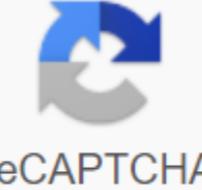


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Faith in the Deity of the Inner Maritime Region is organized by Rang. Links link to Vicky's Pathfinder. Subsections bind to this document, which covers the gods under this section. The deities in orange have no description. The red text describes the text from which this information is taken (and hyperlink leads to where you can purchase this book for yourself). Other hyperlinks in this document lead to The Pathfinder Wiki community and hyperlinks that are marked with a section or subsection after hyperlinks lead to part of this article. Characters can worship any major deities, racial gods, demigods, Empire Lords, any God of faith corruption, any of the Minor Deities, follow other inhumane deities, or follow philosophy. Priests, inquisitors and paladins must follow one of the above religions or philosophies. Priests and inquisitors receive their spells directly provided by a deity or greater force. Paladins usually, get their spells provided by a deity or greater force, there can be exceptions though. Witches get their strength from darker forces called patrons. Dwarves, elves, dwarves, half-elf and orcs can worship non-human deities of their racial type. Fans get domains provided (for those who have domains) as described in their posts. Non-humans can worship any of the non-human deities. Oriental characters worship the gods of Tian 2. Druids usually choose one of the Dui philosophies or worship Gosre. Characters can even worship and abstract notions like alignment. For legitimate characters it is a legitimate domain, for good characters it is a good domain, for evil characters it is an evil domain, and for chaotic characters it is a domain of chaos. If you are truly neutral, you will get access to air, land, fire, water, weather or animal domain. If you have access to the domain, then you can access the sub-domains of this domain as well, provided that the alignment does not restrict you. For example; if you worship Calistrat (which is chaotic neutral), then you will get access to Chaos, Charm, Knowledge, Luck, Trick Domains and Azat, Curse, Deception, Hoot, Memory, Stealing subdomains. Demon and Demodand domains are listed as sub-domains to the Chaos domain, but the Calistrat cleric does not gain access to these domains. If the clergy are a chaotic evil, they can still worship Calistrat, but they cannot take Azata subdomain since their alignment opposes Azat. The clergyman can take any of these domains or sub-domains and select the spells they can hand out from those domains; when they usually restore their spells (good aligned characters usually choose dawn, evil aligned characters usually choose twilight, and neutral clergy can choose which of the two they want). When they recover their spells, they choose the new domain or subdomain they usually have access to and choose their spells from them. However, the powers of their chosen domain or sub-domain may be when a clergyman promotes a level (note that the subdomain usually replaces the power granted to his parent domain). You have to tell DM when you change domains or subdomains and write down these changes on a sheet of characters. Typically, a clergyman gets access to two domains and can choose one domain spell at a level each day, this rule simply increases the choice of the clergyman. There is no rule that would prevent you from re-borrowing to a domain or subdomain that you had before. Ideally, a clergyman accepts his domains at the first level and adheres to these domains (i.e. in accordance with standard rules). I allow clergy to choose between available domains for their domain spells. Note that domain spells cannot be converted to heal or damage spells and are so cast spontaneously. Please read the section on alignments and my personal look at them at the end of this article. This view is a little different from the rules. The Inner Maritime Region Major deities Abadar Gozreh Rovagug Asmodeus Iomedae Sarenrae Calistria Irori Shelyn Cayden Cailean Lamashtu Torag Desna Nethys Urgathoa Erastil Norgorber Son-Kuthon Gorum means that this god is often worshipped in the Inner Sea region. There is also often worshipped to the gods of the Inland Sea region. The modes of faith (from faith and philosophy) Countless beliefs spread across goroarion can be divided into four broad groups, represented below, although some of them are divided into several categories. These categories have less in common with the dogma of faith than its structure - how faith is organized and taught. Getting a sense of different options can help you decide which style of faith is best for your particular character, and each section notes classes that are usually drawn to this belief mode. Communal (from faith and philosophy) Communal beliefs are built on national, cultural, racial or other group compensation. They prescribe the responsibilities and privileges that characterize the group, preserving its unique identity over time and maintaining a long tradition. Religious and philosophical traditions, which are communal, reflect the problems relevant to the group and its traditions as a whole. In some societies, weak or non-existent law enforcement agencies leave community faith as the only institution that mediates people. While some groups hold their community beliefs above others, many of them are simply different - members of the tribe can be proud of the influence of their heritage without looking at foreigners for not sharing them. Cavaliers, paladins, and honorers are usually attracted by the legitimate leanings demonstrated by most community philosophies, and bards often find their cultures' beliefs inspiring. Rahadumi's atheism, pantheism and ancestor worship are examples of communal philosophy. Church (from faith and philosophy) Church beliefs are those that are centered around deities and mediated primarily by priests priests like clergymen and adepts. In addition to a deity or deity, all church groups share the assumption that there is at least one ultimate power on their respective principles (such as a deity, a divine messenger, or a high priest) who understands more than everyone else, and teaches and leads those who understand less. Legitimate and neutral deities tend to have a well-structured hierarchy among their clergy, and the leaders of such movements often wield great power over those under them. Members of the Committee were expected to submit to the views of their superiors. Church religions serving chaotic deities, on the other hand, tend to be disorganized, often so much so that they begin to resemble individualistic traditions. Many church traditions seek to instill patience and respect for power among believers, although individual prophets and visionaries can break off the power structure to try radical changes and reforms in faith, potentially creating sectarian conflict or inciting clashes with other faiths. All clergy and most inquisitors and paladins follow church traditions as members of deities-based churches, and some Druids and other divine casters do as well. Clearly defined churches dedicated to deities and pantheons are usually ecclesiastical in structure. Individualistic (from faith and philosophy) Principles of individualistic beliefs are rooted in the power of oneself. Some groups that encourage individualistic beliefs also have a religious component, holding a god or ideal as a model for a person to aspire to, but others simply teach about the potential locked in each person. The focus of any individualistic path is the power of each person to carve out his own destiny and choose his own way of dealing with the world. These philosophies and religions often tout the practical advantages that lure in ambitious new practitioners. Many fighters and rangers profess individualistic beliefs, assessing the freedom to work out their own directions in life. Sorcerers and crooks gravitate towards these beliefs for similar reasons, but especially because they are usually used to relying on their own wit and luck to get through in difficult situations. Monks and wizards, on the other hand, often appreciate how the individualistic path encourages them to grow beyond worldly boundaries and make full use of their potential. Sangpotshi, The Prophecies of Calistrada, Whisper Path, and many codes of honor are individualistic beliefs. Shamanic (from faith and philosophy) Shamanic beliefs rely on the guidance provided by certain special people who are particularly well prepared to interact with the divine world. These elected personalities, commonly referred to as shamans, differ from church priests in that they intercede in many different ways, forces on behalf of themselves or their adherents, rather than devoting themselves to one. Not shamans who adhere to shamanism shamanism tends to rely on shamans who adhere to shamanic beliefs, usually relying on shamans to interact with the spiritual world and interpret it on their behalf. While these laity tend to have little personal experience of the divine outside of certain common rituals, a few happy (or unsuccessful) souls stumble upon their own brief contact with divinity, such as a vision glimpsed in a feverish dream. A shaman can turn to deities or revere the natural world, although druidism and Green Faith, but can also cut deals with different entities, from empyreal lords and archifiends to the cuius and fairies. The most famous shamans are druids and oracles, although witches and conscripts sometimes assume similar roles because of their treaties with powerful beings. Shamanism is also common among barbarians who may prefer to root in a particular, physical world or who experience the divine during rage and other ecstatic emotional states. Druidism, juju and totemism are shamanic belief systems. Atheists are just as likely in the Inner Sea society as they are in our society; it's not that they don't believe in great beings of immense power, they just claim that these creatures are not gods. They give examples such as Kayden Kailan and Iomedae, who were mortals who passed the Starstone Test and rose to become a great being. Of course, they can now give their spells to the Inquisitors and clergymen; but they started out as ordinary people. In the kingdom of Razmiran, all religions are forbidden, except for the worship of Razmir, a living god. In other parts of the Inner Sea all gods are revered. Small Deities (from the Faith of Purity) Apsu; Waybringer: Said to be the father of metal dragons and in dragon knowledge credited to be the creator of the original gods of Golarion, as well as one of the gods responsible for the imprisonment of Rovagug. He is a legitimate good, and his areas: Creation, Earth, Good, Law and Travel. Its symbol is a platinum dragon in flight. His portfolio includes; dragons, fame, leadership and peace. His favorite weapon is a bite or a quarterstaff. Fans can come from any class (except priests and paladins, as Apsa does not provide spells) or dragons. Kurgess; Strong man: In Kurgess' life, there was a notable strongman and athlete who seemed unable to lose in any sporting event. As his legend (and his winnings) grew, his enemies plotted his ruin without caring about who suffered until Kurgess died. Eventually he allowed himself to fall victim to a deadly trap during the annual Raptor Run. Legend has it that Kayden Kailan and Desna have elevated him to demigod status, and he is the patron saint of competitors in feats he loved in life and travelers who must make a hurry. Its symbol is bending hands, breaking the chains. His alignment is neutral good, and his domains; Community, luck, strength and travel. His portfolio includes bravery, competition and sport, and his favorite weapon is the spear. This faith is still his infancy, so he doesn't have much dogma. His followers are usually those who are not looking for too much definition in their lives: barbarians, bards, fighters, crooks, and some sorcerers. You can find your fellow faithful at wandering fairs, tournaments, carnivals and competitions. Some of the priests of Kurgess carry mobile shrines to these places, and you can find

healing for free from them, as long as you can defeat them in a test of strength. Milani: Everbloom: originally, a minor saint associated with the worship of Aroden, looked on in times of unrest and oppression. Aroden's death and growth choked the devil Chelax catapaulted her into the role of patron of rebels around the world. She is the goddess of revolutionaries and guerrillas, people who fight to lift the boots of a tyrant out of her throat. Its symbol is a rose, growing and blooming from bloody cobblestones. Her alignment is Chaotic Good, and her domains Chaos, Good, Healing, Liberation and Protection. Her portfolio includes loyalty, hope and rebellion, and her favorite weapon is Morningstar. Those who share faith with you keep themselves hidden-forces that will crush rebellion, and fight hard against people who speak out against their tyranny. Her followers can be of any class except a monk or a paladin; Milani has no famous monasteries, and paladins cannot accept its chaotic character. The main centers of her faith, if we consider the free confederation of hidden churches as a center, are in Galta and Chelax. The Church has no formal hierarchy, instead preferring to work in isolation cells to keep the most gifted rabble-rousers safe. Monasticism (from faith and philosophy) monasticism is the practice of isolating a group of like-minded people from the rest of the world in an attempt to devote their attention to a particular issue without being distracted. Monastic traditions usually fall into one of two groups: religious practice and self-improvement. While these groups can attract members with very different motives, they have one quality: all monastic groups seek refuge from temptations and distractions that may prevent them from achieving their goals in the outside world. Not all monasteries expect their members to stay forever, many simply train the initiates for a while before allowing them to explore their own needs of their choice after they have demonstrated a certain level of skill over the traditions of the monastery. Battle monasteries (from faith and philosophy) Battle monasteries teach the art of wrestling as a way to self-understanding and inner peace. In order to perfect reliable methods, monasteries sequester their students from the influence of their homes and associates, at least for short periods. In a new place, a wifering student may be more willing to let go of the bad habits he has developed over the years and realize the intricacies of his movements, his breathing, and his Mind. Fighters, monks and magicians the most common students are typical military monasteries. Religious monasteries (from faith and philosophy) Religious monasteries are based on the teachings of a certain church religious tradition and allow believers to spend time meditating and studying without worrying about political, social or financial issues. Few churches of chaotic deities support monasteries, as loneliness and stability are generally not well mixed with their areas of concern, but legitimate religions often enjoy monasticism. Torag, for example, sponsors monasteries near dwarf settlements, in which residents refrain from all but the most necessary interactions with the community so that they can meditate on the mysteries of metalworks and the prefect of the art of blacksmithing. The Farama Church maintains several secluded enclaves for those priests who seek to communicate with the aspect of their deity as a pro seer. The priests of Shelyn use monasteries to prefect their art and refresh their love of life before returning to work among ordinary people. Iroa's followers mix religious and combat as they use the counsel of their god to guide their own self-improvement. Several oracles retreat to places to test their vision among a group that respects the meaning of divine revelation and can help them in their interpretations. Sangpotshi (from faith and philosophy) Sangpotshi is a philosophy of reincarnation, teaching that individual souls are reborn for many lives, gradually accumulating experience until they escape the cycle of worldly suffering and go to Farasma's Bone Court and their final reward. Followers of this tradition meditate to unite all parts of themselves, ensuring that they will never forget the lessons they have learned or flinch on their way to enlightened liberation. Out of respect for the power of tolerance and a strong desire to avoid evil acts, Sangothshi practitioners often avoid the use of lethal force. They prefer to avoid distractions, suffering and selfishness, and thus attract many monks and a few self-aware crooks. Monastery centers: Tian Qi (Kuin, Chi Ha). Other Philosophies Diverse Small TraditionsCenters of Faith: Andoran, Chelax, HerbCommon Believers: Barbarism, Oracles, Witches, WizardsConsups: Atheism, monasticism, pantheismReported beliefs: Codes of honor, totemism Not all philosophies take the place of religion, and Golarion has many, from political philosophies include communism (practiced in Bachuan in Thein Sai), monarchism (practiced in most peoples of the Inner Sea), and authoritarianism (practiced mainly in young countries). Agnosticism, the belief that the truth of the divine issues is not known by the mortal is a common choice for those who are not interested in divine truth and who are content to make their own way in the universe (especially, a controversial, individualistic political ideal that people are suited to governing themselves, and that the power to rule should be given freely by the general population, rather than asserted as a divine mandate automatically afforded to kings and queens. All people must earn a voice in a government that joins on their behalf and serves their defence and public policy interests. Until now, it has practiced on a large scale only in Antoran and Galta. Although it blossomed as a path to peace and prosperity in Nuran, it unfortunately produced only bloody crowd rule in Galta. Proponents of common rule are widely characterized as either virtuous champions of the common people or trouble-making busybodies convinced that they know better than thousands of years of tradition. It is true that proponents of the general rule rarely have great respect for what is old simply because it has managed to go unchallenged for so long, but how open they are to making their own ideals questioned varies. The most ardent fighters for general rule tend to be idealistic fighters who come from a common background or philosophical types such as wizards as well as clerics Kayden Kailen. (For more information, see page 43 of the Domestic Maritime World Guide). Demigods' demigods include a wide range of god-like creatures. Although rarely as powerful as ordinary deities, they nonetheless still manage to attract believers with their most specialized portfolios. Followers of demigods are as diverse as their countless patrons, but these devotees often have a few similarities. They tend to be desperate in some way, either hungry for power they can't get on their own, desperate to free themselves from the terrible burden, or need a spiritual connection no typical god seems able to provide. These people usually act alone or as part of a small and secretive cult, since worship of most of these creatures is often seen as strange, if not suspicious. Most extraneous demigods offer unusual abilities or rewards in exchange for a price in accordance with their nature and interests. Through their small cults may have their own ecclesiastical traditions, most foreign demigods worship shamanic or individualistic, since these demigods usually require at least a little esoteric knowledge to tap into their powers, and outsiders usually enter into surprisingly personal relationships with their cultists. Fans of demigods tend to inhabit the circuits of society, ignored or untouched by the wider culture of the Inland Sea region. The main exceptions are the archdevils, each of whom maintains its own church organization under the auspices of Chelax. Groups of demigods widely revered on Golarion (as well as sources of additional information) in themselves. Archdevils (powerful devils and rulers of hell: see the Path of campaign Installation: Princes of Darkness, The Book of the Damned). Demon Lords (competing rulers of the abyss: see Pathfinder campaign Installation: Lord lord Book of Cursed Senior (Mysterious Fairies of The First World Persons: See Inner Sea World Guide) Elementary Lords (Hosts of Elementary Planes: See Guide to the Inner Sea World) Empyrean Lords (Angels, Azatas and Agatones Who Reached Divinity; #46 See Pathfinder Campaign Installation: Chronicle of the Righteous) The Great Old (Unknown Creatures of Madness) Death, Sea and War; rulers of Abaddon's Demons: see Pathfinder Campaign Installation: The Horseman of the Apocalypse, The Book of the Damned) Psychompomp Users (vigilant, impassive stewards of dead souls; see Pathfinder Campaign Settings: Inner Sea Bestiary). See Pathfinder RPG Bestiary 3 for information on additional demigods, including Asura Ransa, kytoon demagogues, their daimeo, and rakshasa immortals. Tamashigo (from Faith in Balance) Tamashigo teaches that all or almost all things and qualities have spirits, comforting and protecting them, such as powerful cami. Respect for these spirits smooths the path of fate, while disregard for them attracts their anger in unpredictable ways. Perfumes can be appeased by offerings and construction shines in the house and on the forties of great natural beauty. Tamashigo's teachings imply that there is no such thing as good or bad luck, and that all events are the wills of some kind of being or bad luck, and that all events are the will of a given being to whom a respectful person can struggle, and whom a intelligent person can outsmart. Those who support these beliefs often respond to this knowledge with greater serenity, are satisfied that their awareness and respect will allow them to curry favor with benevolent spirits and distract the anger of the more dangerous. Tamashigo is popular with oracles and witches who feel they have an idea of the spirit world, and rangers who have appreciated the spirits by taking on some of the responsibility for the safety of the wilds where they worship. Achaek (from the faith of corruption)Achaek is a God god and exists solely for killing for the gods. Created by deities to destroy those who will seek to steal their divinity, Bogomolov is a mortal hunter, striking his targets unmistakably regardless of their strength. Its alignment is a legitimate evil; his domains Death, Evil, Law, Deception and War; and its favorite weapon is the lumber saber. If you worship Achaek, chances are you are a member of the Red Mantis, the killers who imitate their mantis perfect form. You do not strike at the legitimate monarchs who sat at the will of the gods, but hunt and killed everyone else for a fee, including those who captured the throne through duplicity or coup. Your god does not seek your worship, but he does not punish you for your arrogance in worshipping him. You consider murder a supreme sacred rite, and the more complexity in your contract, the more this is when you finally succeed. If you are not from Red Mantis, you must prove your devotion to Achaek even though your daring kills. The killers of the Red Mantis are devotees of Achakek, assina of the Gods. Created to emulate his style and poise, the Red Godmost is the only organized religion dedicated to God by God. Its members model themselves both on his tactics and on his persona, using a mantis mask to strike fear in the hearts of his enemies. Hidden on the island of Mediogali, the Red Mantis can strike anywhere in the world, provided that the price is right and the target is not a legitimate monarch. Murderers have no higher purpose or strategic purpose other than the sacred act of murder - they do not interfere in the affairs of nations for their own sake and do not play politics to gain favor. They strike for free only when their employer tries to trick them or an outside force tries to destroy them. Otherwise, they exist just like their god: as terrible tools are waiting to be used by the appropriate employer. Dahak (from Faith of Corruption)The child of Aspus Weibringer, Dahak is called Infinite Destruction, for it was he who named the first gods of the dragon, and then broke them into smaller creatures, ancestors of modern dragons. Thus, he is responsible for the split between the dragons of good and the dragons of evil. He is said to have been the creator of metal dragons, inventing them solely so that he could shed their blood in a brutal hunt. His alignment is chaotic Evil; his domains Chaos, Destruction, Evil, Scalykind, and Trickery; and his favorite weapon is either a creature bite or a whip. There are several organized sects focused on Dahak, in large part because it is a belief in mostly dragons and serpentfolk, with several humanoid believers. Dahak believes that the best victim is a metal dragon, staked on a plateau, and its insides spilled over the mountain to cool down under indifferent stars. You can identify other members of your sect by the symbol of a fiery shooting star, which is often worn somewhere on the body. In most civilized countries, few people know or recognize this symbol, and so you can often wear it openly and plot destruction without fear of being discovered. Elementary lords (from the faith of corruption) were born from the hearts of their planes, these creatures are the embodiment of raw and natural power. They are simple and require complete hekiness, and when you revere the Elementary Lords, you do so out of crazy respect for their domain. Their alignments are a neutral evil, and their domains are their element and destruction. Ayrzul is a force and its favorite weapon is Morningstar. Hshurha domain air the weather, and its favored weapon longbow. Kelizandri is from the water travel area, and her favored trident weapon. Imeri from the Fire Area and its favored weapon is a long word. You keep one item as the strongest and thus the way that the Lord is above all others. You may be a druid or a ranger who has slipped into madness, or you may be a caster dedicated to pure study of your element of choice. You are not part of theological debate; for you, physical is all that matters. You celebrate the worship of your master in a place that echoes his power (volcano, sea cave, and so on), and offer living sacrifices in honor of your master's strength. Four riders (out of faith corruption) In the depths of Abaddon, the devastated and twisted landscape falls under the jurisdiction of the four horsemen, the personification of the sea, war, hunger and death. Currently, four Apollyon riders (Plague) with domains of air, darkness, destruction and evil; Charon (Death) with the areas of Death, Evil, Knowledge and Water; Szuriel (War) with the domains of Evil, Fire, Power and War; and Trelmarixian (Hunger) with the domains of Earth, Evil, Madness and Weather. The alignment of each rider is a neutral evil. Those who make sacrifices to one of the Four Riders, either afraid of the apocalypse that the riders promise to bring, seek to provoke a mass catastrophe themselves, or are members of crazy hateful and nihilistic cults of monsters. If you are a man and you really follow one of the four riders, then you worship total oblivion. You follow the rider whose form of destruction most coincides with your own imagination of the apocalypse. Glaundar is the king of Gossamer, accidentally liberated from his cocoon in the ethereal plane Desco, and now he is hunted by the same goddess. This god of disease appears as a giant mosquito, and is said to feed on the blood and souls of the heart, exchanging the power of a living mortal for disease, oppression and thoughtless hunger. His alignment is a chaotic evil; its domains are Air, Animal, Chaos, Destruction and Evil; and his favorite weapon is the spear. Your coreligionists often carry the capture of other denominations, seeking to worm your way into the grace of villages and villages in order to infect these places with their latest disease. They don't necessarily want to kill their targets, just infect them, get sick and take them to Goander, who can remove the worst and most painful of their symptoms. You can recognize your mates for their painful pallor, pest-infested clothes and home, and persistent cough. In particular, you are looking for ancient jungle temples, miasmatic swamps, frozen carcasses in the snow, and wherever you are, you will be able to discover a new disease from which there is no cure. You can spread the word of your god as you spread evidence of his power. Great Old and Outer Gods (from Faith of Corruption) You know that this world is a fragment of a larger, dark cosmos, a speck in the massive blackness between the stars known as the Dark Tapestry. You know that your life is small and insignificant, and mortals are misleading themselves with stories of fame and heroes. Once Upon a Time, The Stars alignment and bright and barren reality will shine into the world, revealing its true, harsh nature. On this day there will be madness, and the Great Old will again move on and join the Outer Gods to turn their terrible end of what is the last day of destruction. The following number among those Great Old and Outer Gods most widely worshipped on Golarion, although others worship in remote corners of the world. Daemon Sultan Azathoth is a gibbering mass in the center of the universe, and a creature of raw power and uncontrollable destruction. When you worship this Outer God, you take the chance that each of your callings will lead to a surge of destructive power, but your arrogance is often such that you believe that you (of all those who have ever called for it) can control it. Its alignment is chaotically neutral; its domains see Chaos, Destruction, Madness, Sun and Void; and his favorite weapon is Warhammer. The worship of the Great Old Boy comes from dreamers infected with its caviar. You are a rural type, perhaps originally a fan of Erastil, but your eyes were open and now you see the truth. You are closer to your mouth and secretive, and in the dark nights you snatch travelers to the prey, or carry his dark seed to sprout in a new place. Its alignment is chaotically neutral; its domains Chaos, Destruction, Water and Weather; and his favorite weapon is the runner. If you worship Cthulhu, you are half or completely mad, and have been touched by the vast moustaches of this Great Old. Your dreams tremble from the wavy, pulsating waves of massive proportion. You hide your worship in barely trodden places, slowly infecting others with your visions of the Dreamer in the Deep, rising from his sunken city. He is the messenger of the Outer Gods, the soul-eater who makes the pure world for their return. His alignment is a chaotic evil; his domains Chaos, Evil, Madness, and Void; and his favorite weapon is the dagger. If you dedicate yourself to the king in yellow, Hatur, your faith is insidious. You plant spells and in subtle ways direct your victims to imagine a yellow sign, after which their souls are doomed. You create congregations dedicated to helping Hatur manifest his avatar by posing his essence in the victim you choose, and then unleashing it on the world to gather mortals for his eldritch purposes. His alignment is a chaotic evil; his domains Chaos, Evil, Run and Void; his favorite weapon is the rapier. Mhar, World Thunder, a great old one of pure elementary destruction. If you worship him, you are going near volcanic vents and seismically active faults, hoping geological events with spells, devices and live sacrifice. One day, you are sure you can make the proper hole open and watch your great god emerge from the void where its essence still hangs. You compete with the believers of Rovagug for the prime space here, because although you both seek destruction, you believe that the followers of the beast are mine and rude. Mhar alignment is chaotically neutral; its domains are Chaos, Destruction, Earth and Fire; and his favorite weapon is the heavy choice. Creeping Chaos, Nyralathrothep, takes a different form, each offering its own domains, but its alignment is chaotic evil and its core areas of Chaos, Evil, Knowledge and Magic. It most often takes the form of either a batlike person known as the Haunter of Darkness (whose additional domain is Trickery and favored weapon quarterstaff). If you worship Nyarlathrothep, you believe that he is the Outer God who binds together the worship of the Great Old, and you follow him as someone who opens the door to the indifferent light of the stars. You work with the killers of poisoners, and demagogues, to lead to the death of kings and reformers, turning the world to chaos, as Lamashue, Shub-Niggurath is believed to be responsible for introducing frightening species into the world, but unlike the queen of demons, the children of the Outer God are more anomalous to receive. Your rites sacrifice aberration, offering children and infirm tentacles and oozing horrors that shouldn't be. You have a wicked fascination that slips, sings and oozes, and you believe that one day, if you mate with such a beast, you will achieve unity with your master. The alignment of Shub-Niggurath is a chaotic evil; its animal domains, chaos, evil, plant, and emptiness; and her favorite weapon is the dagger. Brought to Golaarion as a result of Starstone, the Great Old Xhamen-Dor infects and destroys those who come across his fungoid slaves. If you have been infected with stray seeds or you want to save yourself as a follower of your main mission in life is to ensure that you help Inmost Spot in spreading yourself away, so that it becomes like globe-covering exploration and can return to the stars. Its alignment is a neutral evil; its domains are Death, Evil, Plant, and Deception; and his favorite weapon is the spear. Lurker on the doorstep, Yog-Sothoth, is really a great power. You believe that it may be the Dark Tapestry itself, that her favor will give your almost godlike power, and that her growing invasion of your world is a sign that he is at least moving away from his stupor to take an active interest in Golarion. You work to create abominations whether through a spell or prayer, and infect pregnant women with poison and disease so they give birth to monsters. When they make these creatures, you snatch them and use them to even more terrifying lives that will open the door to their father, the famous Outward God The key and the gate. Yog-Sothoth alignment is chaotically neutral; his domains Chaos, Darkness, Knowledge, Travel, and Void and his favorite weapon is the dagger. Gyronna (from the faith of corruption) The Wicked Witch is a matriarchal deity, primarily popular in river kingdoms. She is the goddess of bad luck; Contracts in the River Kingdom often include the Girona clause allowing one party to exit the deal in the event of an unforeseen disaster, albeit at the cost of its wealth, for no one wants to be associated with someone who openly admits that he was talented because of Girona's bad luck. Its alignment is a chaotic evil; its domains Chaos, Destruction, Evil and Madness; and her favorite weapon is the dagger. If you follow gyronna, you are a woman. She does not allow men to believe in her faith, and strikes the blind and powerless those she sees in trying to calm her down. You spread distrust around you, working as a gossip and slanderer, careful not to be noticed ruining the life you touch. You are conceited and aggrandizing, and although you may seem alluring at first, your compatriots will soon discover that your heart is rotten. You don't build temples; instead you create small shrines of piled rocks, each with a cat-eye stone placed on it. Lissala (from the faith of corruption)One of the ancient goddesses of the long-lost Tusilan Empire, Lissala was a deity of duty and obedience. She taught her followers heu-magic and demonstrated the work of fate. As the empire disintegrated, as did her worship, and the goddess herself. Its alignment is a legitimate evil; her domains evil, Knowledge, Law, Nobility and 4; and its favored weapon whip. As a fan of Lisala, you revere the ancient ways. What has been conveyed to the modern world is the corruption of Tasilonic worship, and while you can get echoes of its first nature, you fully believe in flagellation- whether it is about yourself or others that purifies your flesh and burns knowledge in your mind. You and your comrades carry run and pointing to your devotion. Idersius (from the Faith of Corruption)The decapitated deity of the lost snake and the ancient enemy of Azlanti, the severed God retains some of his power, and his Offi believers remain a threat to any person (evil or not) who crosses their path. His alignment is a chaotic evil; his animal domains, chaos, evil, nobility, and Scalykind; and his favorite weapon is the dagger. As a believer, you are a poisoner and a murderer, revering snakes and those with serpentine pedigree. You are going to fallen places that were once holy to your master and that crawl with poisonous snakes. As a sign of his favor, you treat them and demand kinship with them, and if your god disapproves of you, you surely know. Sif (from the Faith of Corruption) is said to have been die an accidental, senseless death and challenge Farasma's decision. Its alignment is a neutral evil; his domains Death, Destruction, Evil, Plant, and War; and his favorite weapon is the heavy choice. When you worship Sifus, you revere the idea that random chance governs your life, not a master plan. You believe that those who seek answers from the gods deceive themselves. You are bitter and cynical, and you want others to understand that their faith is misplaced. You pray to Sifus, because he also works against the gods. You dedicate yourself to chasing accidents, learning to establish long chains of probabilities that lead to senseless death or notify. You are pursuing cemeteries that have been forgotten or consecrated. You can wear a holy symbol made of the bones of a small animal tucked under your shirt where it can abrad your chest and remind you that death can hit you at any time. Where some might take the opportunity to live more fully, you see the inevitable end of life as just over one step in a long and tired road. Road.

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