purchased by every member of the city, from the lowliest beggar to the First Hero. Each day also celebrates a different form of entertainment dancing, music, songs, opera, oratory, juggling, sports, games, literature, puppets, and jesters. Each day also has a communal fondue meal; the fondue need not be cheese but must contain sixteen separate spices to honor our sixteen Sovereigns of Heaven (many of these are quite decadent containing stiff amounts of alcoholic spirits).

I once used the holiday to visit a paramour of mine in the town of Eldritchton, a community from which the

mayor (her father) had exiled me from under pain of death.

Secret:

Why really happened to the church's founder?

It is my belief that Chardab the Awakened One did not ascend into heaven after his death but instead was forced to travel about the depths of Damnation seeking the redemption of the souls imprisoned there who were never offered the chance to benefit of his teachings. I have attempted to verify this through the use of powerful divination magics but most divine spell casters refuse to ask these questions, considering them heresy, and few will believe the secular sources whose help I have enlisted.

Deacons of the Great Church of the Pantheon

A Deacon is a member of a holy order or not-so-holy in my not so humble opinion of the Ministry of **Heaven's Work with Our** Great Church of the Pantheon. Fully dedicated to political and secular matters, compared to the other more saintly orders; deacons work with prominent members of the community, such as the Circle of Heroes, High Seats of the Legacy Houses, and grandmasters of various guilds to further the goals of the Church. As such, a deacon is an expert at diplomacy and the subtle arts of intrigue, all in supposed **name of the deities' good works. Remember unlike a** paladin, a deacon has no problem lying to you in the name of heaven, and if his actions displease **Our Deities of the Great Wheel**, loss of their favor does not cause the forfeiture of any granted powers.

Aristocrats, bards, experts, and rogues, fill the ranks of the deacons as most see this as a way for them to use their specialized skills to the benefit of our faith, while the more infamous see it as a way to increase their power and prestige as well as enriching themselves. Those who follow a more martial outlook rarely become deacons though some come to serve deacons as trusted agents. Established and powerful members of the Questors Society are often named deacons by the church in recognition of their status as great heroes. Priests and holy warriors of the church or any other deity never become deacons; as they are already considered members of another holy order. I have however turned down this honor when the ministry attempted to recruit me, I think after reading my book they will never approach me again, I can only hope.

Being a deacon means becoming part of an established order of Our Great Church of the Pantheon; this order holds an unprecedented amount of prestige and authority even above that of the hierarchy of the clergy. They are notoriously influential, silver-tongued speakers, cunning strategists, and extremely gifted at getting people to see things their way without resorting to violence. Many, who want to join their lives to Our Great Church of the Pantheon without becoming priests or holy warriors, seek to become deacons. The church



*Agnostic Holy Symbol
of the Great Church of the Pantheon*

Deacon in name only.

It is possible to be a deacon without taking levels in this prestige class, in which case the character is essentially **someone marked as a "friend of the church,"** usually because of useful ties to secular government.

has ordained many famous adventurers over the years as deacons, for bringing back great treasures and giving them to the church – or simply for aiding the church greatly in times of crisis. Those who enter the formal order of the deacons find excellent training in political skills, tactical theory, the recruitment of allies, and the **use of the deacon's personal authority, all of which can** be very useful to the wily adventurer. An archdeacon or bishop will often send an adventuring deacon off to perform diplomatic or political missions in the name of **Our Sovereigns of Heaven**. One of my adventuring companions was told that while battling in the north, that he had to take a letter from Our Supreme Matriarch to a commanding general in the monstrous stronghold in **Steelcrag, having just slain one of the creature's sons** the day before.

Most deacons are moral and upstanding individuals who seek only to further the virtuous deeds of Our Great Church of the Pantheon with what skills **Our Deities of the Great Wheel** have blessed them with. Nevertheless beware; while the church will excommunicate publicly exposed miscreants, stripping a deacon of his status, there are a few deacons who are nothing more than self-serving moral monstrosities who work tirelessly at maintaining a veneer of righteousness. I could introduce you to a few that are good friends of mine.

Table: Deacon of the Church Prestige Class

Lvl	BAB	Fort	Ref	Will	Special	Sneak Attack	Spells Per Day
1	+0	+0	+1	+1	Deacon, Bonus feat	-	+1 level of existing bard class
2	+1	+1	+1	+1	Master Diplomat	+1d6 to existing sneak attack	+1 level of existing bard class
3	+2	+1	+2	+2	Bonus Feat	-	+1 level of existing bard class
4	+3	+1	+2	+2	Astute Planning	+1d6 to existing sneak attack	+1 level of existing bard class
5	+3	+2	+3	+3	Bonus feat,	-	+1 level of existing bard class
6	+4	+2	+3	+3	Bonded Cohort	+1d6 to existing sneak attack	+1 level of existing bard class
7	+5	+2	+4	+4	Bonus feat,	-	+1 level of existing bard class
8	+6	+3	+4	+4	Archdeacon,	+1d6 to existing sneak attack	+1 level of existing bard class
9	+6	+3	+5	+5	Bonus Feat	-	+1 level of existing bard class
10	+7	+3	+5	+5	Voice of Authority	+1d6 to existing sneak attack	+1 level of existing bard class

Hit Die d8.

Requirements To qualify to become a deacon, a character must fulfill all the following criteria.

Feats Skill Focus (Diplomacy)

Skills Diplomacy 5 ranks. Sense Motive 5 ranks. Knowledge (nobility) or (local) 5 ranks.

Special: Must be a faithful member of the church he will serve. Because deacon is a title, the character must be named a deacon by a bishop or archdeacon for the prestige class to become available, this often results in the character earning the title well before he reaches a point where he might take levels in this class. This is usually accomplished by a donation of at least 10,000 gold to the church or the completion of an important quest for the Church, but it may involve something more or less difficult at the GM's discretion.

Class Skills

The deacon of the church's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

Sneak Attack (Ex) This ability is exactly like the rogue ability of the same name. The character gains additional sneak attack damage only if a class he belonged to before adding the prestige class granted sneak attack damage. The extra damage dealt increases by +1d6 at every even level (2nd, 4th, 6th, 8th, and 10th). If a deacon of the church gets a sneak attack bonus from another source, the bonuses on damage stack.

Spells per Day (Sp) When a new deacon of the church level is gained, the character gains new spells per day as if he had also gained a level in the bard class he belonged to before adding the prestige class. He does not, however, gain other benefits a bard would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting.

Deacon (Ex) A deacon is an important figure in the church and as such enjoys privileged status. A deacon need never pay for food or lodging in any area that is not openly hostile to the church and receives a 10% from merchants who are not openly hostile to the deity or deities the deacon serves (with a successful diplomacy check he can increase this to 15%). Further, a deacon asking for an audience with a political figure will only be rejected if that political figure wishes to alienate the church. At 8th level, a deacon is named an archdeacon for service to the church (a deacon who does not perform regular services for the church should not be allowed to take an 8th level in the deacon prestige class). An archdeacon not only receives free food and lodging, but free divine spellcasting from any spellcaster belonging to the church and any church allied with it. He only need cover the cost of any material component over 10 gp. Merchants not openly hostile to the deity or deities the deacon serves often will not charge for items with a total value of 10 gp or less and the archdeacon receives a 15% discounts from merchants not hostile to the deity or deities the deacon serves (a successful diplomacy check increases this discount to 20%). Important political figures will invite archdeacons to their courts even if they are openly hostile to the church.

Bonus Feats (Ex) At 1st level, and at every even level thereafter, a deacon of the church gains a bonus feat in addition to those gained from normal advancement. These bonus feats cannot be selected from those listed

as Combat Feats, Item Creation Feats, or Metamagic Feats.

Upon reaching 5th level, and again at 9th level, a deacon can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the deacon loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A deacon can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Master Diplomat (Ex) A deacon of the church adds his class level to all Diplomacy, Knowledge (religion), Knowledge (nobility), and Knowledge (local), skill checks.

Astute Planning (Ex) At 4th level, the deacon gains the ability to dictate an astute plan to his allies; Once per day, as a move action the deacon may create a shrewd strategy to achieve a specific goal. One ally per character level who is made aware of the details of the plan can while carrying out the plan sometime within the next 24 hours gain an insight bonus **equal to the deacon's class level** on any single attack roll, check, or saving throw. Alternatively, the ally can apply the insight bonus to her AC against a single attack (even if flat-footed). Activating the effect does not take an action; the ally can **even activate it on another character's turn if needed**. The ally must choose to use the benefit from astute planning before the ally makes the roll it is to modify. Once used, the benefit ends. The deacon does not receive the bonus from his own plans.

Bonded Cohort (Ex) Upon reaching 5th level, a deacon of the church forms a special bond with a loyal companion. This bond allows a deacon to gain the service of a loyal aid de camp. The deacon gains a cohort as if he had the Leadership feat but he does not gain any other followers and his **cohort's level can never exceed** three lower than his character level. The cohort is of the same alignment as the deacon and is usually of the same race (subject to DM Adjudication if a different race is selected). The cohort cannot possess any class level that is not a martial class (the class must possess a full Base Attack Bonus).

Should the deacon's bonded cohort die, the deacon may not recruit another bonded cohort for 30 days or until he gains a deacon level, whichever comes first. During this 30-day period, the deacon takes a -1 penalty on all checks.

Voice of Authority (Su) At 10th level, a deacon can a number of times per day equal to 3 + his Int Modifier as an immediate action use his voice to create the effect of a **suggestion (DC 20 + the deacon's Charisma modifier)**. Once per day as a standard action he can make this affect a **mass suggestion** but if the deacon uses it in this manner, he loses the use of this ability for 24 hours.

Ex-Deacons Publically ex-communicated deacons lose all the benefits of their deacon and archdeacon status but loose no other abilities.



Our Orphans of the Ecumenical Commandments

Beneath my favorite house of worship, The Cathedral of Sixteen Spokes is an elaborate underground monastery and prison serving a unique order Our Orphans of the Ecumenical Commandments, **who believe in nine "natural" or universal laws, which all** governments must honor. They are a variant militant order of the Paladins of the Pantheon. Their members at one point all belonged to orphanages run by The Devoted, their training and indoctrination beginning the moment they enter the orphanage, though these requirements have loosed with the passage of time and it now requires on the calling of the divine, and the taking of the vows.

The Orphans seek to unify the world, in the same manner that the gods united, not by war or one government, but through universal agreements. They sometimes serve as bodyguards to the deacons, who are seen as diplomats and as such are given the protection of the order (See Code of Conduct) but since they will not enforce the Will of the Deacons, some decline their offer of service. The orphans offer their services to every diplomat in Questhaven, as they honor the ideal of diplomatic immunity, due to this man folk in the city accuse them of honoring the law above what is right, but they counter that honoring the law is right.

Now as members of The Questor's Society you need to know that the orphans have members within our ranks, but you will still often run afoul of the orphans, just as I have, when they attempt to enforce their Ecumenical Commandments upon our wilder associates. Most commonly they enforce a treaty upon our fellows, or stop a Questor from violating a legal boundary (such as entering the lands of the Last Warlord), or when we seek to loot a recently wrecked ship, or when some of our less honorable brothers and sisters engage in piracy. (Note: the orphans are fine with privateers so as war has been openly declared against the targeted ship, by the consigning government). The most common cause though is when orphans enforce a lawful extradition upon a Questor who has committed a crime in the allied Protectorate. I must admit that I was forced to flee from them, a small misunderstanding over a wrecked ship and some valuable that had been stolen from me; they were quite confused thinking I was a pirate who caused the ship to run aground.

Orphans of the Ecumenical Commandments [Paladin Archetype]

Aid Healing (Su): At 1st level, an Orphan of the Ecumenical Commandments can, as a full-round action, call upon her deities' blessings to aid in the casting of a healing spell—her own or another's-- or her Lay on Hands. Her deity grants her the potential for massive healing that lasts for a number of rounds equal to her Charisma modifier. While she is infused with this potential, she may, as a free action capable of being used outside of her turn, cause one spell with the [healing] descriptor being cast within 60 feet or one use of Lay of Hands to heal the maximum amount possible. In addition, the recipient of the healing receives one additional point of healing per class level. In the case of a spell or modified Lay on Hand that can affect multiple targets, only one target, chosen by the paladin, receives this additional HP. The potential is discharged after the first use. If the paladin doesn't use this potential before a number of rounds equal to her Charisma modifier, it is wasted.

The Orphan of the Ecumenical Commandments can aid healing once per day. At 5th level, and every 5 levels thereafter (10th, 15th, and 20th), the Orphan of the Ecumenical Commandments can aid healing an additional time per day. This ability replaces the *detect evil* ability.

Smite Lawbreaker (Su): At 1st level instead of gaining the ability to smite evil, an Orphan of the Ecumenical Commandments can, as a swift action, choose one target within sight to smite. If this target is an intelligent creature that has knowingly violated the law while not under any charm or compulsion effects (or other such effects), the orphan adds her Charisma bonus (if any) to her attack rolls and adds her class level to all damage rolls made against the target of her smite. If the target of smite lawbreaker is an outsider with the chaos subtype, a

chaos-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the orphan possesses. Regardless of the target, smite lawbreaker attacks automatically bypass any DR the creature might possess.

In addition, while smite lawbreaker is in effect, the orphan gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not intelligent and has not knowingly violated the law, the smite is wasted with no effect.

The smite lawbreaker effect remains until the target of the smite is dead or the next time the orphan rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the orphan may smite lawbreaker one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level. Abilities, feats, and spells that apply to Smite Evil or have a prerequisite of Smite Evil apply to Smite Lawbreaker as well.

Water Walk (Su): At 3rd level, an Orphan of the Ecumenical Commandments is continually under the effects of the spell *water walk*. She can suppress this ability as a standard action. This ability is automatically shared with any divinely bonded mount. This ability replaces divine health.

Aura of Law (Su): At 14th level, an orphan's weapons are treated as lawful-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as lawful-aligned for the purposes of overcoming damage reduction. This ability functions only while the orphan is conscious, not if she is unconscious or dead. This ability replaces Aura of Faith.

Aura of Integrity (Su): At 17th level, an orphan gains DR 10/chaos and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces Aura of Righteousness.

Additional 3rd Level Mercy:

Bonds of Mercy (Su): You create an extradimensional prison where you store captured foes (without gear) in stasis for one day per class level. The touched creatures (1 per class level) must be either helpless or willing—often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. This places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the effect ends, the freed subject appears next to you. You may end this ability by spending a full-round action thinking of the target you wish to free from the bonds of mercy.

Code of Conduct: In addition to the normal strictures on the life of a paladin Orphans must follow the *Nine Ecumenical Commandments*.

1. Enforce the Peace (except in declared wars).
2. Enforce truces, peace treaties, and boundaries.
3. Protect recently wrecked ships and persons thereon.
4. Prosecute piracy.
5. Provide aid for prisoners of war.
6. Defend embassies and diplomats.
7. Enforce proper extradition.
8. Abolition of slavery and prosecution of slave traders.
9. Prosecution of Genocide.

Divine Vessels

I have found in my experience that Divine Vessels are an unusual occurrence in most lands they are somewhat more common in Questhaven and its surrounding Protectorate. From the divine servant Hadroniel the Majestic, Doorwarden of the Second Gate, which could not enter the earthly realm in its true form or when the elder titan Oreithya, Prophetess of Tragedy sought to cheat death after having foreseen her own eminent doom. It was at times like these that one of *Our Sovereigns of Heaven* chooses a wayward follower like Coel the Carter to serve as the instrument of its will and made him a divine vessel for Hadroniel, lucky Anwyl o' the Antegate stumbled upon a fortunate opportunity to oblige Oreithya. Yet there are even more examples, the Chardab's Cart, now a sacred relic, judged the mere mortal Ren Dyrfanson worthy of "the gift" of becoming a divine vessel though I know not which spirit inhabits it, and once the Sisterhood of Rose Wheel powerful conjurers who bound Sahrewathe the Bounteous Immortal to the poor undeserving wretch Lynwen Quayle.

Divine Vessels are usually simple folk who can now summon the power of a mighty avatar of near deific might. This avatar does not come to the vessel's side, however; it takes over the vessel's body, transforming the mortal into an obvious being of power to smite its patron's foes. The sight of the unleashed avatar is a either beautiful or terrifying, but few would suspect that such power erupts from so humble a servant.

Some mortals such as my friend Coel the Carter, see this as divine favor forming a deep bond of friendship with their alter ego, while others such as Lynwen Quayle see it as a divine penance for their transgressions, despising the possession and violation of their body.

Qwilion's Note: Owain Northway has left one important point out of his comments on the nature of the Divine Vessels, but I would be remiss if I did not mention that Divine Vessels are not limited to divine beings, and then any outsider or extraplanar creature could fill a mortal shell. I have more than a few examples but the most prominent was Angra the



*Divine Vessel
Hadroniel the Majestic and Coel the Carter*

Inhibitive Immortal who inhabited Captain Madern Barrett of the Stygian Myrmidons.

Divine Vessels (Summoner Archetype)

Spells: The divine vessel serves as a mortal vessel for a divine creature, as such he casts divine spells and uses the inquisitor spell list, rather than casting arcane spells from the summoner's spell list. He also can cast a divine version of any summoner spell that specifically effect's eidolons and has summon as part of its name (such as *evolution surge*, *purified calling*, *rejuvenate eidolon*, *restore eidolon*, *summon eidolon*, *summon monster I-VI*, *transmogrify*, etc.).

Eidolon Avatar (Su): Granted the imbued power of his patron, the Divine vessel can transform himself from his normal shape into the shape of an avatar of holy might. Taking avatar form is a standard action, and is always a spectacular affair; the divine vessel appears to be struck by lightning, or engulfed in flames, or glow with otherworldly energy. The display is sufficient to immediately ruin any attempt at Stealth, and grants a +10 circumstance bonus to the Perception checks of anyone who simply hasn't noticed the divine vessel's presence. The divine vessel can remain in this avatar from until he dismisses it (a standard action). If the divine vessel is rendered unconscious or asleep his eidolon avatar form is immediately banished.

Transforming to or from avatar form requires a somatic component, so a gag or a **silence** effect can prevent it from occurring.

The avatar is essentially a divine eidolon that has **fused with the mortal host. The eidolon's physical appearance** is up to the player character and the GM, but it always appears as some sort of divine creature aligned with his deity or ethos. It is always in the prime of life, even if the vessel is younger or older, and is obviously virile and powerful. The avatar displays an obvious magical nature, the exact details of which depend on the deity or ethos that created the avatar; the avatar may look like an angel from heaven, or a powerful inevitable, crackle with an aura of electricity, or have eyes of flame and skin of steel, or any other divine appearance (subject to DM approval). The avatar is different enough from the vessel's normal countenance that it counts as a magical disguise, even granting a +10 circumstance bonus to the Disguise skill check if someone might recognize him. The avatar form also bears a glowing rune on its forehead. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as **alter self** or **polymorph** (although **invisibility** does conceal it as long as the spell lasts).

The eidolon avatar is almost like a separate character, with its own ability scores, base attack bonus, hit points, feats, and skills. The eidolon avatar is not **governed by the vessel's will, it has its own distinct personality, aspirations, attitudes, agendas**, (though both characters are roleplayed and controlled by the same player) though they communicate with each other telepathically. The divine vessel perceives and experiences everything the avatar form does through the **avatar form's eidolon senses and vice versa**.

At 1st level, the avatar's ability scores are based on those of the divine vessel, although the scores may be rearranged as desired for the avatar. Apply the ability score adjustments for the divine vessel's race after rearranging them (If a point buy was used for character generations, the point build can be rearranged). The avatar may then increase his physical ability scores (Str, Dex, and/or Con) 4 times, as if the avatar had gained a level divisible by four. For example a human divine vessel with Str 7, Dex 12, Con 12, Int 16, Wis 10, Cha 18 (+2 from being human). When in avatar form he chooses to have Str 16, Dex 14, Con 14 (+2 for being human), Int 10, Wis 7, Cha 16; He has a total of 4 points to distribute from ability score increases. He puts two in Strength and two in Constitution, making his final stats Str 18, Dex 14, Con 16, Int 10, Wis 7, Cha 16; He must now adjust his character sheet for his new stats (including skill points for the change in Intelligence).

The divine vessel can also rearrange its skill ranks when in avatar form, and choose different feats for its avatar form (only the avatar form has to meet these prerequisites) These feats may be feats he has in his normal form or they may be any feat he qualifies for by virtue of the avatar form. Once chosen, attributes, skills and feats are permanent.

The avatar cannot access any class abilities from any class other than summoner and the archetype divine vessel; such as spellcasting, fighter bonus feats, smite

evil, channel energy, or **wild shape**. Familiars, animal companions, and paladin mounts continue to serve the avatar as they would the divine vessel, as do cohorts and followers gained from the Leadership feat. The divine vessel **cannot use any of his normal form's feats or skills** when in avatar form (unless he retained that feat or skill in his avatar form.) All equipment carried by the vessel changes appearance slightly to match the avatar's overall image (and new size, if the avatar form is larger, though the avatar form must be at least the same size as the divine vessel.) but is otherwise unaffected.

The avatar form uses the eidolon's base attack bonus, and gains the eidolon's armor (it cannot gain any other armor bonus) and natural armor bonuses and ability score increases. The avatar form also gains access **to the eidolon's special abilities and the eidolon's evolutions.** Whenever the divine vessel gains a class level, he must decide how these points are spent, and they are set until he gains another class level. The avatar **form is still limited to the eidolon's maximum number of natural attacks.** The avatar form must have limbs for the character to cast spells with somatic components.

While in avatar form, the divine vessel loses the benefits of armor and cannot gain the benefits of any armor bonus other than that granted by the eidolon. He counts as both his original type and as an outsider for any effect related to type, whichever is worse for the divine vessel. **Due to the eidolon avatar's tie to the divine vessel, in avatar form he can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.** Spells such as **banishment** or **dismissal** work normally on the eidolon, but the divine vessel is unaffected. Neither the divine vessel nor his eidolon avatar can be targeted separately, as they are fused into one creature. The divine vessel and eidolon avatar cannot take separate actions. While in avatar form, the divine vessel can use all of his own abilities (except for his summon monster ability) and gear, except for his armor. In all **other cases, this ability functions as the summoner's normal eidolon ability.**

The avatar form is treated as an eidolon with its own pool of hit points, modified by the avatar form's Constitution. Damage the divine vessel takes when in avatar form comes from this set of hit points, rather than the divine vessel's normal hit points. Likewise, damage suffered while in normal form does not affect **the avatar form's hit point total. The hit point total for each form "freezes" when the divine vessel switches forms, so that if the avatar is wounded, it will still be wounded the next time the divine vessel calls on it. This often leaves the avatar's form unchanged from the last time it was dismissed or banished if it is not healed (see below).**

The divine vessel and his eidolon avatar must each be healed separately, but the divine vessel can choose to mentally direct any healing spell or effect to which he is subject to heal his eidolon avatar rather than his normal self. The eidolon avatar does not heal naturally, though natural healing of the divine vessel can be redirected to it. Also if either form is subject to a healing effect that would heal more hit points than that form has suffered

in damage, the leftover healing may be transferred to the other form.

If the avatar form's hit points reaches 0, the eidolon avatar is killed and sent back to its home plane, the divine vessel immediately reverts to normal form (with his divine vessel's current hit point total). If the eidolon avatar is killed it cannot be summoned again for 24 hours, and when summoned again it returns with half its normal hit points.

The eidolon avatar and the divine vessel are considered to be separate creatures in relation to ability drain, ability damage, disease, energy drain, or poison, any of these effects that have taken hold on either are while in its opposite form. Any other spell or effect affecting one affects both. For example *bestow curse* would affect both creatures, as would the confused condition. An anti-magic field suppresses the avatar form as long as the divine vessel remains within, but the avatar form returns if the divine vessel leaves the area.

This replaces the eidolon, bond senses, life bond, and life link summoner class abilities.

Shielded Meld (Ex): At 4th level, whenever the divine vessel is in avatar form, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This ability replaces shield ally.

Avatar's Door (Sp): At 6th level, whenever the divine vessel is in avatar form, the divine vessel can cast *dimension door* as a spell-like ability using his caster level. This ability only affects the divine vessel in avatar form. The divine vessel can use this ability once per day at 6th level, plus one additional time per day for every six levels beyond 6th. This ability replaces maker's call and transposition.

Greater Shielded Meld (Ex): At 12th level, whenever the divine vessel is in avatar form, he gains a +4 shield bonus to his Armor Class and a +4 circumstance bonus on his saving throws. This ability replaces greater shield ally.

Split Forms (Su): At 16th level, as a swift action, the divine vessel in his avatar form can split into two creatures: the divine vessel (normal form) and the eidolon avatar (avatar form). Both have the same evolutions. The divine vessel (normal form) emerges in a square adjacent to the eidolon avatar (avatar form) if possible. All effects and spells currently targeting the divine vessel in avatar form affect both the divine vessel (normal form) and the eidolon avatar (avatar form).

The divine vessel can use this ability for a number of rounds per day equal to his class level. He can end this effect at any time as a full-round action. For the duration of this effect, the eidolon avatar (avatar form) functions as a normal eidolon of the divine vessel's class level. This ability replaces merge forms.

Divine Vessel Feats

Avatar's Companion

When you change to avatar form, your trusty mount or animal companion does, too.

Prerequisite: Eidolon Avatar class feature, animal companion.

Benefit: When you change to avatar form, you may choose to transform your animal companion to match your avatar form if it is within 30 feet of you and add your divine vessel class level to the class levels that grant the animal companion to determine the level of your animal companion. In its transformed state, your mount has the same defensive abilities granted by your evolutions. The animal companion also takes on a specific appearance that matches or compliments your avatar form's appearance. When you return to your normal form, your animal companion loses these benefits.

Special: This feat must be taken by your avatar form, not your normal form, in order to be effective.

Charging Transformation

You channel the power of your transformation into a thunderous blow.

Prerequisite: Eidolon Avatar and Shielded Meld class feature

Benefit: Once per day you can change to avatar form during the same round as you charge, if you do you gain a bonus to your weapon damage roll equal to your divine vessel class level. If you are capable of making more than one attack at the end of a charge, this bonus only applies to the first successful attack. At every three levels after 4th, the divine vessel may use this feat one additional time per day.

Special: This feat must be taken by your avatar form, not your normal form, in order to be effective.

Crisis Transformation

Your avatar form can step in and save the day when needed.

Prerequisite: Aspect and Eidolon Avatar class features.

Benefit: Once per day while in normal form you can change to avatar form as an immediate action and have any attack or effect affect the avatar form instead (and subject to its defensive abilities). You can use this ability even if the already know the result of an effect, and it effectively grants you a new saving throw using your **Avatar Form's modified ability score adjustments**. You may not use this feat if your avatar form has been killed within the last 24 hours.

Special: This feat must be taken by your normal form, not your avatar form, in order to be effective.

Explosive Transformation

You unleash a mighty bolt of power when you take your avatar form.

Prerequisite: Avatar's Door and Eidolon Avatar class features.

Benefit: Choose a type of energy related to your avatar form transformation (acid, cold, electricity, fire, or sonic). A number of times per day equal to 3 + your avatar form's wisdom modifier all other creatures within 5 feet of you when you assume your avatar form take 1d6 points of damage from the chosen form of energy for every two divine vessel class levels you possess. Creatures who are not grappling with you can make a Reflex saving throw for half damage with a DC equal to 10 + half your divine vessel class level + your avatar form's Constitution bonus.

Special: If you have taken this feat, you may also choose for your avatar to take it. If you do, you gain the same benefit when changing back to your vessel form.

Fearful Transformation

The very act of taking your avatar form is a terror to behold.

Prerequisite: Eidolon Avatar class features.

Benefit: A number of times per day equal to 3 + your avatar form's wisdom modifier when you transform to your avatar form, you may make an Intimidate check to demoralize every enemy that can see you (to a maximum of 1 creature per divine vessel class level) as a free action (using your avatar's Intimidate skill).

Special: This feat must be taken by your avatar form, not your normal form, in order to be effective.

Improved Avatar Healing

You are better at regulating the flow of healing energy to your avatar.

Prerequisite: Eidolon Avatar class features, ability to cast *cure light wounds*.

Benefit: When you cast a *cure* spell on yourself, you heal both yourself and your avatar the full amount of hit points indicated for that spell.

Normal: You may direct a healing spell targeting you to heal either yourself or your avatar, but not both at the same time.

Stealthy Transformation

Your avatar is more subtle than most.

Prerequisite: Eidolon Avatar class features

Benefit: You do not need your somatic component to change to avatar form, and your transformation does not ruin your Stealth checks or grant a bonus to others' Perception checks.

Normal: A vessel's transformation requires a somatic component to take effect. Doing so ruins any attempt at Stealth and grants others a +10 to their Perception check to notice your presence.

Stunning Transformation

You unleash a mighty bolt of power when you take your avatar form.

Prerequisite: Avatar's Door and Eidolon Avatar class features. Explosive Transformation

Benefit: Three times per day when you transform into your avatar form, all enemies within 30 feet must make a Fortitude save (DC 10 + ½ your divine vessel class level + your avatar's Constitution modifier) or be stunned for 1 round.

Special: If you have taken this feat, you may also choose for your avatar to take it. If you do, you gain the same benefit when changing back to your vessel form.

Our Fairest Lady of Love and Song

"On the day before his fall, the Immortal Emperor Cynmark the Dread Lich seemed unassailable, but after two thousand years passion and art achieved victory. You must have faith that apathy and vileness will not endure forever." – Fair Celebrant Adsiltia of Our Fairest Lady of Love and Song at the outbreak of the Questor's Civil War.

"Our Mistress of Music, let your song bless me. Stoke the passion in my heart, stoke the art in my soul, stoke love in my mortal life; let your song bless me. There is music in everything, bless me so I may hear it. There is passion in all things, bless me so that I may feel it. There is art in all things; bless me so I may encounter it. Our Bright Jewel in Heaven, let me glimpse your perfection, so that I may strive for it. And in the end lead me to the pure enchanted lands of your fair folk." – The sunset prayer as spoken in The Gallery of Our Golden Nightingale

Alignment Chaotic Good

Portfolio: art, dance, dryads, elves, fey, love, lovers, marriage, music, musicians, naiads, nightingales, passion, pegasi, pixies, romance, songs, songbirds, sprites, unicorn

Worshippers: artists, bards, elves, fey, lovers, married couples, patrons of the arts

Aliases: Sovereign of the Arts, Mistress of Music, Bright Jewel of Heaven, Golden Nightingale of Romance, Sweet Lady of the Fey

Cleric Alignments: CG, CN, NG

Superior: Our Mother of Wisdom and Mercy

Allies: Our Mother of Many Ways, Our Heavenly Archmage of Secrets, Our Laughing Traveler of Passages and Messages.

Foes: Their Dark Lord of Fire, Their Savage Brother of Destruction

Domains: Chaos, Charm, Good, Glory

Subdomains: Azata, Beauty, Love, Lust

Favored Weapon: Rapier

Symbol: A red heart behind a lyre.

The churches of *Our Fairest Lady of Love and Song* are sacred and lovely places. The church itself serves as a patron of the arts and desire. They know the unhappiness life can cause and seek to remind folk, like you and me, that in beauty we can find hope. With music, the church hopes to remind us why we persevere through difficulties.

The church is enormously popular and attendance there is only exceed by The Great Church of the Pantheon, though there are few who dedicate themselves to Our Bright Jewel of Heaven wholly. Most pray at least once in their lives at the church, I myself have done so when I fell in love for the very first time, and every time I have done so since as well. The church plays host to most marriages as well, my first wife and I were married here. While those sworn to only one of the deities in the pantheon are likely to get married in those other churches, their receptions still take place in one *Our Fairest Lady of Love and Song's* churches.

In the city of Questhaven no marriage is legally binding until it has the blessing (a signed license) of The Gallery of Our Golden Nightingale, there is a standard donation of 7 gold pieces for the blessing, but it is quite affordable, and is sometimes waived for the destitute, many who can afford it often give much more. The gallery play host to near nightly concerts, plays, dances, and other performances, such as even the reading of this book. The gallery is the finest performance hall in the city, many wealthy performers will offer generous donations for the chance to play here, and others offer contributions in order to attend. The fair followers and leaders of the gallery will often also seek to unite potentially great lovers beneath its roofs. However, the gallery is not content to simply promote the arts, the organization seeks to craft a place where beauty can be created, expressed, and actively protected and towards this end I and other adventures in the Questor Society have given generously.

The Gallery of Our Golden Nightingale has two public orders: The Fair Ones (clergy) and the Order of the Nightengale (martial order); there is a third, covert order that I only recently learned about which controls the Gallery of Our Golden Nightingale and steers it in a war against the forces of Damnation. This third group the church names The Silent Sect of the Watchful Unicorn, I am quite sure they will be none too happy with me revealing their existence. Though most members are bards, a member of the Silent Sect can be a Fair One, a cavalier, a simple follower, or have no known association with the church. I believe the Silent Sect takes funds and resources from the gallery, siphoning them off, preparing for the final conflict against the forces of Damnation.

Mythology:

Phaidra the steed of *Our Fairest Lady of Love and Song* is a winged unicorn whose coat and mane are made of silver. It is a creature of vast wisdom often mentoring lesser creatures with stories and parables. It also serves as the inspiration for poets, while its blessing means one will rise rapidly to everlasting fame. Many seek it out in the lands of Questhaven for it is known to “fly” beneath the waves of the Leviathan Sea and travel into the Cloudlands around Mt. Jotunheim and beyond into the plane of dreams. I myself once joined a quest to seek out Phaidra so that an accursed bard could sing again, we brought back a single tear drop of Phaidra’s to her and now her voice could make an Ironborn weep with joy.

Manifestations:

Our Fairest Lady of Love and Song shows her favor often with a personal appearance, though I have never been graced with one my first wife, rest her soul, was. She described her as the most beautiful woman she could imagine (from my discussions with Qwillion, she is always of a different race based on the eyes of the beholder). She is tall, dressed in the finest local courtly attire carrying a gorgeous golden lyre and has either golden hair with fair skin (or again as Qwillion has



informed me, dark hair with burnished golden skin depending what the viewer finds more appealing). She plays and sings music sweet enough to render my wife and the horde of orcs attempting to kill her speechless.

Her omen is for some to fall in love with a person who is quite removed from their cultural, economic, or political sphere. For example, I, a poor adventurer fell in love with the daughter of a foreign ambassador of The Last Warlord, whose country we were at war with at the time, and the Last Warlord had just outlawed **adventuring and member ship in the Questor’s Society** was punishable by death.

Her blessing is the discovery of some valuable work of art that is personally relevant to the bearer. Such as my friend, Coryn the Court Bard of the First Hero’s **found a lost song about the founding of The First Hero’s House Valison**. Others have discovered a valuable musical instrument which bears symbols sacred to her worshiper, or a painting by a famous master artist of **one’s beloved paramour**. Besides Phaidra the Silver Unicorn of Heaven, the Choir of Infinite Songbirds, who can shatter mountains with the right sounds or teach a mortal any song ever sung, serves *Our Sovereign of the Arts*. Her other foremost servants are the nine Ladies of the Inspirations: The Lady of Comedy, The Lady of Dance, The Lady of the Epic, The Lady of History, The Lady of Music, The Lady of Poetry, The Lady of Tragedy, and The Lady of the Stars. The Lady of the Epic, I sought out while writing this book, I am not sure I ever met her, but it is quite possible, and so I surrender myself to the possibility and hope that I did, and she simply did not announce herself.

Holiday

Once every four years on the 1st four days of the seventh month, the Gallery of Our Golden Nightengale holds The Most Blessed Festival of High Bardic Deeds. The followers of *Our Brightest Jewel in Heaven* consider this festival a profoundly holy ritual, and many

pilgrimages to the city occur during this time. Bards compete in contests consisting of epic stories, historical trivia, composition of music and poetry, performances, tragic plays, and the charting of unexplored sites. The church proclaims the winner the Most Favored of *Our Fairest Lady of Love and Song* and the greatest living bard in the known world, bestowing a beautiful golden medallion made by the greatest artisan known to the gallery to mark their triumph. While the judges have nominated me for this prize on two occasions this honor Our Sweet Lady of the Fey has not sought to grant me yet and I hope to one day achieve this dream.

Secret:

Why does Phaidra the winged unicorn travel about the lands of Questhaven?

It is my belief that the steed of Our Bright Jewel in Heaven is here for two reasons; firstly is that she is the true leader of the Silent Sect of the Unicorn and secondly that she is searching for a lost piece of artwork that has been hidden away in one of the Fell Repositories. I believe Cynmark hid this artifact away as he could not destroy it, and that it functions has to do with bringing on the final battle between for the forces of Heaven and Damnation.

Domain Feats

Fair Ones' Lace

"Glory is an alluring rainbow, refracted not by water but by blood, it bewitches and ruins."

Prerequisites: Charm Domain (or its subdomains), Glory Domain (or its subdomain); CG, CN, or NG alignment; must worship the deity of love and the arts.

Benefit: You can as a swift action, use this feat and consume three uses from both your Charm and Glory domain's 1st level abilities (or their subdomains), and lace any offensive spell you cast. This lace causes one creature that spell effects to make a successful saving throw against that spell (offensive spells without saving throws are unaffected) or suffer damage equal to your channel energy class feature dice and receive a sacred penalty to their will save. The penalty is equal to half the number of dice, rounded up, that you would normally roll when channeling energy (3d6 equals -2, 5d6 equals -3, etc.). The effect lasts for a number of rounds equal to your cleric class level.

Malediction of Megalomania

"Even the smallest cat has a colossal amount of pride."

Prerequisites: Charm Domain, Glory Domain, Cha 13, caster level 9

Benefit: You can expend four uses of your dazing touch domain power and four uses of your touch of glory domain power as a swift action. If you do, you force one living creature per character level you possess (no two of which can be more than 30 ft. apart) within close range (25 ft. 5 ft./2 character levels) to believe that their skills are so much better than they really are that their overconfidence causes them to act rashly and without forethought. The targets begin to make wild swings, confident in their ability to overwhelm an opponent.

Spell casters confidently step into battle believing they **can't be struck before completing a spell**. Creatures failing their Will saves (DC 10 +1/2 your character level + your relevant caster ability modifier) gain a -4 morale penalty on attack rolls, saves, and skill checks, and will not retreat; they also believe they are much tougher than they actually are (treat the creatures as believing they have extra hit points equal to your caster level (maximum of 20) even though they do not possess them). This is a permanent mind affecting curse effect.

Hedge Knight (Cavalier Archetype)

In my opinion, these are the only true knights of the realm. Hedge knights live often live on the edges of civilization, and have given up most of their worldly wealth, they sleep outdoors, and often cannot even afford a mount, as what they do have they invest in their armor and shield.

Questhaven legends say the calling of the hedge knights was born of knights sleeping under the ancient hedges that grow along the Oneiric River, who find themselves transported to the strange world of dreams. And they performed some of the most renowned and strange quests in our great stories. Due to this unlike in other realms Hedge Knights in the Protectorate have a high standing, and it is considered the highest blasphemy to slay a knight sleeping under a hedge, and only the followers of *Their Vicious Brother of Destruction* will violate this custom, robbing him and leaving him bound and gagged is another matter altogether.

Hedge knights tend to live on the outskirts of urban areas searching for a patron to serve, many though take up the life of a knight errant, attending tournaments to make money and display their prowess, hoping that by making a name for themselves they will secure a patron. Many Hedge Knights though sadly are often forced by circumstances to resort to banditry, piracy, and mercenary work.

Hedge Knight (Cavalier Archetype)

Bonded Armor or Shield (Su) This bond allows the hedge knight to enhance either her armor or her shield (but not both) as a standard action for 1 minute per hedge knight class level. This causes the armor or shield to shed light as a torch. At 1st level, it grants the armor or shield a +1 enhancement bonus. For every two levels beyond 1st, the armor or shield gains another +1 enhancement bonus, to a maximum of +10 at 19th level. These bonuses can be added to the armor or shield stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any appropriate armor or shield **special properties which meet with the GM's approval**. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the armor or shield already has, but duplicate abilities do not stack. If the armor or shield is not magical, at least a +1 enhancement bonus must be added before any other properties can be

added. The bonus and properties granted by the bond are determined when the bond is called and cannot be changed until the bond is called again. The bond imparts no bonuses if the armor or shield is held by anyone other than the hedge knight but resumes giving bonuses if returned to the hedge knight. A hedge knight can use this ability once per day at 1st level, and one additional time per day for every four levels beyond 1st, to a total of five times per day at 18th level.

If a bonded armor or shield is destroyed, the hedge knight loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the hedge knight takes a -1 penalty to AC. **This ability replaces the mount and cavalier's charge.**

Fleet of Foot (Ex) At 4th level, hedge knight's base speed increases by 5 feet. This ability replaces expert trainer.

Defensive Assault (Ex) At 11th level, a hedge knight can combine a full attack action with total defense. She must forgo the attack at his highest bonus but gains the benefits of total defense. This ability replaces mighty charge.

Walking Fortress (Ex) At 20th level, a hedge knight when wearing her bonded armor or shield is immune to critical hits, gains a +4 bonus to AC, DR 3/—, and is immune to the effects of the dazzled, dazed, stunned, sickened, nauseated, fatigued, or exhausted conditions. This ability replaces supreme charge.

Order of the Nightingale

The Order of the Nightingale are the fairest of all the cavalier orders found within the Protectorate and in **my opinion are the Protectorate's greatest defenders of love, for they dedicate themselves single individual whom the love, be it a passionate marriage to a beggar's son or a forbidden and platonic love with the king's wife.** These cavaliers believe in love and romance, and are willing to lay down their lives to protect someone to whom they are devoted.

I have always found them attired as shining knights, in the finest cloth, while wearing garland wreathes of roses and lilacs, and bearing the heraldry of their order a black panther somewhere (though many have individual stylized representations). My friend Fair Dame Telyn Locke like many members of the order composes poetry, plays the lyre and harp, sings while she travels about the land, laughs loudly, and delights in the company of all good people but primarily the company of the one she loves. Her personal symbol is a rampart panther in front of a portcullis. If she rides, she covers her mount with gaily chiming bells, though many members of the order are hedge knights rather than mounted cavaliers.

The order's purpose is to seek out and defend your love when it is in peril, or lost, and defend it to the death, to make sure that love prevails. Fair Dame Telyn loves one born to the bloodline of the hated Cynmark Dynasty, and has taken a vow of celibacy till all the evil of that was done it its name is atoned for. Fair Sir



*Dame Wandering Star Deimos
Female Wyrd and Hedge Knight
of the Order of the Nightingale*

Riogoned Gwyrson, serves as the bodyguard to the Most Favored of **Our Fairest Lady of Love and Song**, who unfortunately for him is betrothed in an arranged marriage to a member of House Larkchild. While many are tragic figures others find true love and happiness and quest about with those they have fallen in love with; **for as Fair Dame Telyn says "we represent both the best and worst of love, for love can exalt you unto Heaven, or guide you down the path to Damnation."**

From what I have been able to determine, members of the order follow the calling of their heart, and either another member of the order, a member of the clergy, or some manifestation of **Our Jewel in Heaven** leads them to a mentor, and sees their initiation into the order.

This solitary order has no true organization, and it is rare to find more than one aesthete with any other except when one is serving as a mentor to the other. The members of the order report to no one in the church hierarchy, though I believe the silent sect guides them from time to time.

Edicts: The cavalier must remain loyal to his chosen love and must always work to further the aims of that love. She must also defend the honor of her chosen love when it is called into doubt.

Challenge: Whenever an Order of the Nightengale cavalier issues a challenge, her allies receive a +4 circumstance bonus to any charm, compulsion, and/or fear effect.

Skills: Whenever an Order of the Nightengale cavalier uses Bluff or Diplomacy, she receives a bonus on the check equal to 1/2 her cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of the nightingale gains the following abilities as she increases in level.

Bond of Love (Sp) At 2nd level, as long as the cavalier's chosen love is alive the cavalier gains the benefits of a *heroism* spell, she can grant this benefit to one ally losing its benefit till he dismisses it. She can also expend this benefit suppressing it for 24 hours as a free action and gain the benefits of a *greater heroism* spell, caster level equal to her cavalier level. If his chosen love dies, he cannot find a new love until a special cleansing ritual takes place at least 1 week later that costs 200 gp per cavalier level. The ritual takes 8 hours to complete.

Inspiring Poet (Ex) At 8th level, the cavalier can spend a standard action in recitation to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to hear the cavalier to receive this bonus. The cavalier can grant 2d8 temporary hit points +1 per cavalier level (to a maximum of 2d8+20 temporary hit points at level 20th), a +2 morale bonus on attacks and Will saves, and a +4 morale bonus on saves against fear effects. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Empathy (Sp) At 15th level, the cavalier can spend a standard action to create a mystic connection between her and all creatures within 30ft. so that they feel her pain a successful Will save negates (DC 10 + ½ her cavalier class level + her Con Modifier). She still takes damage normally, but while this ability is active any damage she is dealt is dealt to the abilities' subjects as well. Only hit point damage and ability damage are transferred in this way, and subjects are not subject to any additional effects that might accompany a damage-dealing attack (such as poison or energy drain); this effect lasts for 1 round per cavalier level she possesses. She can intentionally target herself with an attack (magical or otherwise) in order to deal damage to the subjects. However, whenever she is subjected to damage that allows a saving throw, she must attempt her saving throw before the damage is passed to the abilities' subjects. She is not allowed to voluntarily fail her saving throw or lower her spell resistance against any damage-dealing effects while empathy is active.

If all of the abilities' subjects are slain by transferred damage, the effect ends. If a cavalier uses empathy on another cavalier who has empathy already active, both effects end immediately and both cavaliers take 7d6 points of damage from magical feedback.

Silent Sect of the Watchful Unicorn

The Silent Sect of the Watchful Unicorn, the avowed foes of Damnation and all the machinations that flow from there, is the oldest secret society in existence, and it was with great difficulty that I uncovered some of not all of their clandestine activities. I have no substantive proof but enough corroboration from various sources that I will put down the information here and let you decide.

Many members of the sect are fair ones and hedge knights of the Order of the Nightingale, along with many other occupations, but the primary members of the organization are apparently bards. They have no known symbol of office that I could uncover, I only learned of the name of the order when I learned of one of the pass phrases they use, this however I will not print here.

Understand if you meet someone who claims to be from the Silent Sect of the Watchful Unicorn they are either lying and most likely serve the forces of Damnation or you are about to be recruited to join the order. Most often though you will encounter them and never know they belong to the sect, as they maneuver behind the scenes, moving forces such as adventurers like yourself into positions where you will oppose the forces of Damnation or the Dwellers in the Darkness.

One of the things I have learned is that the sect knows the secret to tapping into the perfect music of the spheres of all existence. While Damnation and the Dwellers in the Darkness despise beauty and purity, the Silent Sect of the Watchful Unicorn gains power from them, I have listed some of these secrets below.

Detaining Performance:

"My art does not just fascinate, it can captivate."

Prerequisites: Bardic performance (countersong and inspire heroics) class feature, Knowledge (planes) 15 ranks, Perform (any instrument or singing) 15 ranks, Cha 13

Benefit: You use your music to sever your location from the music of other spheres. She floods the area with the most perfect and beautiful music, binding all who hear it to the songs of the mortal sphere. When you play your dirge of doom you can expend 3 rounds of your bardic performance as a free action, granting it the additional effect of a *dimensional lock* spell that affects the area of effect for the duration of your performance.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Discord of the Spheres

"If there can be harmony, there can be discord."

Prerequisites: Bardic performance (dirge of doom) class feature, Knowledge (planes) 8 ranks, Perform (any instrument or singing) 8 ranks, Cha 13

Benefit: The music of the spheres is the harmonic constant that plays under and through all of reality. It is this constant song, this otherworldly music, which keeps the laws of reality constant and the connections between the planes of existence strong. When you play your dirge of doom you can expend 3 rounds of your bardic performance as a free action, granting it the additional effect of a dismissal spell (DC 14 + your Cha modifier with a caster level equal to your bard class level) on all summoned, called, or extraplanar opponents in the area of effect for the duration of your performance. Once a creature has made its save it is immune to the effects of your Discord of the Spheres for 24 hours. If you are at least a 13th level bard, this effect changes to a banishment spell (DC 17 + your Cha modifier).

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Heaven's Harmony

"Even in discord there can be harmony."

Prerequisites: Bardic performance (dirge of doom) class feature, Knowledge (planes) 11 ranks, Perform (any instrument or singing) 11 ranks, Cha 13

Benefit: The music of the spheres is the harmonic constant that plays under and through all of reality. It is this constant song, this otherworldly music, which keeps the laws of reality constant and the connections between the planes of existence strong, you though know how to alter that music to suit your purposes. When you play your dirge of doom you can expend 3 rounds of your bardic performance as a free action, granting it the additional effect of an *antimagic field* spell that affects all summoned, called, outsiders and extraplanar opponents in the area of effect for the duration of your performance.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 14th or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Lace the Discord of Heaven

"I despise that which is not meant for this earth!"

Prerequisites: Bardic performance (counter song) class feature, Knowledge (planes) 3 ranks, Perform (any instrument or singing) 3 ranks, Cha 13

Benefit: You can expend 3 rounds of bardic performance as a swift action, and use this feat to affect any offensive bardic spell you cast. If you do so, you can inflict 2d6 points of damage to any one aberration, called, extraplanar, outsider or summoned creature that spell effects if it fails its saving throw against that spell (offensive spells without saving throws are unaffected).

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 6th, 10th, 14th, or 18th level



Softtune of the Ironborn
Suspected Member of the Watchful Order of
the Silent Unicorn

(losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Nigh Untemptable

"Art has captivated my mind and soul."

Prerequisites: Bardic performance (distraction) class feature, Perform (any one) 2 ranks.

Benefit: The temptations and manipulations of others begin to sound like screeching dins to you. An erinye shrieking in your ear is not very seductive. If you expend 3 rounds of bardic performance as an immediate action you can gain a morale bonus equal to your Charisma bonus (minimum +1) against any effect that has a Will saving throw.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 2nd, 6th, 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Our Father of Star and Sky

"It has been said by some that love is a greater power and more real than vengeance, those who say such things have never sought revenge for someone they loved" – Excerpt from Song of Blacksky Shrikes

*"To Our Father of Star and Sky, I pray give me blue and then give me black, at my last cycle ending
To Our Great Eagle, I pray grant me speed so I may be free on my last flight.*

To Our Master of Thunder, I pray give a resounding harbinger for my last breath

To Our Sovereign of the Wind, I pray give me a cool breeze on my last hot day.

To Our Welkin Patrician, I pray grant success to my falcon's last hunt.

To Our Sacred Tempest, I pray to send lightning to strike down my last foe

To Our Intercessor of Vengeance, I pray you ease your wrath and forgive my last slight

To Our Magistrate of Sun and Moon, I pray give me gold and then give me silver at my last cycle ending"

- "My Last Prayer" overheard at The Destined Eyrie of Jade Stars and the Pearl Moon

Alignment Chaotic Good

Portfolio: air, clouds, flying creatures, eagles, freedom, griffons, liberation, lightning, moon, revolution, salvation, sky, sun, stars, storms, thunder, vengeance, and wind

Worshippers: astronomers, astrologers, barbarians, bird tamers, druids, primitive cultures, revolutionaries,

Aliases: Sovereign of the Wind, Master of Thunder, The Welkin Patrician, The Sacred Tempest, The Magistrate of Sun and Moon, The Great Eagle, The Intercessor of Vengeance

Cleric Alignments: CG, CN, NG

Superior: *Our Queen of Wisdom and Mercy*

Allies: *Our Grandmother Earth, Our Grandfather of Water and Wave*

Foes: *Their Dark Lord of Fire, Their Lordly Brother of Cunning*

Domains: Animal, Air, Chaos, Darkness, Good, Liberation, Sun, Void.

Subdomains: Azata, Day, Feather, Freedom, Cloud, Light, Moon, Night, Redemption, Revolution, Stars, Wind

Favored Weapon: javelin or whip

Symbol: An eagle in flight whose body is the night sky and whose eye is a bright star.

Primal societies and aboriginal cultures everywhere zealously worship *Our Father of Star and Sky*, and among them he has more names than can be counted, trust me my friend Owilion has tried to catalog them. In my wide-ranging travels, I have found some aspect of him worshiped or acknowledged in every civilization that can see the heavens, only the people of The World Below fail to venerate him.



In our fair Questhaven, the Wyrd see him as the guide to their salvation and vengeance, believing he has written their destiny in the position of the moon and stars. The Destined Eyrie of Jade Stars and the Pearl Moon is one of the two major temples to *Our Sovereign of the Wind* within the ancestral grounds of the wyrd's House Demos. The other prominent temple which the blinkings, kestrels (halflings/harpies), and a vast group of sun and skyworshippers call the Open Eyrie of High Light and Bright Flight is the highest point in the entire city. This second temple serves to outfit those members of the Questors Society set with the duty of guarding the city's skies with the flying mounts stabled at the Open Eyrie.

The Eyries of Questhaven are stronger than elsewhere in the world due to their stance against slavery, even slaves spared from genocide, sometimes putting them at odds with The Great Church. This stance earned them not only the favor of the Questor's Society during the Insurrection of Adventure but the whole of the city's population during the long reign of the Cynmark Dynasty. They always seek to aid the enslaved and the oppressed, a company dedicated to *Our Great Eagle even once saved me from a slaver's den* run by Stygian Myrmidons of *Their Lordly Brother of Cunning*.

They have other causes beyond defeating the forces of tyranny and subjugation, varying by church. The High Light and Bright Flight strive to husband all flying creatures and to understand the nature of storms; while members of the Jade Stars and the Pearl Moon seek individual salvation and vengeance, in the same way that the stars are individual points of light while seeking to understand the portents of the night sky. I myself

prefer the company of the members of the Open; you never know when a member of the Destined might swear bloody vengeance against you.

There are four orders of the church; unsurprisingly the orders have named themselves after creatures of the air. The first and dominate order is the Sky Shrikes, made up primarily of clerics, they have two factions, the Blacksky Shrikes, who primarily belong to the Destined Eyrie and the Bluesky Shrikes who primarily belong to the open Eyrie. The second order of the church are the eagles of freedom a divergent order of paladins (as well as some templars and cavaliers) who take up the cause of liberation; The hawks of vengeance (a violent order of inquisitors) and the Wind Riders (a far reaching collection of rangers, paladins, and cavaliers who ride upon flying mounts).

Mythology:

Thoreon Exaltedsky, mother of eagles, (as well as griffons, harpies [therefore kestrals (halfling/harpies)], hippogriffs, and rocs) the holy books say is the largest of all flying creatures and having seen her for myself I can believe it, her cry can shatter mountains, her wings can create hurricane winds and storms, and I saw her snatch up a blue whale and a purple worm in her talons. The holy books also say *Our Welkin Patrician* created her during the Epoch of Birth, the time of elemental powers, before even the sprouting of The World Tree, and this I also believe.

Thoreon's Eyrie sits impossibly high up, nestled into the highest cliffs of Mt. Jotunheim. While "Lady Exaltedsky" as the wyrd call her, can be a terror when she hunts from on high (she nearly killed me on my ascent), upon entering her Eyrie peacefully and respectfully I found her to be quite cordial. She is powerful, ancient, and lore-wise for the legends say, and I believe, she can delve into the collective memory of any creature born of her bloodline. For this reason, many seek her out. Some local cultures even worship her as a deity, it is unclear to some whether her worshippers are actually receiving power from her, but I believe this power is being granted by *Our Father of Sky and Star*, anything else is heresy.

Manifestations:

Our Master of Thunder shows his favor very rarely with a personal appearance, the holy books picture him as a mighty timeworn man, with a majestic white beard tossed about by wild winds and shimmering with arc lightning. He has black eyes like the night sky and with pupils that look like twin moons, and his blinding smile shines with the light of the sun. If he raises his voice, he can deafen the world or split the sky open. Sometimes he appears as twin beings the first in raiment of glowing gold, the other in shinning silver. He also sometimes manifests as four snarling monsters made of wind each one arriving from one of the four cardinal directions.

Our Sacred Temple's omen is a great wind gust absent any rain to suddenly rise up without warning smashing something of value; a cloud obscuring a guiding star, a rolling thunder when no clouds are in the

sky, a shifting wind that smells of an approaching storm even though the skies are clear. Finally the most potent omen of Our Magistrate of Sun and Moon is a falling star especially if it colored a deep blue. For example, in the sky above on the day I was captured by the Stygian Myrmidons, and set to be sold into slavery there was a shower of falling stars.

His blessing is the appearance of a friendly and helpful flying creature often of a form personally relevant to those who are so blessed. My friend, Captain Ermid of the Eagles of Freedom, was met by a giant harpy eagle just after his mount died in battle with a damnable cleric of *Their Lordly Brother of Cunning* who snatched us all up and took us to the opposite side of *Damnation's Pit*, during or escape from the Stygian Myrmidons. Others have had the clouds suddenly part revealing a star to guide their way on a fell journey, or a favorable wind to care a ship, or the ending of a sudden storm, or even lightening flash revealing shelter obscured by the storm but his most potent blessing a curse set upon ones avowed foes. For example it is well known that Blasphemy of Divine Naming is a curse laid down by *Our Intercessor of Vengeance*.

Holidays:

Whenever there is a complete solar or lunar eclipse, an astronomic event like a comet, falling star, or **extremely bright start in the sky the "shrikes"**, as folk such as myself call the followers of Our Father of Sky and Star, celebrate it as the mark of a momentous event. They are extremely skilled astronomers and as such are seldom if ever taken unaware by such holidays and will often inform the common folk some time in advance of an event to prepare for these events. The larger events draw riders of aerial mounts from all over, during the day they display their flying skills and the capabilities of their mounts to spectators in elaborate displays of aerial aerobatics and sky jousts. At night, there are often displays the wyrd put on firework displays, which they have brought from the Jade East.

Secret:

Why is there such an alliance between a race of inherent tyrants like the wyrd and the wild revolutionary doctrine of Our Father of Sky and Star?

Like many humans the Wyrd are a people of paradox, and their devotion to Our Intercessor of Vengeance results from generations of culturally indoctrination. Beyond this, it is my belief their devotion is calculated for they as a people wait patiently for the next revolution when they can use the church of *Our Father of Sky and Star* to overthrow the Questor's Society and House Demios can seize power for itself.

Legendary Curse

Blasphemy of Divine Naming

You have taken the holy names of the Sovereigns of Heaven in vain, and you will not be considered guiltless.

Type curse; Save Will DC 38

Background In the land of Questhaven, speaking the name of a deity, even an evil one, rather than using the deity's title, is a sin and a mortal heresy. This curse was first uttered by the Isten Fey over 15,000 years ago during the War of Moon and Darkness against renegade servants of the Ishten Fey and the Dwellers in the Darkness after they found and used the Tablets of Truenames. It has been used countless times since. Only a person who has actually witnessed the subject using the divine name of a deity can issue this curse, and must do so at the first available opportunity.

Effect The subject cannot be restored to life after death, spells such as *raise dead*, *resurrection*, *reincarnation*, *limited wish*, *miracle*, *wish*, etc. all fail to return the subject to life. The subject's soul cannot ascend to become an outsider (such as a restless soul, devil, demon, angel etc.), nor can the body be animated as an undead creature as even the gods of undeath forsake them. Finally, the god of artifice will not allow the subject's soul to possess an animated object such as a life-spark construct creature.

Cure (DC 10) The subject must seek out an *atonement* from a divine spellcaster dedicated to the deity who was named or of the overarching divine pantheon. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

Hawks of Vengeance

The Hawks of Vengeance are the foremost order of inquisitors serving *Our Father of Star and Sky*. Moreover, they are nothing but stone-cold killers, just like their namesakes trained to naught but to hunt and maul. Believe me when I say they were not formed to look inward at the church like other inquisitors you are used to encountering, but to put fear into the hearts of the forces of darkness, and if such forces can know fear the hawks do their duty well. Their style of fighting is fierce and bloody; they bring the vengeance judged from on high to the enemy, up close and personal. They believe one cannot reason with evil and that some creatures will find salvation only in death. Therefore, these high-minded butchers met out brutality and bloody vengeance against the enemies of the church and all the forces of the light. But be warned they do not care about the means of enacting their revenge, only the ends. To these ends, the hawks have become wild, passionate warriors, and when they come upon the forces of malevolence, they abandon any sense of "honor" or "mercy" and instead seek to ravage their foes completely. Yet they also seek to spread fear to those who would stray for the path of the righteous and will often maim their foes (as well as to burden their foes, with caring for their injured). They often horrify paladins and their religious brethren the eagles of freedom, and myself included.



Balthasar Austringer
Hawk of Vengeance

Hawk of Vengeance (Inquisitor Archetype)

Full Base Attack Bonus (Ex) At 1st level, a hawk of vengeance gains a Base Attack Bonus equal to his class level in place of the standard Inquisitor Base Attack Bonus. This ability replaces Spells and Orisons.

Rapid Coup de Grace (Ex) At 1st level, a hawk of vengeance is able to slay downed foes much more easily than most. As a move action, he may step on his enemy's throat, jab his blade in the downed foe's eye, or make any number of swift and lethal acts that do not draw an attack of opportunity. This move action counts as the Coup de Grace that normally requires a full round action to perform, and does the same damage. At 8th level, this becomes a swift action instead of a move action. This ability replaces Domain.

Innate Strength (Ex): At 1st level, the hawk of vengeance gains Intimidating Prowess as a bonus feat and any inquisitor class feature that uses the inquisitor's Wisdom modifier uses the Inquisitor's Strength Modifier instead. This ability replaces Monster Lore.

Maim Opponent (Su) At 2nd level, When the hawk of vengeance deals damage that would kill your opponent you can instead choose to withhold that damage. If the **attack is appropriate (GM's discretion) you can, leave a nigh unhealable wound:** a vicious scar, permanently blind your foe (or only take one eye), or remove an appendage. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ ½ your Inquisitor class level + your Strength modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ your Inquisitor class level). This ability replaces Detect Alignment.

Creatures who lose an eye suffer a -2 circumstance penalty to perception checks and double all range penalties.

Vengeful Execution (Su) At 5th level whenever you land the killing stroke (or score a critical hit) with a weapon all your allies within 30 ft. gain a +1 morale bonus to attack and damage rolls and saving throws until the end of the encounter. This bonus increases by +1 every three levels afterward (+2 8th level, +3 at 11th level, etc.) Additionally, all enemies within 30 ft. must make a Will save (DC 10+1/2 your Inquisitor level+ your Strength or be shaken for rest of the encounter. Fear effects stack which can result in a creature becoming frightened. This ability replaces *Discern Lies*.

Windrider

Windrider's are a unique gift from *Our Father of Sky and Star*, my opinion is that because dragons are so scarce in the lands of Questhaven (only 3 dragons are known to still be alive), *Our Great Eagle* felt a need for a different kind of aerial champion. And so after talking to the giant harpy eagle and windsteed, "Perch", I have learned that she was struck by lightning out of a clear blue sky, a fork of it struck her windrider (it arched through the ceiling of the prison he was held in underground), yet neither were harmed though the thunder did deafen them for at time. She says that during this time they both felt a continued calling toward her windrider. My study of the bond has revealed that its power is drawn from the windrider, the windsteed, and the divine.

Mostly windrider's serve *Our Welkin Patrician* simply by flying and demonstrating their skills to those below, spreading the majesty of *Our Sovereign of the Wind* for all to see, though some choose to patrol a particular area, and more than a few enforce the aerial routes one is allowed to use to enter Questhaven.

While windriders personalities vary I have discovered that windrider's do tend to fall into four groups though they rarely if ever form factions as the organization is too informal. The first are called North Winds, they are aggressive individuals who always confront things head on, with a relenting persistence. South Winds they are devious and cunning, and always seem to be working an



North Wind Bruzkhag Blood of Steelcrag
A male wretch (orc/hag)
riding his bonded manitcore "Typhoon"

angle they prefer trickery rather than persistence. West Winds are constantly on the move preferring to leave if forced into any type of confrontation or challenge, simply moving on to the next place. West Wind are the most likely to take on passengers and if they support violence at all, it is as cold blooded revenge, preferring to snipe at foes from afar. East Winds are defenders of the sky, gifted at both verbal and aerial sparing, aerial acrobats of the best sort. Note if the rider does not display one of these personality traits then be assured his windsteed will for Our Father of Sky and Star seem only to care that one of the pair worship him.

It is rare for a windrider not to be a member of the *Questor's Society*, and the order itself is considered to be a company within the adventurer's guild. This is mostly done as a practical matter based on the society's love of the church, the majesty and high esteem the windrider's hold, and the simple fact that they are the greatest cavalry in the known world.

Windrider Archetype (Dragonrider)

(See The Genius Guide to the Dragonrider by Owen K. C. Stephens, from Rogue Genius Games)

Bonded Windsteed (Ex): A rider has a mystic bond with a flying creature, a bond that guarantees the flying creatures loyalty to the rider (as long as it is treated with

respect), and allows the windrider to tap into some of the **bonded steed's power**. A character that starts as a windrider at 1st level is assumed to have already bonded with a flying creature of his choice. A character multiclassing into windrider is approached by a flying creature as a prospective bonded mount within 30 days. The bond causes the flying creature to grow slightly in size, and drives it to gain power as its windrider gains experience. Many of a **flying creature's normal powers** are either suspended or modified as the power that drives them is used to fuel the bond between windrider and flying mount. This bond, once forged, ends only if both rider and steed decide to end it, or if one is killed and not resurrected in a timely fashion.

Most flying creatures are driven to this by the divine power of a deity of the air. A bonded flying creature can **carry its rider** as soon as it is the same size category as the rider and his gear. A **flying creature's carrying capacity** is modified for their size as normal creatures, and as bonded flying steeds they can fly (at full speed) even if heavily encumbered. A flying creature can carry two creatures one size smaller than it, four creatures two sizes smaller, and sixteen creatures three or more sizes smaller (all assuming it has the Strength to do so).

The link between windrider and the flying creature grows in strength as the Windrider gains levels, allowing them to communicate more easily, feel each other's location, and even transfer life essence to one another. The abilities the Windrider gains with his bonded flying creature are listed on **Table: Dragonrider**. The abilities the bonded flying steed gains can be found on the **Table: Dragonsteed base statistics**.

Should a windrider's bonded steed die and not be returned to life, the windrider cannot bond with a new mount for 30 days or until he gains another windrider level, whichever comes first. During this 30-day period the windrider takes a -1 penalty on attack and weapon damage rolls.

Note Any class feature the dragonrider base class grants a dragonrider and/or his dragon steed affects the windrider and his flying steed instead as if they were a dragon rider and/or a dragon. This ability replaces bonded dragon steed.

Spells At 5th level the windrider uses the divine ranger spell list rather than the dragonrider spell list and is a divine caster rather than an arcane caster.

Spell Resistance (Su) Beginning at 16th level a windrider gains spell resistance. The SR is equal to 12 + the windrider's class level, and is shared by the windrider's bonded flying steed. This ability replaces a windrider's normal spell resistance.

Windsteed Form (Su) At 20th level the bond between a windrider and his windsteed is so strong, the windrider can actually take the form of his windsteed. This ability can be used once per day and acts as the spell *shapechange*, but the windrider gains all the benefits of the spell he is using even if his windsteed

form would not possess those benefits, his caster level is equal to his windrider class level.

For example if he used it to emulate beast shape IV, you become a Large creature of the magical beast type. And gain all the listed abilities including: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web plus resistance 20 to all energy types. This ability replaces dragonform.

Windsteed Training (Ex) A wind rider's training is similar to that of a dragon rider's training however as a divine caster he replaces Arcane Armor Mastery, Arcane Armor Training, and Arcane Strike on his bonus feat list with the Medium Armor Proficiency, Heavy Armor proficiency, and Storm Strike (see below). This ability modifies a dragonrider's normal dragon steed training.

Windrider Feats

Storm Strike

"I am the wrath of Our Heavenly Father!"

Prerequisite: bonded windsteed class feature, ability to cast divine spells,

Benefit: Once per day as an immediate action, you can imbue your weapons with a fraction of your deity's power. For 1 round, your weapons deals +1d6 damage (electricity or sonic) and are treated as magic for the purpose of overcoming damage reduction. For every five windrider class levels you possess, you gain an additional use per day and this bonus damages increases by +1d6 (each dice can be either electricity or sonic damage), to a maximum of 5/day and +5d6 at 20th level. The sonic damage when dealt has a loud booming sound like rolling thunder and breaks any use of stealth.

Storm Web

Prerequisite: bonded windsteed class feature, ability to cast divine spells, BAB +3

Benefit: Once per day as an immediate action, you can create a tangible web of thunder and lightning that wraps and tangles around your weapon. When you attack, this web clings to your opponent and continues to damage the foe for a number of rounds equal to half your windrider class level. If you make a successful melee attack before this ability's duration ends, you transfer the web of thunder and lightning to your opponent. The opponent takes 1d6 points of electricity and 1d6 points of sonic damage per four windrider class levels you possess each round, at the start of your turn, until this ability's duration ends. She also gains this extra damage on the attack that transfers the web to the target. Her opponent may make a Reflex save (DC 10 + ½ your windrider class level + your Cha modifier) to avoid the web; If your opponent succeeds, you deal the extra energy damage with your attack but the foe avoids

becoming trapped in the web and does not take any further damage from it.

A creature caught in an energy web can escape by taking a move action and making a successful Escape Artist check against a Difficulty Class equal to the Reflex save DC needed to avoid it.

For every five windrider class levels you possess, you gain an additional use per day

Windsteeds

Racial Traits: A windsteed use its base racial traits instead of dragon racial traits.

Breath Weapon (Su): The base breath weapon is listed with the windsteed, below. Every steed deals one kind of damage electricity or sonic, and has either a line (electricity) or a cone (sonic). Each breath weapon allows a Reflex save for half damage, the save DC for a windsteed's breath weapon is 10 + 1/2 the steed's hit dice + the steed's Constitution modifier. A windsteed may use its breath weapon once every four rounds, not to exceed a total number of uses per day equal to 3 + the steed's Constitution modifier.

As the windsteed gains HD, it's breath weapon deals more dice of damage and gains additional range, as noted on **Table: Dragon Steed Base Statistics**.

Focus Unlike a dragon a windspeed does not work poorly with a rider because of its own sense of superiority but because they are as wild and unpredictable as the wind.

In all other ways this is identical to the dragonsteed's focus ability.

Windsteed Choices

Any willing flying creature can be a windrider's bonded steed, but the bond has benefits and costs. All spellcasting ability, and most spell-like and supernatural abilities, and a considerable amount of other power are stripped from the flying creature to power the bond between it and its windrider.

Each windsteed has different starting sizes, speed, attacks, ability scores, breath weapons, and special qualities. Dragon steed attacks add the dragon's Strength modifier to the damage roll. All flying creatures have special abilities. As you gain levels, your windsteed improves as well, gaining special advancement at 8th level and again at 16th level, in addition to the standard bonuses noted on **Table: Dragon Steed Base Statics**.

A windrider's alignment must be within one step of his dragon steed and his dragon steed's alignment must always be within one step of its deity. Due to the wild nature of the wind, the rider and steed are also never of the same alignment. If the windrider's alignment changes to match it to the steed's alignment changes so that it is different such is the will of the divine power behind the bond.

While it is unusual for a windrider to take anything other than an animal or magical beast as a steed, it is not totally unknown.

Androsphinx Starting Statistics

Alignment: CG

Size: Large; **Speed:** 40 ft., fly 60 ft. (poor)

AC: +5 natural armor

Attack: 2 claws (2d6)

Ability Scores: Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14

Focus: standard action

Special Attacks: breath weapon, 1d6 sonic, 15 ft. cone; pounce, rake (2 claws, 2d6)

Special Defenses: immunity to sonic

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 160 ft. (average)

Attack: 2 claws (3d6)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: move action

Special Attacks: rake (2 claws, 3d6)

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 50 ft., fly 240 ft. (average)

Attack: 2 claws (4d6)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: swift action

Special Attacks: rake (2 claws, 4d6)

Bird of Prey & Hippogriff Starting Statistics

(Giant Eagles, Hawks, Falcons, Owls, Rocs, etc. and hippogriffs)

Alignment: CG, CN, NG

Size: Large; **Speed:** 20 ft., fly 80 ft. (average);

AC: +7 natural armor

Attack: bite (1d8), 2 talons (1d6)

Ability Scores: Str 12, Dex 19, Con 15, Int 14, Wis 15, Cha 14

Focus: standard action

Special Attacks: breath weapon, 1d8 electricity, 30 ft. line (or 1d6 sonic, 15 ft. cone)

Special Defenses: immunity to electricity (or sonic)

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 30 ft., fly 160 ft. (average)

Attack: bite (2d6), 2 talons (1d8)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: move action

Special Defenses: DR 5/cold iron

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 40 ft., fly 240 ft. (average)

Attack: bite (2d8), 2 talons (2d6)

Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: swift action
Special Attacks: breath weapon (can now do electricity or sonic)
Special Defenses: DR 10/cold iron

Criosphinx Starting Statistics

Alignment: CN, NG
Size: Large; **Speed:** 30 ft., fly 60 ft. (poor);
AC: +2 natural armor
Attack: 2 claws (1d6), gore (2d4)
Ability Scores: Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Focus: standard action
Special Attacks: breath weapon, 1d6 sonic, 15 ft. cone, charge (gore, 4d4 or 6d6)
Special Defenses: immunity to sonic
Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 160 ft. (average)
Attack: 2 claws (1d8), gore (2d6)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: move action
Special Attacks: swooping charge (gore, 4d6 or 6d6)
Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 50 ft., fly 240 ft. (average)
Attack: 2 claws (2d6), gore (3d6)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: swift action
Special Attacks: swooping charge (gore, 6d6 or 8d6)

Griffon Starting Statistics

Alignment: CN, NG
Size: Large; **Speed:** 30 ft., fly 80 ft. (average);
AC: +6 natural armor
Attack: bite (1d6), 2 talons (1d6)
Ability Scores: Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Focus: standard action
Special Attacks: breath weapon, 1d6 sonic, 15 ft. cone; pounce, rake (2 claws, 1d4)
Special Defenses: immunity to electricity (or sonic)
Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 160 ft. (average)
Attack: bite (1d8), 2 talons (1d8)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: move action
Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 50 ft., fly 240 ft. (average)
Attack: bite (1d8), 2 talons (2d6)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: swift action



Phoenix Starting Statistics

Alignment: NG
Size: Large; **Speed:** 10 ft., fly 30 ft. (good);
AC: +5 natural armor
Attack: bite (1d6 +1d6 fire), 2 talons (1d8 +1d6 fire)
Ability Scores: Str 12, Dex 19, Con 15, Int 14, Wis 15, Cha 14
Focus: standard action
Special Attacks: breath weapon, 1d8 fire, 15 ft. cone, shroud of flame (within reach take 1d6)
Special Defenses: immunity to fire, self-resurrection (does not affect rider)
Weakness: vulnerability to cold
Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 20 ft., fly 60 ft. (average)
Attack: bite (1d8 +1d6 fire), 2 talons (2d6 +1d6 fire)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: move action
Special Attacks: shroud of flame (within reach take 2d6)
Special Defenses: DR 5/evil
Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 30 ft., fly 90 ft. (good)
Attack: bite (2d6 +1d6 fire), 2 talons (2d8 +1d6 fire)
Ability Scores: +8 Str, +4 Con, -2 Dex
Focus: swift action
Special Attacks: shroud of flame (within reach take 4d6)
Special Defenses: DR 15/evil

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach must make a successful Reflex save (same DC as the windsteed's breath weapon) each round to avoid taking fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes

1d6 points of fire damage (no save) with each successful hit. This damage applies the windrider as well unless his resist energy is of sufficient protection.

Chimera Starting Statistics

Alignment: CN

Size: Small; **Speed:** 20 ft., fly 30 ft. (poor)

AC: +2 natural armor

Attack: bite (1d6), bite (1d4), gore (1d4), 2 claws (1d3)

Ability Scores: Str 11, Dex 14, Con 13, Int 4, Wis 13, Cha 10

Focus: move action

Special Attacks: breath weapon, 1d8 electricity

Special Defenses: immunity to electricity

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Large; **Speed:** 30 ft., fly 50 ft. (poor)

Attack: bite (2d6), bite (1d8), gore (1d8), 2 claws (1d6)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: swift action

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 80 ft. (poor)

Attack: bite (3d6), bite (2d6), gore (2d6), 2 claws (1d8)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: free action

Manticore Starting Statistics

Alignment: CN, NG

Size: Large; **Speed:** 20 ft., fly 30 ft. (poor)

AC: +2 natural armor

Melee bite (1d8), claws (2d4)

Ranged 4 spikes (1d6 [24 spikes/day])

Ability Scores: Str 17, Dex 14, Con 15, Int 10, Wis 11, Cha 10

Focus: standard action

Special Attacks: breath weapon, 1d6 sonic, 15 ft. cone

Special Defenses: immunity to sonic

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 30 ft., fly 50 ft. (poor)

Melee bite (2d6), claws (2d6)

Ranged 6 spikes (1d8 [36 spikes/day])

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: move action

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 80 ft. (poor)

Melee bite (3d6), claws (3d6)

Ranged 8 spikes (2d6 [48 spikes/day])

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: swift action



Pegasus Starting Statistics

Alignment: CG

Size: Large; **Speed:** 60 ft., fly 120 ft. (average);

AC: +6 natural armor

Attack: bite (1d3), 2 hooves (1d6)

Ability Scores: Str 12, Dex 19, Con 15, Int 14, Wis 15, Cha 14

Focus: standard action

Special Attacks: breath weapon, 1d8 electricity, 15 ft. cone (or 1d6 sonic, 30 ft. line)

Special Defenses: immunity to electricity (or sonic)

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 70 ft., fly 200 ft. (average)

Attack: bite (1d4), 2 hooves (1d8)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: move action

Special Defenses: DR 5/cold iron

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Gargantuan; **Speed:** 40 ft., fly 240 ft. (average)

Attack: bite (1d6), 2 hooves (2d6)

Ability Scores: +8 Str, +4 Con, -2 Dex

Focus: swift action

Special Attacks: breath weapon (can now do electricity or sonic)

Special Defenses: DR 10/cold iron

Peryton Starting Statistics

Alignment: CN

Size: Medium; **Speed:** 30 ft., fly 60 ft. (good)

AC: +4 natural armor

Attack: gore (1d6/18-20), 2 hooves (1d4)

Ability Scores: Str 11, Dex 16, Con 13, Int 11, Wis 14, Cha 12

Focus: move action

Special Attacks: breath weapon, 1d8 electricity 30 ft. line, horrific critical, shadow mark

Special Defenses: immunity to electricity

Special Qualities: darkvision (60 ft.), low-light vision, scent

8TH LEVEL ADVANCEMENT

Size: Large; **Speed:** 30 ft., fly 50 ft. (poor)

Attack: gore (1d8/18–20), 2 hooves (1d6)

Ability Scores: +8 Str, +4 Con, –2 Dex
Focus: swift action

Special Qualities: darkvision (120 ft.)

16TH LEVEL ADVANCEMENT

Size: Huge; **Speed:** 40 ft., fly 80 ft. (poor)

Attack: gore (2d6/18–20), 2 hooves (1d8)

Ability Scores: +8 Str, +4 Con, –2 Dex

Focus: free action

Our Grand Wright of Heaven

“Discover what work Heaven meant for you, obtain such work, then love the work you do, and soon you shall stop calling it work.” – excerpt from Psalms of the Forge

“Bless the artisans, O Master of Forges, who by their gifts make the world a more joyful and beautiful realm. Bless the artisans, O Master of Forges, through their labors they teach us to see more clearly the truth around us.

Bless the artisans, O Master of Forges, with your inspiration they call forth wonder and awe in us.

Bless the artisans, O Master of Forges, in their hope and vision they remind us that life is holy. Bless the artisans, O Master of Forges, pour your spirit upon them that their hearts may sing and their works be fulfilling.

Bless the artisans, O Master of Forges” – excerpt from The Artisan’s Prayer

Alignment Neutral Good

Portfolio: beasts of burden, bulls, crafts, cities, constructs, draft horses, forges, gorgons, golems, great mortal endeavors, hard work, mules, oxen

Worshippers: artisans, carpenters, ironborn, dwarves, gargoyles, laborers, masons, miners, smiths

Aliases: Sovereign of the Crucible, Master of Forges, Clever-Handed Craftsman of Innovation, Hammer-handed Sculptor of Souls

Cleric Alignments: LG, NG, CG, N, NE

Superior: *Our Mother of Wisdom and Mercy*

Allies: *Our War Marshall of Heaven, Our Mother of Wisdom and Mercy, Our Reaper of Death and Rebirth, Our Laughing Traveler of Passages and Messages*

Foes: *Their Dark Lord of Fire, Their Savage Brother of Destruction*

Domains: Artifice, Earth, Fire, Good

Subdomains: Archon, Ash, Caves, Construct, Metal, Smoke, Toil

Favored Weapon: any hammer

Symbols: A hammer and anvil

The churches of *Our Grand Wright of Heaven* are places of innovation and planning. The vast majorities of folk who make their living through craftsmanship or

physical labor give praise to *Our Master of Forges*. Many an adventurer, like myself, who belongs to a guild or creates his own equipment also gives praise to *Our Sovereign of the Crucible*. The church’s doctrine states they exist to see that work is done, to help those who work, and to see that things are made upon the mortal realms. I have witnessed them providing advice on massive projects, offering logistics when the need is great, serving as arbiters in professional disputes, protecting apprentices from abusive masters, and protecting masters from oppressive taxes.

In the city of Questhaven no one may join a guild until it has the blessing (a signed license) from The Guildhall of the Heavenly Bull, this grants the church a tremendous amount of influence, for if they chose to abuse it, they could over time control who joined a particular guild. I have, as of yet, not been able to detect this type of corruption, but that does not mean, it does not exist. There is a standard donation required for the blessing due, but it varies depending on the guild, on what the applicant can manage to pay for, and sometimes on the whim of a particular priest, all with the defense that the amount required is the will of *Our Hammer-handed Sculptor of Souls*. Regardless the “donation” ranges from affordable to extremely expensive. My license to join the Questor’s Society cost me more than 1,000 golden dragons, but cost my companion only 9 copper tolls. However, there is not much one can do about a government sanctioned monopoly backed by both this church and the power of the Great Church of the Pantheon.

However, unlike the majority of the other churches in Questhaven, The Guildhall of Our Heavenly Bull seems to actively avoid politics. As they wish only to see that work is done and judge people solely upon the merit of their current work. They do play host to the meetings of a few of the smaller guilds who cannot afford their own lodgings, and they also seek out potentially gifted apprentices, and work to see that they are put to good use. I myself was sent a quite talented apprentice by the church; alas, she disappeared while we explored the depths of the Adamantine Mines of Kilwich. Many a worker and artisan in the city got their start this way; it

is how I got my start in the Questor's society over 30 winters ago.

The vast majority of church members seem to have a high level of apathy for adventurers seeing them as little more than wastrels; Yet Questors should remember that when a dispute results over professional work, it is The Guildhall of the Heavenly Bull that holds sway and not the courts of *Our Steely-Eyed Judge*. Those who failure to honor this arbitration can quickly find the full force of every guild in the city which includes the **Questor's Society** and the Honorable Order of Theurgic Master Craftsmen being brought to bear upon them.

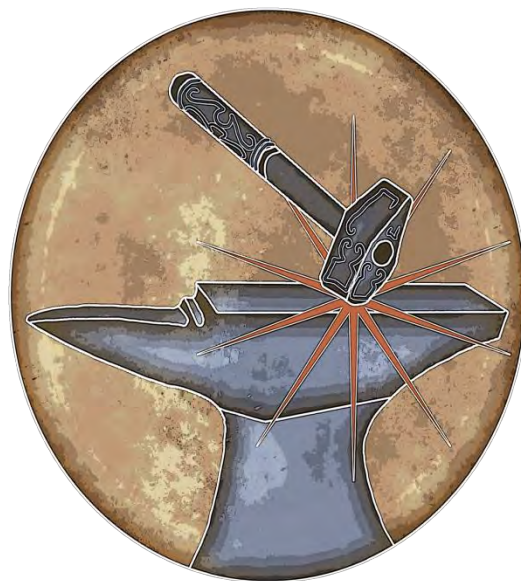
The church has a strange and difficult to understand hierarchy as it is led by whoever is perceived to have the highest level of required expertise on a given subject rather than any strict ranking system. The clergy, paladins, inquisitors, godlings of artifice, machinesmiths, tinkerers, artisans of hallowed vessels, relic seekers and the uniquely gifted are given a special place of honor as advisors within the church but they have no exceptional influence in the day-to-day affairs of the church beyond what their skill in a particular labor or craft allows for.

Mythology:

There are three items sacred relics of *Our Hammer-Handed Sculptor of Souls*: The Golden Anvil of Making, The Silver Hammer of Building, and The Bronze Chisel of Sculpting. The holy books of the church say The Golden Anvil of Making had been used by the ancient jotun's Kingdom Colossal but was lost during their war with the dragons. The books state that touching the anvil can mend even the most ruined of objects and that perfect magical works of Armorsmithing, Goldsmithing, Silversmithing, Bowmaking, Gemcutting, Weaponsmithing, Jewelmaking, and Fletching can be performed by an artisan simply by touching the anvil. However, it also speaks of *Saraph* a creature of soul-fire imprisoning those who abuse the anvil and then finding it a new hiding place, within the bounds of the caldera. I believe it is likely that the Immortal Emperor and Dread Lich Cynmark stored this away in one of his Fell Repositories, taking advantage of Saraph, so that it would serve as yet another guardian for his vaults.

Manifestations:

Our Grand Wright of Heaven shows his favor by the appearance of a powerfully muscled humanoid in glittering armor, with deep, coal black eyes, and a great smith's hammer in his hand, usually this figure is toiling away at work on some fantastic creation. His omen is for some object created by craft or by labor to crack or break. I once had a masterpiece of writing detailing the location of a certain golden anvil completed only to return to find the parchment shatter into a thousand pieces as it had been made of class rather than paper. His blessing is the discovery of some new or long forgotten craft or wondrous work. While working on this craft I discovered the rise of machinesmiths and tinkers within our fair city. **Clever-Handed Craftsman of Innovation's foremost servant is the Brazen Bull of**



Heaven; a legendary and mythic supernatural construct made in the shape of a gorgon covered in bronze plates.

Holiday:

Once every century, on the first week of the 6th month, the Church of the Heavenly Bull holds The Great Exposition, a grand celebration of Craftsmanship and Labor. There are a number of prizes award to help encourage participants to bring their grandest creations to the Great Exposition. However, there are those entries (such as great structures) that contestants cannot transport. They must provide for a means to present their creations to the attendees and judges (often drawings, illusions, scrying, teleportation, or other forms of extremely fast travel).

Secret:

Can this church really seize control of the city?

I said earlier that there was no evidence of the church currently seeking to influence politics and that it actively avoids doing things like this. That is true for today, but this was no always the case. I have discovered that some two hundred years ago, the church started **supporting one family in gaining control of the mason's guild**. The process took a hundred years and its family connections are hidden upon the maternal line so as not to draw too much attention but it is my belief that nothing in Questhaven gets built without the involvement of Revered Mother Panthia Progenitor of the **Fold of the Mother's Pride, the most powerful criminal organization in the city**. I believe however with the shifting nature of the church her influence was either limited to controlling this selection or she truly wanted to keep a low profile.

Domain Feats

Benediction of Hallowed Vessels

"For Our Master of Forges wants us not just to create great wonders, but for us to use them."

Prerequisites: Artifice Domain (or its subdomains), Wis 13, caster level 11

Benefit: You can expend four uses or your artifice domain's 1st level power (or its subdomains power) as a free action even if it is not your turn. If you do so, you temporarily add 3 special charges to a magic item you are touching. If 3 charges are used then one ability of the item is activated as an **immediate action (if you don't know the item's abilities then one ability is activated at random)**, if 2 charges are used then one ability of the item is activated as a move action, if 1 charge is used then one ability of the item is activate as a standard action. These charges may be tapped into without **drawing upon the item's normal reservoir of charges** or uses per day. This buffer (and any unused charges) vanishes after 1 hour or when all this reservoir of charges is used up. If the item cannot be activated by at least a standard action this feat has no effect on that item.

Special: A GM may rule that this feat has no effect on certain items such as a ring of wishes, luckblade, or an artifact.

Relic Seekers

This errant and fanatical order of *Our Master of Forges* seeks to recover grand works that have been lost or hoarded away. They believe no one should hold the glorious work of artisans, that we should all let others behold these grand works where they will be safe. They see it as a great sin against both their fellow mortals and against *Our Grand Wright in Heaven* to miserly hide away the masterpieces that belong to the world. The Relic Seekers have hired me and other members of the **Questor's Society for expeditions to cleanse long-lost cities, recover corrupted temples, and retrieve lost works of beauty and powerful artifacts.** They have a deep hatred for most dragons and the Fell Repositories of the Immortal Emperor Cynmark, as well as a number of those entombed in the Plains of Solace.

I once inquired of my fellow Questor Rhinfew, what it takes to become a relic seeker, and he told me it requires a unique calling from *Our Sovereign of Crucibles*, and a special apprenticeship, which teaches them about the mystical secrets and history, of the **world's greatest of artifacts.** Rhinfew and his fellows claim no special titles, but when I asked him what he does in the Guildhall of the Heavenly Bull, he simple said he was a relic seeker.

Due to the nature of their mission relic seekers are closely associated with the criminal underworld as they seek to recover objects from the blackmarket or from the thieves themselves. Rhinfew and Booglefool the Knave of Cogs are quite a famous pairing of a relic seeker and a rogue, with the two tracking down and retrieving valuable relics. Relic seekers will seldom if ever travel

who are willfully destructive or have no respect for beauty. I know not what it says of Rhinfew's association with me.

Rhinfew said he and is fellows, are most likely to be found adventuring, and are not closely tied to the guildhall. Instead he pursued a endless crusade for the reclamation of lost wonders. Some of his fellow relic seekers dedicate their entire lives to cleansing the ancient and magnificent dwarven hold known as Mithril Deep, lost to Those Who Dwell in Darkness centuries before, or relentlessly pursuing a single artifact, such as the The Ioun Golem, until they are old and frail. While the relic seekers follow the doctrine of the guildhall, they must also preserve the sanctity of the great wonders. A relic seeker would never allow a masterpiece to fall into the hands of one who would hoard it away, and will fight to the death to prevent it. If it should happen, the relic seeker must atone and seek to recover the item for the rest of his days.

Relic Seeker (Inquisitor Archetype)

Skills: A relic seeker gains Appraise, Knowledge (arcana) (Int) and Knowledge (history) (Int) as class skills these replace the inquisitor class skills of Bluff, Intimidate, and Sense Motive.

Seeker's Blessing (Su): A relic seeker becomes very resistant to curse effects. The seeker gains spell resistance 12 + his class level against curse spells and gains a +4 bonus to saving throws against curse effects **that have saving throws but don't allow for spell resistance.** This replaces the detect alignment class feature.

Item Lore (Ex): The relic seekers adds his Wisdom modifier on Spellcraft and Knowledge skill checks in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of magic items. This replaces the stern gaze class feature.

Locate Relic (Sp): At 5th level this functions as *locate creature* (see *Pathfinder Roleplaying Game*), except you can attempt to locate an object not known to you. You can locate any object within Long range (400 ft. + 40 ft./level), provided you have a detailed description supplied by someone who knows the object or has **studied it. Your visualization is limited to the object's appearance at the time you made the study (or as it's described to you),** so if the object you seek has changed its appearance, the ability locates the closest object that fits the description from which you are working. You can activate this ability as a standard action. He can use this ability a number of times per day equal to 3 + her Intelligence modifier. This replaces the discern lies class feature.

Artisan of Hallowed Vessels

Just as clerics can use divine power granted them by the Our Grand Wright of Heaven, and paladins and inquisitors can forge their divine gift into martial prowess, the artificer of hallowed vessels receives gifts from Our Clever-Handed Craftsman of Innovation to pour into the items she craft. Though, like an oracle, deities bestow these gifts rather than being a result of any particular profusion of faith, unlike the oracle, the artisan forsakes learning the use of spells and instead learns to channel her sacred talent into a permeable and permanent form of magic.

The artisan of hallowed vessels is able to enchant items with divine power, and call upon her divine gift to exceed the limits of other less divinely inspired master craftsmen. Artisans of the hallowed vessels are known throughout the protectorate as the greatest magical craftsmen, and are highly sought after by the Honorable Order of Theugirc Master Craftsmen. If a project within the Guildhall of the Heavenly Bull is taking place, one can be assured that an artisan of hallowed vessels is amongst the leaders of the discussion.

Artisan of Hallowed Vessels (Rogue Archetype)

Skills: An Artisan of Hallowed Vessels gains Knowledge (arcana) (Int) and Knowledge (Religion) as class skills, these replace the rogue class skills of Knowledge (dungeoneering) (Int) and Knowledge (local) (Int).

Gift for Artifice (Su): The artisan is a master craftsman and artist when it comes to crafting items, especially magical items. For the purpose of creating and forging magical items the artisan is considered a spellcaster with a caster level equal to her artisan of hallowed vessels class level. Spellcraft is also considered a class skill. The artisan can ignore nearly all item creation prerequisites in their descriptions. The DC to create a magic item increases by 5 for each prerequisite the artisan does not meet (just as it does for normal magic item creation). The only exception to this is the requisite item creation feat and the caster level, which are mandatory. In addition, unlike normal spellcasters, an artisan of hallowed vessels can create potions, spell-trigger, or spell-completion magic items without meeting its prerequisites (the DC still increases by 5 for each prerequisite the artisan does not meet). The items artisans create are divine even if the spell emulated by the item is normally arcane. An artisan of hallowed vessels adds 1/2 her class level to spellcraft checks made to create magic items and to use magic device checks. This replaces the trapfinding class feature.

Bonus Feat (Ex): The artisan of hallowed vessels may substitute +1d6 sneak attack damage for a bonus item creation feat. She can apply metamagic feats to item she creates, though he still must meet the caster level



*Mathena the Maker,
Child of Tituk of the line of Tu
Female Gargoyle and
Artisan of Hallowed Vessels*

requirements for the spell modified by the metamagic feat.

Divine Gift (Su): At 3rd level an artisan receives a pool of points she can spend instead of gold pieces when crafting a magic item, as she can now use mundane and inexpensive items in such an incredible way that they gain the value required. Each time the artificer gains a new level after that, she receives a new divine gift; leftover points from the previous level do not carry over. If the points are not spent, they are lost. An artisan can also use her divine gift to supplement the GP cost of the item she is making, taking a portion of the cost from her divine gift and a portion from her own wealth.

- From 3rd through 5th level the amount of points granted is equal to 125 x the artisan's class level.
- From 6th through 10th level the amount of points granted is equal to 250 x the artisan's class level.
- From 11th through 15th level the amount of points granted is equal to 600 x the artisan's class level.
- From 16th through 20th level the amount of points granted is equal to 1,500 x the artisan's class level.

This ability replaces the trapsense, improved uncanny dodge and uncanny dodge class feature.

Skill Mastery (Ex): If an artisan of hallowed vessels takes Skill Mastery as an advanced rogue talent she must select Spellcraft or Use Magic Device as one of her skills. This class feature circumvents the normal rule that a character may not take 10 on a Use Magic Device check.

Rogue Talents

Artisan's Senses (Sp): The artisan is able to sense magic items due to his innate working with it. She can cast *detect magic* and *identify* at will as standard actions. A rogue must have the gift for artifice class feature to select this talent.

Artisan's Touch (Sp): An artisan can cast *mending* at will, using her class level as the caster level to repair damaged objects. In addition, she can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage, +1 for every two class levels she possesses. This attack bypasses an amount of damage reduction and hardness equal to your class level. She can use this ability a number of times per day equal to 3 + her Intelligence modifier. A rogue must have the divine gift class feature to select this talent.

Forge Master (Ex): Artisans are the undisputed masters of the forge. For each Crafting skill that the artisan has ranks in, she gains an insight bonus equal to ½ of her **artisan of hallowed vessel's class level**. A rogue must have the gift for artifice class feature to select this talent.

Minor Creation (Sp): An artisan of hallowed vessels can use *minor creation* as a 1-minute action, using her class level as the caster level. She can use this ability a number of times per day equal to 3 + her Intelligence modifier. A rogue must be at least 8th level and have the gift for artifice class feature to select this talent.

Salvage Vessel (Ex): An artisan is capable of breaking down any existing magical item (non-artifact) into a magical crystal which is a small quarter foot sized crystal cube that gives off a very faint light (this permanently ruins the item). These crystals weigh one pound and contains the essence (1/2 the gold piece value) of the item that is rendered down for parts. If the crystal leaves the artisan's possession, it becomes nothing more than a glass shard. An artisan may choose to use any of the crystals in her possession in any way, and their bonuses stack together when she is crafting. After tapping a crystal for its stored magic it dissipates and the crystal is consumed. A rogue must have the divine gift class feature to select this talent.

Quicken Craft (Ex): The artisan may choose this talent to increase the daily rate at which she creates magical items by a factor (i.e. the first time this is selected the factor is x2 so you create 2000 gold pieces worth a day). Normally you create items at the rate of 1000 gp per day. This rogue talent can be taken several times, and

stacks with itself. Each time it is chosen, add another real factor (i.e. x2 becomes x3: 3,000 gold per day) to the value of a single magical item that the character can create per day. A rogue must have the gift for artifice class feature to select this talent.

Advanced Rogue Talents

Analyze Dweomer (Sp): An artisan of hallowed vessels can discern the nature of magical properties. She can cast *analyze dweomer* at will as a spell like ability. A rogue must be at least 12th level and have the gift for artifice class feature to select this talent.

Animate Servant (Sp): An artisan can as a standard action, give life to inanimate objects. This ability functions as *animate objects* using her class level as the caster level. She can use this ability once per day at 10th level, and one additional time per day for every four levels beyond 10th. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Dancing Weapons (Su): An artisan can give a weapon touched the *dancing* special weapon quality for 4 rounds. She can use this ability once per day at 10th level, and an additional time per day for every four levels beyond 10th. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Fabricate (Sp) An artisan of hallowed vessels can use *fabricate* as a standard action, using her class level as the caster level. She can use this ability once per day at 10th level, and one additional time per day for every four levels beyond 10th. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Item Resistance (Su): An artisan of hallowed vessels can become very resistant to the effects created by magic items. The artisan gains spell resistance 12 + her class level against spells and effects created by magic items and gains a +4 bonus to saving throws against spells and effects created constructs, creatures with construct **traits, and magic items that have saving throws but don't** allow for spell resistance. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Improved Artisan's Touch (Sp): An artisan can cast *make whole* as standard action, using her class level as the caster level to repair damaged objects. In addition, she can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1d6 for every two class levels she possesses. This attack bypasses an amount of damage reduction and hardness equal to your class level. When used on a construct creature, this effect bypasses any immunity to magic as if the spell did not allow spell resistance. You can use this ability a number of times per day equal to 3

+ your Intelligence modifier. A rogue must be at least 10th level, the artisan's touch rogue talent, and have the gift for artifice class feature to select this talent.

Major Creation (Sp): An artisan of hallowed vessels can use *major creation* as a 10-minute action, using her class level as the caster level. She can use this ability once per day at 10th level, and one additional time per day for every four levels beyond 10th. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Trap Artisan (Su): An artisan can create a supernatural ranger trap (See *Pathfinder Roleplaying Game: Ultimate Magic*). She can use this trap a number of times per day equal to 3 + her Intelligence modifier. The DCs for Perception checks, Disable Device checks, and saving throws against the trap are equal to 10 + 1/2 your class level + your Intelligence modifier. The trap lasts for 1 hour or until triggered. A rogue must be at least 10th level and have the gift for artifice class feature to select this talent.

Introduction to Questhaven

Questhaven is Rite Publishing's default campaign setting (currently in development) for most of the material it produces with connections to such product lines as *The Plane of Dreams* (*Coliseum Morpheuon*, *Faces of the Tarnished Souk*), Jade Oath, and Kaidan. Listed below are the primary themes of the Questhaven Campaign Setting written as a first person account by the adventurer Owain Northway.

Themes of Questhaven

This is really what makes Questhaven different from any other place you have ever been.

It's about the Adventure!: This book will not take the time to name all the flowers found within Questhaven and its Protectorate, it was written as a tour guide book for adventurers by an adventurer. I, Owain Northway am that adventurer. Within my book I will highlight what I consider to be some of the most evocative sites, shops, organizations, inns, lodgings, restaurants, taverns, "dungeons" and other exciting locations with the Protectorate, that would—in my not so humble opinion—interest you the adventurer. Additionally, included with my notes on each piece **within my book are my answers to some of Questhaven's greatest secrets.** I will include historical and cultural context within these pages so that you know how and why Questhaven functions the way it does, but my main focus will be about what is important to you as an adventurer.

Adventurer's Rule, Literally: The adventure's guild, known as the Questor's Society, reigns over Questhaven as an Oligarchy. So in order to form an adventuring company or fellowship her you need to seek out a commission, but more about that later my friend. Upon receiving your commission, you and yours become members of the ruling elite. While this eliminates some of the more mundane problems you as an adventurer

might face such as commoners not doing what you know is wise, it instantly embroils you in the cut and thrust that is political intrigue of the city, its Protectorate, and the Questor's Society. **Just by choosing this lifestyle,** you and your fellowship have become a very important part of my homeland.

Magical Renaissance Society: Unlike some backwaters of the world that have never seen a cantrip or run afoul of a giant rat, much less a dragon, Questhaven flows with magic, especially when wielded **by the companies belonging to the Questor's Society.** Yet beyond this, the greatest masters of the hallowed and eldritch arts are discovering and rediscovering true wonders of magic for this is a golden age. The spells, magic items, and supernatural creatures you are so **familiar with as an adventurer affects Questhaven's** culture, economics, and government just as the basic laws of nature do in the most mundane of rural hamlets. And yes you can order and purchase magic items in the city, but their purchase are governed and tracked by a powerful guild—The Honorable Order of Theurgic Master Craftsmen—and trust me they use and abuse that power to maintain their government sanctioned monopoly.

Beyond the Core: Questhaven reaches beyond the scope of what you know as the three core books of adventuring. It is on the edge of the wilderness, out on the rim of the known world. A vast number of renegade products and ideas find their home in the Evocative City, and nothing in it relates to just the traditional experience of an adventurer. For example in most traditional cities of your world you find elves, dwarves, gnomes, half-orcs, half-elves, and halflings, within this land while you might find a member of those races you are far more likely to find wyrd (elves/ogre magi), stonewarden gargoyles (former humans and dwarves), jotun giants, lurkers (gnomes/cloakers), wretches (hags/orcs), blinklings (halflings/blink dogs), restless souls (spirits returned from beyond the grave) and ironborn (artificial humanoids). You will find much more within these pages from Time Thieves to Gutter Mages, from a 1001 spells to long forgotten foes, it has **just about everything including the kitchen's water basin.**

Secrets: Nearly every major piece within my book be it an evocative site or quirky character, has some unanswered question surrounding it, a secret if you will. I want you to explore Questhaven, and nothing in my opinion captures the thrill of adventuring quite so effectively as the search for answers, especially when it comes to secrets. Within my book, I have done my best to put answers to these questions, and while I have based them on the best information available, backed up by my vast experience and keen intellect, sometimes circumstances have forced me to base my answer on rumor, circumstantial evidence, and guesswork. So do not get complacent, there are a tremendous number of secrets still to unravel, and I have spent an entire adventure attempting to uncover the answer to just one of these secrets. Always remember that I will not lie to you, but that does not mean what I write here will prove to be true. This also does not even begin to cover the secrets relating to the pieces of Questhaven and the

Protectorate I have not touched upon, nor what I failed to consider as a truly important part of the realm. There is always another secret yet to discover.

Complex Characters: In my homeland, you will find agents of chaos and evil working right alongside those who serve the lords of order and good. Yet both of these groups are patriots, they love their families, they both genuinely believe what they do is for the best and yet still they make horrific decisions. Some such as the vengeful wyrd, believe their acts are virtuous when laid against the backdrop of the culture, others like members of House Larkchild are suffering from circumstances beyond their control. Even the Righteous Servants of Heaven still disagree over the paramount path towards forging a better world, and these disagreements can lead to devastating conflicts. People, monsters, and even the Last Warlord of Cynmark have complex motivations and their own personal agendas so be careful when you label something as a vile abomination with no redeeming qualities for its hardly ever true for in the city of Questhaven there is rarely a single side to a story, usually there are at least three.

Cultural Mosaic: Questhaven is a mix of ethnic groups, languages, and cultures that co-exist remarkably well. This is due to its inhabitants being composed mostly of slaves imported from all over the world. The Immortal Emperor and Dread lich Cynmark, who enslaved the land for over two thousand years, enforced this co-existence by imposing a single common language and a single religion (the Great Church of the Pantheon) upon all the Protectorate's denizens. While many of the humans assimilated to the ideals of the Cynmark Dynasty, others rebelled, most especially those non-humans by holding on to their cultural identity, made easier by their longer lifespans. After the Insurrection of Adventure that freed my homeland from the yoke of tyranny, this love of one's original culture exploded, yet all hold a sense that Questhaven is their true home. This has gone further by a number of refugees having fled to Questhaven due to its cultural tolerance from war torn or less tolerant societies.

Crossroads: The Protectorate is a center of politics, commerce, religion, culture, and even crime. Ships from nearly every ocean visit Questhaven, while others travel down the Oneiric River, brave merchants travel from out of the north braving the wilds of Steelcrag, while others come up from the south passing around Mt. Jotunheim. In addition, a few strange travelers arrive on the shifting shores from the Plane of Dreams, as planer travel from there to Questhaven is comparatively easy. No matter the adventurous path you take, you will eventually find yourself in Questhaven.

Crossroads of Dream/Dream haven

Any spell or effect that attempts to travel from Questhaven, or its Protectorate to the plane of dreams and vice vs. has its affect enhanced. Here are some examples.

- **Teleport:** The results of off-target, similar area, and mishap result adds the additional effect of the true location the subject has arrived as being on the plane of dreams.

- **Maze:** The extradimensional labyrinth created by this spell exists on the plane of dream.
- **Plane Shift:** If you do not possess a forked metal rod attuned to the plane of travel or it is damaged, you arrive on the plane of dreams. If you use it to travel to the plane of dreams, you arrive on target rather than 5 to 500 miles from your intended destination.
- Any spell that is limited to the same plane treats the plane of dream, Questhaven and its Protectorate as if they were the same plane.

Special Note: While one cannot bypass the Gorgon Walls that surround Questhaven, one can transport to the plane of dreams within those walls arriving at the cities reflection in Dream.

Themes Behind The Screen

Beyond the Core: What Owain is saying is that Questhaven draws from beyond the core books of the Pathfinder Roleplaying Game, from Rite Publishing products and from other 3rd Party Publishers. However, I never assume you own the original source material; if I reference something here, it is always available for free access via d20pfsrd.com,

Modular not Generic: When designing the Questhaven Campaign Setting I wanted to make sure that each piece I designed for Questhaven could be picked up easily and placed in another campaign setting with little to no retooling, but when placed together as a whole it creates a unique setting. For example, the people of Questhaven do not refer to their deities by name, as they consider that a blasphemy, they refer to them by their title. This makes the religion very fungible, as you can substitute *Our War Marshal in Heaven* for any non-evil deity of war. I have attempted to make every piece of the campaign setting maintain a modular nature, so that it makes it easier for GMs to mine for ideas and tools to enhance their homebrew setting or customize an existing one.

Owain Northway: This is a theme about presentation, Owain has already talked about the book's tour guide format but what I did as a designer is use Owain Northway's point of view to describe the campaign setting. Giving you the in character perspective of an actual resident, along with all of his opinions, suppositions, beliefs, prejudices and mistakes. I wrote the Questhaven Campaign setting so that it does not read like a DVR instruction manual, but rather like an immersive form of exploration, learning as you discover each new place Owain chooses to take you.

Secrets: GMs should remember to strew hints and clues through adventure and campaigns, weeks, months and sometimes even years before the PCs so that Questhaven seems alive further enhancing the player's willing suspension of disbelief. The simplest way to drop a clue is to have a NPC or perhaps a book put forward the question to the player. However, GMs should use the secrets in moderation lest PCs start to feel overwhelmed, secrets are simply here to help inspire adventures, and so PCs always have something else to explore.

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Lords of Gossamer & Shadow

Our world is but one of untold many, a flux of chance caught in the struggle between form and cacophony. Always, these forces are at war, shaping the infinite worlds. The immortal, self-appointed sovereigns of battle move between planes of reality with impunity: they are creators, shapers, and destroyers of worlds.

In *Lords of Gossamer & Shadow*, you are caught up in this immense conflict. Possess unique and idiosyncratic magical artifacts, command legions drawn from the myriad of otherworlds, and wield incredible powers that alter the very substance of reality. Whether born into it or discovering it later, your character has inherited a legacy of unimaginable power... and with it great danger!

Lords of Gossamer & Shadow is an original sourcebook and role-playing game using Erick Wujcik's Diceless Role-Playing system (used in Amber Diceless Role-Playing). This is a standalone product with an original setting, though it is compatible with Amber Diceless Role-Playing.

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Erick Wujcik's Diceless Role-Playing

1,001 Spell Cards

134 Magus Spells

