

V1.1 by Songless

Nestled between Rostland and Brevoy to the North, Mivon to the South, and the chaotic River Kingdoms to the Southwest, there lies a region of largely untamed wilderness that more than one nation considers rightfully theirs - but that none to date have been able to gain control over for long. But though realms beyond count have sprung up and faded to nothing for centuries in the region now known as the 'Stolen Lands', such things are about to change…

Brevoy, conquered from the two highly different nations of Rostland and Issia, stands at the brink of civil war. Both Rostland and the Swordlords, as well as Issia's Surtovan rulers, seek to use a newly-settled Stolen Lands as a way to prevent the coming conflict… or at least to gain an edge if war does erupt in the near future. Now, several expeditions are being organized, groups of ambitious adventurers hired by Brevoy - in particular the Swordlord Jamandi Aldori - with the goal to bring order to the Stolen Lands and form several new baronies in the area.

You begin your time here in the city of Restov, on the day when those having answered the call for adventurers first meet with Jamandi Aldori. Whether you choose to participate in the adventure or not, the region's instability means that opportunities will be plentiful for one with the skills and ambition to make a name for themselves. If you *do* decide to join the expedition - or even lead it - you'll find that the menace of the Stag Lord, the bandit king currently terrorizing the center regions of the Stolen Lands, is but the first chapter in a long story…

After all, there is a *reason* that none have been able to claim the Stolen Lands before now. For in this region, the First World, realm of the Fey, lies unusually close to the physical realm… and more than a few Fey have made this place a point of interest. Curses linger in the misty valleys and forests that dot the area, and behind it all, a sinister presence pulls the strings of countless puppets… and is, themselves, manipulated in turn.

Will you tame this land, and claim rulership over a realm of your own no matter what challenges you face? Or perhaps you'll simply explore, leaving the story of the Stolen Lands for others to write, seeking your fame and fortune elsewhere on Golarion?
Good luck, whatever your destiny may hold.

You have **1000CP** to get started.

Background And Alignment

First, you may choose to be any of the common races seen in Golarion. You could be a Human like most people in the Stolen Lands or the surrounding regions, or perhaps you'll be an Elf, Gnome, or a member of the various other civilized races. You may choose your gender freely, and may pick your age from any suitable for a young adult of your chosen race.
The only fact that matters is that you've gained the chance to take your place in the first expedition into the Stolen Lands, which is currently being organized in Restov by the Aldori Swordlords. Any further details of your Background, if you choose to have one, are largely unimportant. As such, you may choose to arrive in this world as a Drop-In or the more standard 'reincarnation' style background, regardless of which other choices you make.

Beyond your race and your (lack of) history, perhaps *the* most important aspect that will define your time during your stay here is your *Alignment*. There are nine recognized alignments in Golarion, arranged from three choices each along the law axis and the virtue axis. You must choose a value for both of these:

You must choose to be **Good**, **Evil**, or remain **Neutral** on the axis of virtue versus wickedness. Likewise, you must be either **Lawful**, **Chaotic**, or **Neutral** on the axis of order versus chaos.

This alignment will define your history and background if you choose to have one, and will have minor influences on your decision making and preferences during your stay here in a similar manner as ordinary Backgrounds do in most other jumps.

Each of the four 'corner' alignments have their own Perk trees and other such purchases, while staying Neutral on the virtue axis, law axis, or both does not grant you specific discounts. Instead, should you choose to remain Neutral in one or both ways, you must *distribute* your discounts equally. For example, a Lawful Good character would receive discounts on the four Lawful Good-related Perks. A *Neutral* Good individual would likewise have four discounted Perks, but they must select two Perks to discount each from the *Lawful* Good and *Chaotic* Good alignments, regardless of whether they purchase any of these options or not. These discounts may not be applied to multiple Perks of the same price tier: you could discount the 100CP and 400CP Perks from one Alignment and the 200CP and 600CP Perks from the other, but you could not, for example, discount the 400CP Perks suited to both Lawful Good *and* Chaotic Good. A 'True Neutral' character would apply the same principle to all four corner alignments - they can only discount one purchase from each 'corner' alignment, again with no overlap between price tiers.
The same rule applies to discounts in each of the other sections of this document, such as Items or Kingdom upgrades; discounts in one section have no influence on discounts in later sections.

Perks

Lawful Good:

- Knightly (100CP, free for Lawful Good)

You hold yourself to a higher standard, and it would not do for your dedication to waver in the face of opposition. You gain a high degree of physical and mental discipline, and you'll find that you not only inspire others around you to act with courage, but that you yourself will never be overwhelmed by fear. This does not mean you do not experience fear - rather, such emotions will never cloud your judgement, cause your hands to shake, or otherwise leave you with such deleterious effects.

- Letter And Spirit (200CP, discounted for Lawful Good)

To obey a code of conduct, be it from following a personal ethos or fulfilling your duty to your liege, means not just to obey, but to *understand*. You possess a keen insight into what laws and rules might say, as well as what they *intend* - and especially the differences between the two. This makes it noticeably easier for you to interpret (criminal) disputes and legalities, as well as giving you the insight necessary to know when you should hold yourself to the law, or use any loopholes you've found to do what's *right* instead.

- Exemplar (400CP, discounted for Lawful Good)

Yours is a name spoken of in awe (or at least it may be, in the future), but unlike so many others your status doesn't become some unattainable virtue beyond the ken of mortals. Indeed, the more people learn of you, the more they might seem to emulate you in word and deed. This effect is fairly mild unless you put direct effort into it with speeches, instruction, and so on. If you're martially inclined you could likely start an order of Paladins with little difficulty, for example, though there's plenty of other ways to inspire people around you to act with dignity. But perhaps more amazingly, this inspiration becomes far more potent when you champion a cause greater than yourself, and any such causes you support will become far more popular and successful as people flock to your banner.

- Deference And Discipline (600CP, discounted for Lawful Good)

To rule is to stand highest among all of your subjects, but a good ruler knows they must rely on others - even the most brilliant and cunning leader would go mad trying to control every little detail of governance. But with capable subordinates, you don't *need* to. Your followers and subjects are highly capable of anticipating your commands and overall goals for the realm, ensuring they can do their jobs with barely any need to contact you for clarification - and despite their independence, everything will still go much like it would have if you were present to give direction. You could have been away from your capital for a month, adventuring in the wilderness with no means of contact, and upon your return you'd find that any crises or other

events were handled by your supporters much as you would have instructed them to had you been present all along.

Chaotic Good:

- Barbed Tongue (100CP, free for Chaotic Good)

You're likely to come across more than your fair share of detractors during your time here - and plenty of them will insult or taunt you for no other reason than that they think they can get away with it because they're simply *better* than you. We're talking about Pitax here, for example. You can give as good as you take though, keeping your composure while at the same time getting ready for a *withering* response that'll highlight every bit of hypocrisy, deception, and other shamefulness in their attacks on you. This power works best when used to strike back against someone insulting you, but nothing's stopping you from making the first strike, so to speak.

- Larger Than Life (200CP, discounted for Chaotic Good)

Fame is like a brilliant crown - it's marvelous, it's glorious, and it draws attention to you with all the subtlety and class of a Tiger Lords barbarian. Of course, that doesn't mean fame (or infamy, for that matter) aren't useful, but sometimes you just want to vanish into the crowd. Now, it seems that your deeds and history are no less likely to spread… but at the same time, people won't actually connect it to you unless you *want* them to. You could be in a tavern where half the patrons are singing your praises, yet no-one would actually recognize you if you don't want to be bothered. After all, everyone knows the King or Queen is a powerful adventurer, so *of course* they're seven feet tall, shoot Scorching Rays from their eyes, and have a gigantic half-dragon wolf-beast for an animal companion. That quiet, scholarly type with his trained wolf is surely just some traveler with a passing resemblance.
Of course, this cloak of anonymity doesn't prevent you from proclaiming your true identity, nor will it prevent people from recognizing you if you need to make a grand entrance or sudden reveal of your 'true self'. Likewise, others will find it remarkably difficult to imitate you or otherwise take advantage of your reputation - after all, *they* can't match the stories like you can.

- Second Chances (400CP, discounted for Chaotic Good)

To do right sometimes means going against the law, especially if the law is unjust. But sometimes, even when the law is right and those who stand before it deserve all the punishments called for and more… sometimes, there is still a different way. Redemption rarely comes easily, especially to those who never thought to even *consider* the possibility they could be offered forgiveness. But every once in a while, it's possible to return even the most broken, violent, or guilty to a life of virtue - and you excel at finding these miraculous impossibilities and giving them a chance to become real. Whether it's stubbornly refusing to accept another's insistence they are beyond saving or simply inspiring others to try and change, you'll find that so long as you put in the time and effort, you can find a surprisingly large number of new friends and allies even among those who once sought to end your life - or even all the lives in the Stolen lands - not long ago.

- Lordless (600CP, discounted for Chaotic Good)

Countries and organizations need rules to keep things running smoothly, while people need the freedom to make their own choices. It's a dilemma that doesn't seem to have a solution, and while one such as yourself would likely choose *people* over *abstractions* like 'the law', there is only so much you can do while relying on people's innate drives rather than external enforcement. Until now.

With this Perk, you'll find that you can easily reduce or even eliminate a wide variety of rules, regulations and restrictions that might apply to your followers, all without causing any negative consequences and often even improving overall cohesion and effectiveness. Anti-corruption laws are redundant for a people who would see the offer of a bribe as a vicious insult, and there's no need to enforce a military draft when every citizen in your country learns swordplay as a child already. Indeed, under your guidance, there might simply be no *need* to ban magical research into demonic conjurations and necromantic practices - the clerics and mages under your rule will understand the risks, and know just how far they can push their studies into how to protect the innocent without falling victim to the temptations of 'just one small bargain'.

You'll still need to provide some overall direction, of course, but other than that, you can rest assured that the greater freedom of those under your rule will merely be a boon to creativity, flexibility and motivation, without causing sudden excesses or risk-taking thanks to a lack of oversight.

Lawful Evil:

- Ruthless, Not Psychotic (100CP, free for Lawful Evil)

Ambition is the mark of a great man… but so many people believe that just because you desire something, you should get it the very moment you can. From overly greedy merchant princes to common bandits, few have the insight to recognize that what might benefit one today will cause problems tomorrow. Yet for you, you know such things are folly, and that good things come to those with not only the drive to surpass, but the patience and discipline to do so without risking it all. You can easily identify the flaws and underlying issues with philosophies of those who might be of use to you, especially those who might otherwise be too… *harmful* to the rest of society. And with such understanding comes the first step to putting such fools to proper use - even psychotic killers can be made useful with the right instruction, and with time, even the most hardened bandit might come to recognize how your way is both easier and more profitable than simply robbing people on the road.

- Beloved Tyrant (200CP, discounted for Lawful Evil)

Yours is the power to rule, acquired through the right of blood or the might of your personal abilities - and *none* will take it from you. You are the undisputed master of your lands, and any who would seek to take it… well, they will regret their folly, for the more terrifying you become to your enemies, so too will you become more respected and even beloved by your servants. They know that no matter how ruthless you may be to protect what is yours, this also means that you will do whatever it takes to protect *them* from whoever seeks to take it from you. You are no

weak or ineffectual lord, and every invader's head you put on a spike outside your cities will leave your people cheering your glory just a bit louder.

- Black-Hearted (400CP, discounted for Lawful Evil)

The 'stick and carrot' have been a staple of manipulating people to do what you want them to do, but they're simply too… limited, for your tastes. To *really* get your hooks into another person, you need something more personal than mere threats and rewards. You need a *connection*. You are a master of getting through to people, gifted at the slow process of turning them over to your side through methods too subtle and subconscious for most to recognize. Turning a spy against their former masters, redirecting a man's hate onto a more suitable target… you can twist people, and you can do so far further than most might imagine if you have the drive and patience to make it happen. As a side effect, your knowledge on how to 'corrupt' others, be it in terms of philosophy, loyalties or otherwise, has given you a keen eye for recognizing it elsewhere. You'd be one hell of an expert on 'safely' handling interactions with demons, devils, and other such forces of corruption, and since knowing what's happening is the first step to taking control of the process… well, if someone's already a puppet dancing to another's strings, you might be able to use those strings and take the reins yourself with a bit of clever thinking.

- Blightlord (600CP, discounted for Lawful Evil)

The Stolen Lands are rife with curses both great and small, ranging from effects as minor as an enforced speech impediment to the country-shattering afflictions woven by Vordakai, Nyrissa and even the Lantern King himself. And you… well, you've either learned from the best, or you're just a natural. You are a master of curse-crafting, capable of effortlessly coming up with deleterious spells or enchantments to wield against your foes, and with sufficient time and resources you could match the most terrifying feats of cursing and damnation seen during the story of the Stolen Lands. But beyond that, your skill at developing and applying such curses has given you a keen insight into the myriad ways they can work - including methods for breaking or subverting the blights that others might try and use against you. Even if you won't instantly recognize the exact effects or underlying principles of a curse, you'll find that researching such effects is child's play to you… and there is a delicious irony in breaking those who would use such crafts against you with their *own* festering creations.

Chaotic Evil:

- Easy Marks (100CP, free for Chaotic Evil)

Gold? Gems? Magical treasures both great and small? There's a lot to gain from shanking the right enemies, but there's no greater disappointment than slitting a noble's throat only to find his pockets empty of everything but lint. Lesser men might curse at the lack of reward, but you… oh, you know better. You've got an immense talent for gauging how much loot prospective targets are carrying, as well as where they might have hidden it. So while all the other assholes in your crew fight over who gets that noble's stuff, you've already started rifling through their *bodyguard's* pack - after all, you're *pretty* sure that nobles rarely barter in person and it would be the guard captain carrying all the money...

- Killer Instincts (200CP, discounted for Chaotic Evil)

The world might be filled with countless fools ready to be parted from their gold and trinkets… the hard part is recognizing who's worth tangling with and who's got enough power to flatten your entire group with a wave of their hand. You've got a sixth sense for estimating how powerful or dangerous others are, and whether you've got good odds (or not) of beating them if it came to a fight. It's not even anything related to your actual perception or deduction skills - sometimes you'll simply get a bad feeling about certain people, like how that 'Horned Huntsman' fella feels *considerably* more dangerous than he should be…

- Bandit King (400CP, discounted for Chaotic Evil)

The strong rule, the weak are ruled - that's the way of life, and life is good. But sometimes, people think *they* should be the ones to take charge, instead of you… and no-one likes a back-stabbing traitor unless they're stabbing and betraying the ones *you* want them to screw over. But none of your subordinates dares raise their weapons against you, oh no. You're untouchable. Be it because you're just that powerful, because they're too terrified of going against you, or because you've made a spectacular example of the last fool who tried, you'll never again have to worry about those under your authority directly opposing you. Indirectly's still on the table, of course - you can't expect to run a crew like yours without at least *some* scheming and trickery going on - but you're not going to wake up with a knife in your chest.

- Slaughter's Edge (600CP, discounted for Chaotic Evil)

Sometimes the most straight-forward solutions really are the best. Farmers refusing to give you your dues for eliminating the bandits harassing them? Kill them and give their farms and properties to more respectful serfs. Someone stealing from the treasury? Start breaking fingers until people begin talking, then put them to the sword to drive the point home. Your people feeling down and miserable? Declare war on someone and give your people a way to vent their frustrations *and* get you even more spoils of war.

With this Perk, you'll find that you can solve just about any challenge you face with violence or murder, and while doing so things will end up working out far better than they should. Normally you'd think that executing a (formerly) trusted advisor for failing you would just make your overall organization weaker. Now? Now it just means that all the others under your command become that bit more motivated to do well - more than making up for losing one of their peers.

Undiscounted

- Class And Kit (Free)

To be a Pathfinder is to have *potential*, and you're no different. You don't have much of a choice, really - the challenges and opportunities you'll face are unsuited to lesser men and women. You gain a single level for any (starting) Class available in the Pathfinder:Kingmaker game, and are ensured the ability to further hone these skills through practice, overcoming challenges, or whatever other methods you use to better yourself. You can choose the approximate details for

this initial level, such as being specifically a *Sylvan bloodline* Sorcerer - though you cannot change these choices after you've made them.

- Attributes (50CP, first purchase free)

Like any other adventurer, the life of a Pathfinder has certain requirements for one to thrive in this line of work. There is no room for the slow, the dull, the weak - except perhaps as a corpse to be found for the more competent group who comes after. Consequently, you will, pretty much by necessity, excel in at least one particular physical or mental ability - strength, dexterity, constitution, intelligence, wisdom or charisma. With each purchase, you guarantee yourself peak human (or peak elven, halfling, or whichever of Golarion's races you might be) ability in one attribute, which will become a sizable boost to this attribute if you are already capable of reaching such heights (or beyond) without this Perk. This improvement is roughly equivalent to those gained by wearing some of the most potent magical items, and stacks with any other such boons you might possess.
The first, free, purchase of this perk always applies to one of the ability scores that is most important for your chosen profession and Class, such as Dexterity for a Rogue or Intelligence for an Alchemist. Repeat purchases may be applied to any attribute not yet improved.

- Skillful (50CP per purchase)

There's more to adventuring than stabbing bandits and casting Fireballs - there's a wide range of skills that one might find useful in a Pathfinder's career, from diplomacy to picking locks and arcane lore to good, old-fashioned athleticism. You're particularly gifted at one such skill, gaining a minor but noticeable boost to all such efforts. As your abilities as a Pathfinder grow, you'll find that this boon to your chosen skill likewise improves, becoming more pronounced to the point you'll rapidly become a true master in your field - and more.
Each purchase of this ability applies to a new skill, but you may apply this boon to any skills you feel are appropriate for this setting - not just those seen in the game itself. Perhaps you'd like to take up blacksmithing, or become a master of disguises?

- Accomplished (50CP per purchase)

Most Pathfinders pick up a variety of skills and talents, but often have one or two tricks that stand out among their peers. Specialized weapon maneuvers, ways to enhance their spells, or simply being unusually knowledgeable about certain topics all come to mind. With this purchase you likewise gain such a talent, allowing you to gain the effects of any one 'Feat' available to characters seen in Pathfinder:Kingmaker, including Feats normally gained only by certain races or by achieving a certain degree of mastery over specific classes, such as a Monk's 'Purity Of Body'. You do not need to meet the prerequisites (if any) for this Feat, though some choices may be of little or no use depending on what other skills you learn here.

- A Beat In Every Heart (100CP)

It's a rough life on the road, and even as a ruler you'll likely have to get your hands dirty on numerous occasions. But it all becomes a lot more bearable with the right company. Opportunities for love and romance are more common than one might think, and you're

guaranteed to not only come across more than your fair share of potential matches, but you'll also be able to recognize who's interested… and who might become so with some time and effort on your part. You might even find that it's not just Octavia and Regongar who are willing to share you!

- Collector (100CP)

Countless ruins and mementos of the past can be found in the Stolen Lands, glimpses into a past long forgotten by most alive today. But just because they are forgotten does not mean they are not worthwhile…
You are blessed with a very particular kind of luck, in that you'll often find useful trinkets and collector's items from ancient times. Further, you'll almost always be able to find someone that could do something interesting with them - or at the very least pay you for whatever you dug up. Sometimes, you'll even find pieces of larger artifacts, and while each individually is not particularly useful, finding them all might yield some spectacularly powerful magical items if they are re-assembled… a feat that you yourself are now usually capable of as well, with at most some minor assistance from a local expert.

- Jumper's Knowledge (100CP)

It's a harsh world out there, and the monsters of the wild can push any Pathfinder to their limits… to say nothing of the mad, illogical fey-beasts that occasionally cross over from the First World. Realizing a Troll can only be killed by fire or acid is one thing, but knowing when to use Cold Iron, Adamantine, or knowing what to expect when you face a beast you've never heard of, let alone *seen* before is something even experienced adventurers can struggle with. Fortunately for you, you have a sixth sense for determining any opponent's strengths and weaknesses, enough to ensure that so long as you're in the same rough ballpark in terms of power, you won't be caught entirely off guard no matter what you might encounter. More obscure and exotic enemies will need more effort to get anything worthwhile, but you'll find that as you become more experienced, you'll need less and less to identify your enemy's abilities or weaknesses. Note that this doesn't by itself give you the means to take advantage of this information - realizing that a Crag Linnorn can't normally be killed without the use of Cold Iron won't help much if it's tearing a way through your allies because you forgot your only Cold Iron weapons back at the capital. Like with many other aspects of adventure, preparation is key.

- Paper-bound Fate (100CP)

Being a Pathfinder means, in many ways, dedicating oneself to the unknown. Exploring the wilds, facing challenges others can hardly imagine… and learning from the obstacles you've overcome in whatever way you can. But this also means that sometimes the knowledge you need is hard to find - and a 'jack of all trades' rarely thrives in this kind of environment, but how would you learn to pick locks more effectively when you do nothing but fight trolls in the wilderness?
With this Perk, you are granted perfect control over your Pathfinder abilities, allowing you to *choose* what to learn from whatever you face… even if that kind of insight makes little sense in practice. In essence, you may now choose your skills, feats, class levels, and all other such

choices you'd normally make as a 'player' controlling a Pathfinder character, learning through abstract application of your gathered experience and power rather than as a direct result of using your skills. You could take a level in Wizard without ever having read, let alone studied, any magical tomes, or improve your knowledge regarding wilderness survival and collecting animal trophies by signing an important diplomatic agreement in a bastion of civilization. As a free bonus, you also gain an instinctive ability to determine possible routes of advancement, including any restrictions or limitations you have yet to meet. For example, you can likely advance as a Fighter at any given time, but becoming an Arcane Trickster means having a range of magical talents as well as experience in the more stealthy kind of skills, and you'd know exactly how you'd get there.
This ability only applies to your Pathfinder talents, however - any other abilities and skills you might possess are unaffected.

- Diplomatic (200CP)

It may seem such a simple task - head into the Stolen Lands, eliminate the bandits terrorizing the region, and be rewarded a noble title and rulership over a portion of the land. The reality, unsurprisingly, is far more complex. Rostland rumbles with dissent and calls for open rebellion, the Surtovas that currently rule the nation have their own goals in terms of maintaining peace in the region, and by the time you bear a crown you'll be stuck pretty much right between them… not to mention a whole host of other political traps ready to spring on such a newly minted barony. You're up to the task, however. You have a keen sense of political motivations and agendas, you can predict the overall course of countries' governments to at least *some* extent even with very limited information, and you're the kind of ruler who knows to keep enemy spies close… so at the very least, you won't have to worry about the ones you haven't identified. Certainly, political acumen and diplomatic talents alone aren't enough out there. But a confident negotiator can nonetheless smooth over a lot of problems that might otherwise lead to all-out war and other such, more hands-on, calamities for their rule.

- Esoteric Gardener (200CP)

Having a 'green thumb' is not so unusual - there are countless farmers, herbalists, and other such men and women reliant on their ability to cultivate plants, to speak nothing of what experienced Druids can accomplish. But your gifts take on a rather more… *varied* approach, and your gift doesn't end with mere mundane or common magical plants. Rather, yours is a gift eminently applicable to the nourishing and cultivating of supernatural flora, in particular those with a strong tie to the First World - with all that implies. Plants and other flora will flourish under your hands, and you could grow massive, otherworldly flowers literally luminescent with gathered magical energies as easily as others might plant wheat or potatoes. You know just how to make plants thrive even in hostile environments, and breeding new, often supernaturally augmented, plants is a trivial matter provided you have some time and a bit of fertile soil.
And for those who feel that flowerpots and soil are a poor way to power… think again. A *single* First World flower, in the hands of a true master, can become a threat more insidious and terrifying than an entire army of invaders.

- Heir Of The First World (300CP)

Though you might not be a Dryad or similar kind of Fey, somehow a part of the First World has nonetheless rubbed off on you, giving you a number of abilities similar to those of the various Fey seen in Pathfinder: Kingmaker. You are supernaturally talented when it comes to deception, be it using illusionary magics, bluffing with a silver tongue, feints, disguises, or any other such method. At the same time, your talents at misdirection also make you considerably less vulnerable when facing such things yourself. You can more easily see through lies or illusions, and traversing the disorienting and illogical terrain of the First World is as easy for you as following a straight road. Furthermore, you possess an otherworldly beauty and grace that seems to actively resist being tarnished, even by blade or spell. Much like your honeyed words could be a weapon, now too is your beauty a shield that allows you to dance around traps, reject magical compulsions, or even turn away sword blows or crossbow bolts entirely. Do be careful, though; while one could be forgiven for thinking themselves invulnerable to such weapons, this protection falters entirely when faced with certain exotic materials; most (in)famously, Cold Iron will completely ignore a Fey's inhuman resilience.
Finally, as the Weary Traveler once mused was the truth of all Fey, you've 'made your heart into a gemstone on which the past can leave no mark'. You will no longer need to fear the passing of time, never aging past your prime (unless you allow it for some reason, like a particularly devious prank) and never truly tiring of life or the things that interest you. Yet though time no longer holds sway over you, this does *not* prevent you from learning and changing with experience.

- Stalker (300CP)

Though rarely seen in Golarion, the *Wild Hunt* is a group of Fey dedicated to tracking and eliminating the most powerful and challenging quarries. Sometimes they hunt under orders from a powerful Fey lord, sometimes to hone their skills, for revenge over a slight, or even just for entertainment. Yet though their purpose differs from hunt to hunt, their *talents* are always spectacular. With this Perk, you gain most of the skills held by a member of the Wild Hunt, though without making you their particular Fey race or binding you to the organization.
You are supernaturally talented at tracking a target, to the point that even teleportation or dimensional shifts will not keep you off their trail for long. You can also travel from one dimension to the next with only a little effort, much like how the Wild Hunt can go back and forth between (for example) the First World and Golarion. Your martial talents with either the bow or the glaive are honed to perfection, and you've mastered the art of infusing any weapon you hold with a portion of your power, making whatever you use considerably more lethal in your hands than it would be in anyone else's. You can also manifest energetic crystals to strike foes from afar without needing so much as a gesture to do so, giving you a means to harm those resilient enough to ward off your physical attacks. Finally, you have learned the Wild Hunt's hypnotic gaze, which is potent enough to leave all but the most strong-willed paralyzed or confused with a glance - potentially even causing an entire group of victims to turn on each other in their temporary madness.

- Misaligned (300CP)

One's nature is often supremely important in the world of Golarion - and beyond - but your own unusual nature and the countless lives you've lived, or will live, give you a measure of leeway in such matters. Not only do you remain unaffected by the innate natural biases of your origins or history - such as Tieflings being more prone to evil - you are in full control over how your innate nature appears to the outside world. As such, it's impossible to verify the existence of any supernatural abilities you might possess unless you allow it or you reveal them through use. Furthermore, you may present any single aspect of your innate nature as whatever you wish it to be. A blade that only bows to one whose heart is tainted by wickedness would serve you faithfully even if you were a beacon of virtue and kindness, and a ritual that kills any non-orc who attempts it might be fooled into accepting you as one if you prepare for it.
That said, you can only choose to 'be' one thing at a time (so you cannot make your alignment register as both Lawful Good *and* Chaotic Evil at the same time for any alignment-detecting spells), and it doesn't make any further changes or prevent any direct observation - passing through a ward permitting only elves to pass will not suddenly have the elves on the other side ignore your half-orc tusks, for example, as you would only *register* as an elf, not *become* one.

- Pristine (300CP)

If one says the Stolen Lands are cursed, few would imagine just *how* true that statement is. Focus on uncovering the various curses, maledictions, tainting artifacts and other such dooms that hang upon the lands and those within it, and you could have documented *dozens* of such blights before your time here is over - and that's just the major ones. It's a dangerous place, especially if you don't know what you're getting into… but for all the horror such curses can cause, they are *not* unbreakable. And you, Jumper, you are the bane of their existence. You are completely, utterly immune to curses of any kind, ranging from the common spells of wizards used to drain your physical or mental prowess to the esoteric, immensely powerful workings of the Lantern King himself. But more than that, this immunity can be shared, if only partially, with anything nearby. While this will not break such afflictions outright, it will offer a temporary reprieve from any curse you oppose. This would, for example, let you wield cursed items without experiencing any negative effects, their horrid powers suppressed for as long as you hold them. Likewise, others might live without the effects of a curse upon them while they stay in your presence, though like cursed items the effects will return should they leave you behind.

- Grandest Of Crowns (600CP)

Many can claim to be rulers, and most of those consider themselves great kings and emperors indeed… but few can stand as your equal. Your leadership skills are superb, your talents at statecraft enough to see a backwater become a regional power in a mere handful of years, but perhaps most puzzling of all… you quite literally *are* your kingdom, in some respects. As you dedicate yourself to honour and compassion, so too will your people become more valorous. When your martial prowess increases, your subjects and followers become more skilled with blades and shields. Your genius and arcane might could lead to even the dimmest children having some magical talent.
Your every action reflects in your subordinates, slowly driving them to a more... *idealized* form of your own conduct, seemingly without any outside force being necessary. Even the land seems

to slowly reshape itself according to your nature, until a cautious, merciless and extremely paranoid ruler might become the lord over a craggy, imposing land filled with defensible cliffs and hilltops, treacherous paths that are merely risky for its denizens but outright lethal to any invaders, and gnarled trees that tear at the clothes and carriages of trespassers.

- Unformed (600CP)

The creatures of the First World come in many shapes, sizes and overall levels of power - first among them the so-called 'Eldest', including Shyka The Many, the Lost Prince, and the Lantern King. Beings of nearly godlike power, these Fey lords are nigh omnipotent in their own realms of the First World… but like any other creature originating from the gods' first 'test' of Creation, their powers are still mutable. Some may grow stronger or weaker through their own actions, outside circumstances sometimes result in strange differences in their apparent might, and in some, exceedingly rare cases… one may become an Elder *without* already possessing such power.

Nyrissa once thought herself on this level, but her hubris saw her broken instead. You, on the other hand, share a certain spark, a dim flicker of power within that - should it be fed and fanned by experience and growth - will eventually see you rise to such lofty heights.

Much like Magdh is a seer and prophet of surpassing skill, Shyka The Many's powers relate around the flow and manipulation of time, and the Lantern King is the Eldest of mischief, transformation and doom, so too must you choose a particular focus for your slowly awakening nature. With this power, you will learn any Pathfinder talents falling under your chosen focus at a vastly greater speed, simultaneously removing any limitations on how far these abilities might grow.

You start only barely stronger than you otherwise would, but in time, you will be mighty enough to become one of Golarion's most powerful beings. You *will* need patience, however… the First World is *old*, and so are those who would rule it. Without continually pushing yourself to excel, to surpass old achievements and grasp even greater power, it could take centuries or even millennia before you are a peer to the other Eldest. Make sure you know when your claim is worthy - or you too might be forced to know Nyrissa's sorrow.

- Playwright Of Majesty (600CP or 1200CP)

Once upon a time, the Lantern King sought to punish the fey queen Nyrissa… and so he challenged her to lay waste to a thousand kingdoms, then tore out her capacity for love and compassion. He took these emotions, claiming them and turning them into a wooden blade of tremendous power. Now, you possess a similar ability, and are capable of manifesting almost any aspect of an individual in an item of power. Much like the love bound within the blade *Briar* became capable of driving victims to immense love and loyalty to the man who wielded it for a time, so too will the items you craft from a being's nature somehow reflect that which is bound within.

At its most basic level, this power allows you to sacrifice an ability you possess, either partially or wholly, creating an item that allows whoever carries it to call upon powers similar to the ability you imbued into the item for as long as they have it. For example, if you had the capacity to call forth powerful lightning bolts, you could carve half of this power from yourself and manifest a

ring that unleashes this same lightning anytime someone points at a target with the desire to call this power forth - but only at half the power yours would. Likewise, a potent healing factor could become a belt or a suit of armor that grants whoever wears it the same resilience you yourself possessed, and a portion of your intellect could become a circlet that grants great mental prowess to the wearer. These effects need not be exact copies of the original ability, though they always remain within the same 'theme'.
However, so long as the created artifact(s) remain, you yourself will *lose* that power, much like the Briar's love was barred from Nyrissa even when she herself touched the blade. Granting another the ability to draw on one-fifth of your physical strength, for example, would mean that you yourself are now only four-fifths as strong as you once were - *permanently* - until the item is unmade.
You may freely use this ability on others, converting their talents instead of your own, but doing so requires that the process is entirely voluntary (even coercion or mind control will not enable it), or that you are *vastly* more powerful than your victim, like the Lantern King was compared to Nyrissa.
The original owner (be that yourself or another person) may re-absorb any item you've created from that person with Playwright Of Majesty, recovering the imbued powers in a manner of moments with no further negative consequences of their (temporary) absence. Ultimately, the item will only ever *borrow* such power, and the original owner can claim it back with a mere declaration of intent. The imbued powers will find their way to their original owner, which occurs in a few moments if they are touching it. Otherwise, the restoration process will take anywhere from a few minutes to potentially weeks - depending on the power of the imbued abilities, the distance to their true owner, and various other such factors like being on different planes of existence.
Any item created with this ability is unusually resilient, becoming increasingly hard to damage the greater the strength of the powers within. Still, in case such an item *is* destroyed, any powers contained within will find their way 'home' much like they would have if the original owner called them back.
Artifacts created involuntarily cannot have their powers recalled from a distance, and require the original 'owner' to touch the created artifact before they can reclaim what they've lost (though the normal rules still apply if the item is destroyed).

For an additional 600CP, this ability is strengthened even further. Where before you could only create items containing innate abilities of a subject and the resulting artifacts were at best semi-permanent, now these restrictions are effectively lifted entirely. You may now tear out *any* aspect of a being, even those that have little or nothing to do with their personal abilities. You could take another being's old age from them, but you could likewise give someone your very *name*, that any who wear the artifact created with it count as you in all ways. You might accept another person's grief so they can move on and find a new taste for life, or force the guilt of a murder you've committed upon a bandit, that they be held responsible in your stead.
But perhaps more amazingly, or terrifyingly, this transfer can now be made *permanent* with a lengthier process. You could carve out a portion of your knowledge on arcane magics to condense it into an elixir of power, and whoever drinks this elixir will gain all that you poured

within, now and *forever more*. From this point on, it will, for all intents and purposes, be a part of them. Likewise, with enough time and dedication you could claim the abilities, knowledge, or very nature of those you can overpower, stealing them for yourself and leaving your victims forever bereft of what you took.
This process will even work on things that were ordinarily impossible to give away, including abilities that are 'fiat-backed'... but again, doing so is permanent in all ways. The *only* way to recover such abilities without a second use of Playwright Of Majesty (or a similar power you might gain elsewhere) is to jump to a new setting where the recipient does *not* follow you.
This power does not copy or otherwise increase powers - any ability that prevents your abilities from weakening in any way will likewise prevent Playwright Of Majesty from functioning until it is switched off or otherwise rendered ineffective. One cannot fill a cup with wine without the bottle slowly emptying, after all...

Items

All items may be bought multiple times if you wish. You may freely import purchased items into existing ones you already possess, provided they are similar in nature. For example, if you have a specific suit you like to use, you may choose to make this the base item for your 'Attuned Artifact' purchase to grant it additional enchantments or abilities. All items are restored or replaced in a week, should they be damaged, lost or destroyed.

- Basic Adventurer Gear (Free for all)

Though extremely simple, even the most legendary figures usually start with rather humble beginnings such as these. This collection includes a well-made but otherwise mundane weapon of your choice (including a sizable amount of ammunition such as arrows if required), a comfortable suit of armor such as studded leather or chainmail, various camping supplies including a few food rations, and a map of the Stolen Lands with a mere handful of landmarks filled in. It's enough to get you started, though you'll really want to get better gear as soon as possible.

- Pathfinder Journal (50CP)

This thick, leather-bound journal is everything an adventurer could wish for. Containing maps that automatically update as you travel and explore the unknown regions of Golarion, a detailed list of your tasks (including any side-quests you might take on), and just about any other information you learn during your adventures, you can find just about anything you need if you want to double-check some details. Even better, the journal itself seems to have an unlimited supply of pages, and it always opens to whichever bit of information you need at any given time. You don't even need to write in it yourself - the journal automatically incorporates whatever you yourself *would* have written down if you decided to put in the effort, requiring nothing more than being on your person at the time.

- Consumables (50CP)

Though perhaps less awe-inspiring than powerful magical items or imposing martial skills, this collection of vials and flasks are nonetheless one of the most commonly seen toolkits among Pathfinders - and for good reason. Containing enough Alchemist's Fire and Acid Flasks to keep a group of six well-stocked during an adventure, perhaps the most useful items included in this collection are the various potions and other single-use magical items. Though initially limited to fairly minor benefits such as limited healing or a temporary Bless spell, the power and variety of the consumables you gain from this purchase will improve as your experience at being a Pathfinder increases. Eventually, you'll find alchemical boons more potent than almost any other elixir in the Stolen Lands, as well as a variety of lower level scrolls and the occasional wand. The consumables supply replenishes once per week, though only the most constant, high-intensity adventuring would be enough to deplete it entirely during this time.

- Coin Pouch (50CP)

This old, worn leather bag jingles with the sound of coins. It's not particularly full at the moment, being filled with about a hundred gold coins worth of money in a mix of gold, silver and copper coins from various locations. However, while it's a fairly humble amount, the pouch slowly refills over time, granting you a further hundred gold (or the equivalent in any other currency you might prefer) each month. Furthermore, as your Pathfinder abilities grow, so too will the pouch shift to match your status. Not only will the craftsmanship and quality steadily improve, you'll find that the amount of money the pouch provides grows as well. By the time you could be considered a living legend, you shouldn't be surprised if the bag fills with a hundred thousand gold coins or even more. The pouch has an unlimited amount of space inside, but can only hold money.

- A Beast In Crystal (50CP)

This small figurine shimmers and shifts when you're not fully paying attention, revealing its obvious, magical nature. Not unlike the crystalline figurines used to call various types of Wyvern summons for the user, this item can be used to instantly bring into being a magical beast of some kind at whatever spot the user aims for. Unlike the Wyvern figurines seen in the game, this item does not have a fixed summon it creates. Rather, by focusing your will on the item you can alter its focus, allowing you to summon different creatures as you desire. Perhaps you'd prefer the service of a magically augmented panther, or a vicious Hydra instead?
This versatility comes with some cost, however - the item's overall power is highly dependent on the raw ability of the user. A complete novice may be unable to summon anything more dangerous than an ordinary wolf. On the other hand, the greater your Pathfinder talents become, the greater the crystal's summons power will be when called in your name. If your abilities are up to the challenge, you could summon far mightier beasts and mythical monsters, potentially even dragons.
The summoned creature is unfailingly loyal even unto death, and if it is destroyed it will simply collapse into wisps of magical energy that dissolve into nothing. The figurine can be used any number of times per day, but the summoned creature only remains for up to ten minutes at a time. Using the figurine again before this time is up will dispel the existing summon (assuming it has not been destroyed). Each summoned beast is a 'new' copy; memories or modifications do not carry over.

- Attuned Artifact (100CP)

Suitable equipment can be as critical as personal skill and experience for a successful Pathfinder - or even more so, depending on the exact nature of your profession. But acquiring the kind of epic weapons, amulets, and other gear you'll need can be very difficult. Items for sale can cost tens of thousands of gold pieces each, and those you find in your travels might be wholly unsuitable for your needs. But there is another way… with each purchase of this option, you gain one item that is perfectly suited to your skills and needs, including magical enchantments and its very appearance. Initially, it will only grant you minor advantages, such as a slight increase to accuracy and damage on a weapon or a minor improvement to your eyesight and hearing for a helmet. However, the item is essentially tied to your very being, and as your Pathfinder talents improve, so too will this item grow in power, gaining more potent variants of its existing abilities or even manifesting new powers entirely. While these are the most common for Pathfinders, you are not limited to combat-focused items such as enchanted weapons and armor - you could just as easily gain a signet ring that grants you greater insight into magical lore, an amulet that conjures illusory servants to act as messengers or scribes, or a magical pool that allows you to use a variety of scrying effects.

Thanks to the connection these items have to you, they can only be used by you or those who receive your permission. Anyone else who tries to use them will find that the item's powers remain dormant at best, or the item may even harm them until they drop it or otherwise abandon their use.

- Fey Lantern (100CP)

This ornate, seemingly-delicate lantern shines with an ethereal light that needs no candle. While it can be used for illumination, that is only secondary to this item's true purpose. Rather, anything the light touches will have its underlying nature revealed. The misty ways that might lead one astray in the First World become possible to navigate, shapeshifters and illusionists might have their true forms reflected in the lantern's light (though they do not themselves change), and the faded, worn carvings of halls long lost to time might reveal in vibrant colors the memories that cling to them to this day. Normally used as a hand-held lantern or attached to a belt through a connecting loop at the top, this lantern can also shrink down to a smaller gemstone-like form to be attached to other pieces of equipment such as a helmet or shield. Because the lantern is designed specifically to reveal the truth behind the illusions and confounding chaos of the First World, it is guaranteed to bypass any kind of tricks that might prevent this underlying truth from being revealed; even a disguised Eldest could be shown for what they are if lit by this lantern. That said, there is no guarantee they will respond to such a reveal in a manner you will enjoy… or survive.

- First World Flora (100CP, first free with 'Esoteric Gardener')

The wilds of the Stolen Lands contain more than mundane or even magical plants and wildlife. Thanks to the unusually thin barrier between the physical world and the so-called 'First World' where fey make their home, the Stolen Lands see an unusually high variety of otherworldly plants and unusual, plant-like creatures. With each purchase, you gain a number of seeds,

saplings or other such materials suited for growing one of these strange plant types, including instructions on how to plant and nurture them. You also gain the means to control the more dangerous variants and ensure you don't find yourself (or your friends) on the wrong side of a hungry mass of vegetation. Though this control remains fairly basic and instinctive, given these plants aren't exactly *smart*, it is usually enough to train even the most primitive of these plants such that they only harm those they're supposed to harm - or those being suicidally careless. You may choose from the following options:

First, the *Ever-blooming Flower* is one of Nyrissa's most dangerous creations, developed to grow partially across dimensions and open rifts between two planes of reality. When fully-grown, it releases an exceedingly fine, magical pollen that can spread for miles (especially if carried along by the wind or nearby rivers). Any creature that swallows this pollen will effectively become infected by the pollen, with the tiny parasitic seed gathering magical power over time until it is capable of opening a very brief but devastating planar gateway - pulling through a magical beast from the First World (such as an Owlbear, Wyvern or Manticore) until it literally explodes out of the target's stomach.

Second, the large, lush petals of *Mana Plants* are used to collect vast amounts of magical power. Though these plants take time to grow and they are useless on their own, their supernatural nature allows even a single such flower to generate vast amounts of arcane energies. Once grown large enough to fill a small room, this type of plant could power a multitude of arcane enchantments, equipment, and wards across an entire castle without difficulty.

Your third option is a variety of different seeds that will grow into *Treants* when planted. Though ordinarily appearing as wicked, mobile trees, fertilizing the soil they are grown from with the blood of specific creatures allows the grown Treants to take on a portion of the creature's nature and abilities. The resulting creatures are effectively 'plant like clones' of whatever the original was - though the more powerful Treants require longer to grow to full size and strength, you could theoretically 'plant' an army of tree-like bears, wyverns, or even dragons.

Another choice is a number of *Mandragora* roots. Originally formed from mandrake roots grown from the viscera or remains of a demonic creature, Mandragoras begin as small, humanoid plants that barely reach an adult's knee. However, they favor attacking in large smarms, their poisonous nature can rapidly spell doom for anyone they attack, and they possess the ability to rapidly drain a victim's blood similar to vampires. Each Mandragora also possesses limited shapeshifting abilities, and in sufficient numbers, Mandragoras can fuse together into larger and larger forms; the largest Mandragora titans can reach heights of over thirty five feet. These plant-creatures can breed rapidly, and while distasteful, could be a remarkably effective source of 'disposable' firepower.

You could also choose to gain a certain type of moss that is used to create *Shambling Mounds*, massive, mobile plant-beasts with potent supernatural powers and a strange affinity for electrical

energies. Older Shambling Mounds can also release poisonous vapors, and their forms become increasingly resilient to conventional damage and magic alike. These beings are not grown in soil so much as in the flesh of living beings, and the mass of vines and rotting vegetation bears a rudimentary intelligence that can camouflage itself with great skill. Unlike conventional Shambling Mounds, you also understand how to 'prune' any lingering harmful feelings or spiritual echoes that might remain from the corpses of whatever victims you use to create them, ensuring they are not naturally predisposed to attacking their creator… as in, you.

Last but by no means least, you could gain the massive vines that are sometimes found growing over (or even through) ancient ruins close to the First World, and which are sometimes referred to as 'Knurly Briars'. Initially, these vines appear not unlike the more common types of thorned vines found in the wilder places of Golarion… except their otherworldly nature allows them to grow *far* larger than these mundane plants. When fueled by sufficient amounts of magical power, these vines can rapidly grow to the thickness of the most ancient of trees, yet their thorns always remain as sharp as a finely honed blade and will lash out at any who attempt to damage the vines. Furthermore, the vines possess the same unearthly resilience as other Fey; with time and effort, it is possible to grow these plants into barriers as strong and tough as granite walls... yet unlike such simple defenses, these vines will only strengthen with age and weather, and will grow to undo any damage they incur.

- The First Crown (200CP)

This delicately crafted but surprisingly robust crown is similar to the one that was used by Nyrissa to trap the spirit of the ancient Elven ruler Lethoriel. Though it is still empty when it finds its way into your hands, this relic is a spiritual prison of immense power. While worn, the crown can be used to trap the soul of any single opponent you fell in battle, preventing them from moving on to the afterlife, being restored to life, or even being tracked by methods such as divination spells - the same wards that seal a target inside ensuring it effectively vanishes from the world at large. That said, the crown doesn't bolster your combat power per se - you'll have to eliminate your foe through some other manner.
The crown can only hold a single soul at a time - capturing a new victim means the spirit of your old prisoner is released. It's possible for those who wear the crown to speak with whoever (or *what*ever) is sealed within, and you may even draw on their knowledge and, to some extent, the skills they had in life. Those bound within the crown cannot withhold these boons from the wearer, nor can they speak without conscious or subconscious permission from the bearer. The crown protects the user from any spiritual corruption, mental influence, or other such effects the bound entity might try to use against you as well, so even powerful psychic creatures or demonic foes are 'safe' to speak with… insofar as speaking to certain creatures can be considered safe at all.

- Briar (600CP)

This old, wooden blade seems barely worthy of one's attention at first - being more akin to a child's toy sword than a proper weapon. But the truth, as such things commonly go, is far more interesting. Though this is not *the* Briar, forged from Nyrissa's stolen love and empathy, its

humble appearance nonetheless hides the power of an immensely potent artifact. As it currently has no ‘originator’ as such, the blade is… empty, for lack of a better term. But in your hands, you’ll find that this item can be attuned to a new victim. With but a touch to your foe, Briar will restore itself by draining a crucial aspect of their nature, leaving them as incomplete as Nyrissa became after the Lantern King’s punishment. Note that this does not necessarily make a victim *weaker,* merely *different*. Briar’s terrible affliction is more esoteric, focusing on twisting a being’s nature into something that could be considered a mockery, a corrupted reflection of all they once were. Once it has claimed part of a being’s nature, the blade’s appearance will change to fit the new victim’s stolen nature, potentially becoming an entirely different kind of item altogether. Likewise, it will begin to develop supernatural abilities of its own - stealing away the rage of a powerful Red Dragon might sheathe the blade in unquenchable flames that drive any who suffer their touch mad with bloodlust, for example. The scope and power of these abilities will depend on the power of its victim, as well as the extent of the corruption it can enforce upon them.
The level at which Briar will twist or corrupt a victim depends on their approximate power compared to yours - a foe much stronger than you will only be affected to a very limited extent, while one who is much weaker can become nearly unrecognizable to those who knew their former self. You cannot use Briar to twist more than one target at a time, and using it to tear out a new victim’s core being can allow its former victim to recover. That said, the weapon otherwise does not ‘empty’ even if its latest target is slain after being affected.

- The Apology (600CP)

This beautiful, otherworldly cup doesn’t hold anything like wine or other such liquids… rather, this immensely potent item is similar to the cup that was the focus of the terrible challenge posed to Nyrissa by the Lantern King. Much like hers eventually would be, this cup is filled with a thousand motes of dust. Each mote represents the collected sorrow and broken futures of an entire kingdom, and the collected anguish the filled cup represents makes this artifact a thing of terrifying power.
When the dust is poured out onto the soil of a nation, it will inflict a grievous curse upon it, born from the echoes of the countless fallen kingdoms, empires and other states that are now nothing but memories… if even that. A thousand calamities, great and small, will befall the nation you’ve poured the cup out upon - a seemingly endless series of accidents, disasters, crises and conflicts springing into being to bring ruin to an entire nation. Though the curse’s power takes time to fully take hold, and the effects will slowly worsen over a manner of years, few nations could survive the full realization of The Apology’s challenges. And with every kingdom, empire, republic or other nation that falls, be it through the curse inflicted by The Apology or your own, more direct intervention… the cup will fill with yet another mote of dust, growing slightly stronger.
You may use only part of the sorrow within by pouring only a portion of the dust, though doing so will reduce the power and influence of the curse by a proportional amount.
The Apology will refill itself slowly, taking ten years to restore itself to full after it has been emptied completely or a suitably shorter time if it is only partially used. This time does not change, regardless of how many motes The Apology contains once it reaches full power - if you

bring more kingdoms to ruin, the cup will simply refill with slightly more dust in the same amount of time.

The Kingdom

Pathfinder:Kingmaker is, ultimately, the story of how a single leader built their kingdom out of the wild reaches of the Stolen Lands. Therefore, is it any surprise that this kingdom - your kingdom - takes such a prominent place in this jump?
However, in Golarion, a crown must be *earned*. You may only purchase options from this section if you or a close ally is - or soon will be - the ruler of an independent nation. The first and most straight-forward method of unlocking this section is by participating in the 'Kingmaker' scenario, taking the place of the future Baron or Baroness and eventually coming to rule all the Stolen Lands.
Alternatively, if you are *already* the ruler of a kingdom (or equivalent realm) that is guaranteed to follow you from jump to jump, you may merge this nation with your Pathfinder:Kingmaker kingdom by purchasing the 'Planar Overlay' upgrade, after which you may purchase other options from this section as you desire without participating in 'Kingmaker'. The same rules apply to Companions: they themselves must have *also* unlocked access like you may have - for most situations this will mean the use of the 'Planar Overlay' upgrade in the same manner, though a single Companion could become the ruler of the Stolen Lands instead of you during the 'Kingmaker' Scenario. If you and/or multiple Companions each have a kingdom, you may choose to keep these nations (and their upgrades) separate or merge them into a united whole instead.

Generally, purchases are 'extra' compared to the Stolen Lands as they are originally seen in Pathfinder: Kingmaker. Purchasing 'Artisans' will grant you new craftsmen and artificers in addition to Bokken, Dragn, and the other artisans you might already run into, for example. Likewise, any other improvements to your lands and cities stack with those that would have been present without purchasing these options below - the Stolen Lands do not suddenly become bereft of natural resources if you do not purchase 'Bountiful'.
The only exceptions to these rules are the free options (the Capital, by default, is the city built on the site of the Stag Lord's old fortress, etc.) and the 'Territory' purchase, the first purchases of which will initially cover the regions that will be annexed or conquered during the 'canon' storyline in the Stolen Lands.

Once your time in this world comes to an end, any CP-purchased upgrades will come with you on your travels, your kingdom following you on your chain with access available in your Warehouse by default (unless you change this with 'Legacy'). The citizens of your kingdom do not count as Companions, but you may choose to make specific individuals from your kingdom into Companions if you wish.

You may purchase any of these options multiple times unless otherwise indicated, and repeat purchases will stack as appropriate. All options that are free for specific alignments are discounted to half price after the first purchase.

Lands And Rule

Forming the heart and soul of any nation, the territories upon which your kingdom is built are perhaps the most critical aspect to consider. The Stolen Lands, for all their wild, uncharted roughness, provide plentiful opportunities and will make for an excellent foundation to build your realm, but if you're willing to pay the price there are a wide variety of options available to bring your rule to new heights.

- Legacy (Free)

Although by default your kingdom is accessed through the Warehouse, one of the joys of rulership can be to see how your kingdom grows, its place in the wider world changing year after year. With this option, you may choose at the start of each jump to make your kingdom a part of whichever setting you are traveling to. You can then find it in-jump, with a history and placement that will allow it to blend in while minimizing the necessary changes to the 'original' state of the setting.

All aspects of your kingdom are adjusted to be suitable for the new setting it is placed in, though changes to your kingdom's culture and other defining aspects are likewise minimized beyond those necessary to integrate it in a new setting. Your population will be a relatively common blend of the races in your current world – where you may rule over humans, elves and dwarves while in Pathfinder: Kingmaker, placing your kingdom in a Sci Fi setting could see a population composed of various alien races instead. Likewise, a Mage's Tower could become a scientific university or some other suitable place of learning and study, a trading post might become a starport for interstellar freighters, and similar adjustments are made for any other relevant details as appropriate.

You may choose to either be officially recognized as the kingdom's (current) ruler right from the start of your new jump, or instead have some system in place that allows you to easily claim the throne once you wish to resume your leadership, in case you don't want the hassle of ruling at any particular time. A magical scepter that can only be wielded by the rightful ruler can be a fitting method to prove your right to the crown in a high fantasy setting, for example, while a DNA test or more esoteric scan could function similarly for a technologically advanced setting. This process will not work for anyone other than yourself or another person you appoint as a steward in your absence (with or without their approval or awareness of such).

So long as the throne remains unfilled, your kingdom will be governed by a competent but unremarkable council, regent, or other such authority, which will always yield to your control should you reclaim your crown.

While you could have many stewards overseeing your domain, there is only one ruler and only one kingdom at a time - as such, there is both no need and no option to take 'Legacy' more than once.

- The Capital (Free)

The largest city that forms the heart of your kingdom, the capital is the seat of your power, and is usually the oldest and most powerful city under your rule. That said, by default it starts off as little more than a small collection of wooden houses and dirt roads in the middle of the Stolen Lands, with barely any other signs of civilization nearby. The capital comes with a decently-sized amount of territory around it, though most of it will (initially) be largely untamed wilderness. Its population is small, but your people are tough and determined to make a life for themselves here. Your 'court' will initially be little more than a large, wooden hall that mostly keeps the outside cold from creeping in. In short, it's… a humble start.

But though you may begin with little, your kingdom could grow to glorious heights of power and influence if you play your cards right. The Capital will slowly grow in size and sophistication as your kingdom thrives and grows more powerful, be it as you put in the time and effort during your stay here to guide it to such grand futures, or because you took a head start by purchasing additional advantages further in this section. In time, you could rule from a magnificent palace, with the stonework streets outside clamoring with countless travelers, merchants, and others citizens under your rule.

You will only have one capital in your kingdom, for obvious reasons, and this option can only be taken once.

- Territory (100CP)

Ordinarily, your kingdom would only start with one city – the capital – and a moderately sized region surrounding it. However, the Stolen Lands have plentiful opportunities for skilled and ambitious rulers to expand their domain, and with this option you can enjoy these benefits as well. Each purchase increases the size of your kingdom, granting you rulership over an additional town or even city (somewhat smaller than your capital) along with a sizable region of land. These regions have their own variants of any structures and upgrades you purchase for your kingdom, and although these copies will always be smaller than those in your capital, each town will grow in size and influence with other purchases much like your capital does.

As a rough estimate, each purchase of Territory might increase the total size of your kingdom by an additional 3000 square miles or so (or 7500 km^2). Some territories may be smaller, but have cities and other major points of interest gathered closer together, while other regions are larger and more spread out, with portions being less useful like the vast mountain ranges of the Tors Of Levenies on the Eastern edges of the Stolen Lands.

The Stolen Lands as seen in the game, in their entirety, are estimated to cover somewhere around 35.000 square miles (90.000 km^2), which will be achieved with twelve purchases of this option. In the 'real world', this would be an area comparable in size to Portugal, South Korea, or the U.S. states of Maine or Indiana.

- Planar Overlay (300CP)

The Stolen Lands are a bit more 'exotic' than the usual country in Golarion, owing to the relative thinness of the barrier between the material plane and the so-called 'First World', where all manners of fey creatures live. Although permanent gateways are typically rare, even transient connections have resulted in a wide variety of First World flora and fauna hidden away in the

magical places of the Stolen Lands. In many ways, the Stolen Lands are literally *otherworldly*, and with this purchase, you'll find that your kingdom may accommodate pieces from some of the other worlds you visit.
With this upgrade, you may take any property, territory, organisation or other such option that is fiat-backed to follow you from other jumps, and incorporate it into your kingdom. Perhaps you've bought a powerful castle in a medieval fantasy setting, and would like to make it the palace from which you rule the Stolen Lands? Or you've become the owner of a powerful trading company, and would like to use it to form the backbone of your new kingdom's economic infrastructure? Whatever the case may be, any such options you choose to include will be modified to fit in with the rest of the kingdom (a Second World War era tank battalion might be reinterpreted as heavy cavalry, for example). From this point on, whatever you've merged into your kingdom will enjoy all the benefits provided to your kingdom's other aspects, though Planar Overlay does not grant any additional copies of imported purchases. If, for example, you are the owner of a rich gold mine that follows you from jump to jump, you may either include it in your kingdom *or* insert it into a new jump as it would be without making it part of your kingdom, but not both. Likewise, 'Planar Overlay' does not otherwise improve any imported purchases beyond what they would provide on their own, though they may find some indirect advantages from other kingdom upgrades you buy here (such as said gold mine having easier access to international markets if you also happen to have bought a Trading Post in this jump).
Only one purchase of 'Planar Overlay' is required for your entire team; Companions receive a free copy should you purchase it. Its effects can be applied to some or all of the properties you and/or your Companions own, including any such places or organizations you might acquire in the future. You may choose which properties to include (or exclude, if they were included before) at the start of each new jump.

- The Royal Archives (50CP)

Early on, you might be more focused on survival and making sure your kingdom can grow and prosper despite the various threats that might be arrayed against it. But that doesn't change the fact that as your kingdom grows, so does the importance of the dreaded bane of regents, warlords and conquerors everywhere - paperwork. Even if it's just accurate tax records from one year to the next, having a dependable source of administrative information can be one of the greatest boons a ruler might possess.
With this upgrade, you receive a small but comprehensive library containing a variety of information about your kingdom. Sorted by region and available by yearly or even monthly summaries, you can find information here on everything from tax income to crop yields to the number of Aasimar children born under your rule. The information is not guaranteed to be *entirely* complete, but it's unusually thorough compared to the amount of effort public servants put into collecting it, and if no exact numbers are available you might be able to get some rough estimates instead.
As your kingdom grows, you'll find that this institution also becomes more suited as an *actual* library, and the shelves will come to be filled with maps, historical texts and analyses of first your own lands, and eventually also the wider region you are present in… potentially even the entire world of Golarion, if your kingdom can prove itself to be a suitably grand center of learning.

Even folklore, songs and outright fiction might even find its way here - though each will be properly labelled so you don't mistake a bard's overly active imagination for factual historic records.

- Masters Of The Art (50CP)

While your kingdom will inevitably be home to a wide variety of merchants, craftsmen, scholars, dabblers, salvagers and who knows what else, you'll find that there's going to be a handful of individuals who can be especially valuable to both your kingdom and you personally. A variety of master artisans might set up shop in your lands, offering exceptional services for you in return for your permission to make their home here. With each purchase, you will gain the services of an additional five such master craftsmen or visionaries. Each usually has a specialty, such as armorsmithing, alchemical concoctions, etcetera, but you may select the backgrounds and skills of these artisans at the start of each jump - in case you have any specific interests. That said, these specialties need not be 'equipment' as such - you could just as easily gain the services of a master architect to design your kingdom's landmarks, or a gifted writer to develop stories and plays for your theatres.

- Bountiful (100CP)

The Stolen Lands are a wild, untamed land, with few sites of civilization and barely any infrastructure. But while the region is little more than unmarked canvas on the map, behind its wild appearance lies a remarkable wealth of resources, ripe for the taking. This purchase ensures your entire kingdom is criss-crossed with a wide variety of advantageous quarries and mines, fertile soil or unique spices and crops, old fortifications that can easily be restored to working order, glades and vistas of unusual beauty to inspire bards and attract travelers, and other such locales of interest to a young but ambitious kingdom. The wide variety found in these improvements means improvements to any *single* aspect of your kingdom will be rather minor, but harnessing these resources provides one of the most reliable and effective ways to improve your kingdom's overall power, prosperity and influence with only minimal effort required.

- Waterways (100CP)

Rivers are the lifeblood of a region, with many towns and cities specifically built along riverbanks for the advantages they provide. Fresh water is quite valuable, fishing is a comparatively fast and reliable source of food, and rivers often enable much more convenient travel both by boat and along the side of the river thanks to (relatively) level ground.

Although the Stolen Lands barely count as being part of the so-called 'River Kingdoms', they are nonetheless criss-crossed with a variety of rivers, lakes, and other bodies of water. With this perk, the advantages of such terrain features are greatly improved. Rivers are made wider and deeper to allow for larger boats to travel their winding lengths, and your territory will become home to a wide variety of smaller streams that improve access to water for both drinking and farmland. You'll be able to easily construct any major towns you like next to rivers to connect them to the rest of your kingdom, with each gaining the benefits of piers, ports or even a lighthouse. You could even use the water for defense - creating moats around your cities or

heavily defended bridges across rivers that are otherwise hard to cross will not be a challenge for your people.

- Enchanting Wilderness (100CP)

The untamed lands of the Stolen Kingdom contain many dangers… but they contain many wonders as well. Fey glades where the wondrous and eldritch denizens of the world gather, ruined towers and fortresses of ages long past, magical pools whose water carries traces of arcane power… your kingdom has many such places now, and while they'll never be *truly* safe, they are overall very much a boon to you and your people. The wildlife might become more friendly thanks to heightened intelligence, fairy lights lead lost children home more often than they lead travelers astray, and the various otherworldly flowers and herbs that grow in the secret places of the world can make for excellent folk remedies, for example.

- Pathfinder Paradise (100CP, requires Enchanting Wilderness)

Excitement and adventure are one thing, but any threat sufficient to *really* challenge an experienced Pathfinder is likely dangerous enough it'll cause severe negative effects on whatever region it's found in. Except this one, for some reason. Taking the form of a magically warded dungeon or some other such challenge, the Pathfinder Paradise is one of the most (if not *the* most) dangerous locations in your kingdom - and it's perfectly safe to anyone who doesn't brave its depths.

Those who *do* have the courage to enter within will find an ever-shifting labyrinth filled with vicious traps, lethal foes, and plentiful rewards to make it worth the risk. The further one progresses, the more dangerous the challenges they will face and the more powerful the rewards, with effectively no upper limit. It's an excellent way to train any heroically inclined types that might reside in your lands - though you might have to anticipate some casualties, the dungeon doesn't pull its punches. Or… perhaps you'd like to take part yourself, instead?

- Fey Realm (300CP, requires Enchanting Wilderness)

Although denizens of the First World do venture out onto Golarion on occasion, few stay for long unless they are particularly motivated or their new home is especially welcoming. With this upgrade, your kingdom's entire territory is shifted slightly closer to the First World, making your realm *exceedingly* popular as a place to settle - be it temporarily or permanently - for any Fey interested in the realms outside the First World. The esoteric plants and animals found in the First World become far more common, giving your entire realm an otherworldly and at times almost dream-like feel.

Unlike the effects of 'Enchanting Wilderness', these boons are not limited to the wilder and unsettled areas of your kingdom, and indeed the greatest benefits can be found in centers of civilization where people from all walks of life interact. Further, although Fey are often capricious and unpredictable, this upgrade wholly manifests as purely *beneficial* effects, altering and improving countless facets of your nation... though the exact details will depend on what kind of realm you rule and what other upgrades you've acquired for it.

Just to mention a few examples, a kingdom focused on strong defenses and fortifications might find its city walls threaded through with gigantic, thorny vines and poisonous flowers to ward off

sieges or ‘grow’ temporary fortifications overnight. Illusory fog could disorient bandits and other hostiles while leaving traveling merchants and townsfolk unaffected, and your scouts might be accompanied by nymphs who could track a target by literally asking the plants surrounding them for directions. A content Owlbear could plow a farmer’s fields as well as four draft horses put together, and the fishermen working the Tuskwater would be more than happy with Nixies guiding their fishing boats to the richest grounds for trout, eels, or oysters. Your Bard’s College could see Satyrs teach music lessons as a Dryad or two shares the beauty of dance with any who wish to learn. Plus, the economic impact of ready access to First World fruits and produce is matched only by the cultural impact of the culinary feats made possible with them!
In short, this upgrade provides minor improvements to your entire kingdom, enhancing all other upgrades with a small but noticeable - and potentially rather bizarre - change to their effect.

Economy

Purchases from this section focus on the prosperity of your kingdom - offering improvements to trade, enterprise, and the overall wealth of your subjects.

- Marketplace (Free)

Serving as a center of commerce and the economic heart of the city, the Marketplace is *the* place to be if you’re looking to buy (or sell) anything in particular. With shops ranging from food merchants selling produce harvested at nearby farms to exotic merchants trading in magical items from far-off lands, there’s a wide variety of things for sale… though at least initially, you’ll find far more of the former than the latter.
Your capital, and any other cities you might rule over in your kingdom, come with such a plaza or field, forming the basic backbone of your economic infrastructure. Though initially you’ll have only very limited goods available, as your kingdom grows and prospers you’ll find that you’ll attract more merchants, gain access to a wider variety of goods, and you might even find yourself with occasional opportunities to set up exclusive trade deals.
If nothing else, the Marketplace will benefit from any other upgrades you buy for your kingdom - ‘Bountiful’ might ensure a wider range of raw materials, resources, or food, for example, and the magical institutions from ‘Foci And Formulae’ might open a shop or two where one may find magical items for sale.

- Shops And Industry (50CP)

The beating heart of a nation’s economy, the vast majority of a realm’s industrial power typically comes from small to medium-sized companies, family shops, and other such tradesmen. Though they’re rarely impressive enough to warrant mentioning, let alone be so potent or well-known they warrant the attention of the crown, the fact remains that endeavors such as local shops, smithies, tanneries, windmills, inns, and countless other minor businesses are perhaps more important for the prosperity of a region than even the greatest investments by their rulers. With this upgrade, you are guaranteed to receive an array of such small businesses spread across the centers of civilization in your kingdom, from your capital down to the tiniest villages. With effects on everything from tax income to food supplies and even culture, the men

and women under your rule will form a solid foundation for any other plans you might have for your kingdom.

- Trading Post (100CP)

While the Marketplace forms the core of your cities' trade network, the fact remains that that network must *connect* somewhere. Trading Posts such as this one are locations dedicated to trade, re-supply of caravans, mapmaking and the sharing of news, along with a wide variety of other trade-related activities. Most such posts are found along major trade routes, especially where such routes intersect, large ports, and other such locations where coin flows freely and profitably.

While each post you buy provides a modest boost to your kingdom's economy, their greatest advantages are the ability for your kingdom to tap into foreign markets to buy and sell wares, and the diplomatic status that comes with being the ruler over a major trading route. If you want to 'put your kingdom on the map', this is one of the most effective ways to do it.

- Coin And Commerce (200CP, requires Trading Post)

Few, if any, kingdoms are capable of standing entirely on their own - trade with other countries is vital to the prosperity and success of a kingdom's economy, especially if access to food, raw materials and resources, or other such critical items are limited within a kingdom's own territories. That said, merely allowing traders within your borders doesn't make much of a difference - each may have their own kind of wares, a lack of domestic support, and irregular visits that all combine to make actual deliveries highly unreliable.

Rather, a wise ruler will seek to establish long-term trade agreements and pacts such as those you gain with this upgrade. By signing dedicated contracts with other nations, it's possible to streamline trade connections and vastly increase not only the volume and frequency of traded goods, but also the income from taxes and border tolls. The trade agreements you gain with each purchase will provide a substantial benefit to both your kingdom's available funds and economic power, but perhaps equally beneficial is the fact that reliable access to foreign foods, products and services often provides a marked improvement to morale and overall happiness of your subjects.

- Mint (300CP, requires Coin And Commerce)

As a relatively minor player in the region (at least initially), nobody will really consider you the kind of stable, reliable place to invest in for longer-term trade or settlement. Unlike larger kingdoms, you don't even have the kind of financial infrastructure to create and back your own currency… until now. The mint is a dedicated institution responsible for forging coins backed by the power of the crown, from the common copper coins used in every-day life to the gold and platinum that goes through the hands of major tradesmen and large institutions. Possessing one is a sure sign that your kingdom has the financial staying power to become a major player in the region, with the ability to create your own currency actually being a secondary concern thanks to the relative uniformity of coins across different states in Golarion.

Together, a mint is both a powerful status symbol and perhaps the single-most impactful economic institution a kingdom could possess, vastly increasing the availability of funds to its

government through both direct economic benefits and income from seigniorage, as well as providing a major boon to investments and diplomatic relations with other powers in the region.

- Safe Travels (200CP, free for Lawful Good)

A nation does not end at its cities' walls, and you'll find that the roads and farmlands that crisscross the wilderness of the Stolen Lands are at least as important as the grand institutions of the capital. With this upgrade, you gain the advantages of a much better protected travel system to support your people. Where before you might have had mere dirt tracks and muddy paths leading to your villages, now you'll have roads made with cobblestone or even granite setts - allowing for far faster and easier travel all year round. You'll likewise gain high-quality stone bridges over any rivers that might otherwise form obstacles, including a small garrison for protection against hostiles, toll collection, and other such economic and safety concerns. As your kingdom grows and prospers, you might even find yourself with easy access to watchtowers and other small outposts to keep the roads safe, further reducing the risk of banditry, goblin infestations and wild animal attacks alike.

Society

Options in this section focus primarily on *who* your people are, rather than merely what they *do*. If you want to guide your people to a certain sense of identity, specific moral values, or to otherwise gain more fine control over their outlook on life, the purchases here will get you started.

- The Tavern (Free)

While your palace may be the point from which the land is ruled, and the various town halls provide more local leadership, it's the *tavern* which usually forms the (unofficial) heart of the various settlements in the Stolen Lands. Serving as a place to rest and relax after a hard day's work for the local population, a meeting point for merchants, travelers, and other outsiders, and the focal point of more than a few events of note, these structures are indispensable in maintaining a society's sense of belonging and community.
Your capital and any further settlements you might possess come with such a meeting place, including the ever-present ale, food, and gossip one would expect from such an establishment. It's a good place to catch up on news and rumors, or simply to get some well-earned relaxation away from the hardships of ruling your kingdom.

The Tavern may or may not (eventually) come with an Owlbear carpet and various other trophies, depending on your own exploits. Perhaps you'll find a few new surprises if you return after an adventure or two...

- Nurture (100CP)

Mighty fortifications and rich treasure vaults might all speak to the imagination, but for true greatness in a kingdom you need to look beyond things made of stone and steel. The living, breathing side of a kingdom serves as an immensely important aspect of daily life, ranging from

farms and livestock to the trees and gardens used to liven up the cities of your realm. With this upgrade, your kingdom receives an overall boost to using natural things, both in terms of growing plants and animals as well as finding more creative or appealing uses for them. Farmers are more skilled and produce more food, herbalists and gardeners provide a wide variety of folk remedies, and skillfully crafted city gardens and even a park or two can provide a remarkable improvement to the overall serenity of your lands and the happiness of its people. You'll probably be able to set up dedicated breeding programs for horses, dogs, and other such animals with little difficulty.

- Grand Temple (200CP)

There are a wide variety of religions on Golarion, from the kind and compassionate servants of Sarenrae to the ambitious but disciplined followers of Asmodeus. Most settlements have some form of religious center, such as temples or shrines to various deities of interest. However, you might find some unique opportunities to create a much larger and influential religious locale - a Grand Temple serves as a major focal point for a specific deity or ethos, vastly expanding its power in the region while attracting numerous pilgrims and other faithful to your kingdom. With this purchase, you gain such a magnificent structure, dedicated to a deity or philosophy of your choosing, which will provide for the spiritual needs of your people as well as ensuring a wider range of clerical services for your entire kingdom. Furthermore, the prestige and influence of having such a major institution in your lands will come with a number of useful diplomatic advantages, and is a remarkably effective way of shaping and directing your burgeoning kingdom's culture and morality… with the right choice of patron, at least.

- Blessed Domain (100CP, requires Grand Temple)

Though most clerics tend towards local affairs such as healing the sick and comforting the lost, with a large amount of resources and manpower well-established organizations such as a religious order can create kingdom-wide boons that will impact even the most distant corners of your lands. With each purchase of this upgrade, you gain one such effect. You may choose the approximate effect and how exactly this is achieved (though within reason - it needs to be actually *possible* at least), with options typically reaching a level of power sufficient to provide noticeable (though not overpowering) advantages to your populace. Examples of boons you might acquire this way are kingdom-wide protection from disease thanks to your very nation being blessed by Sarenrae, regular offerings to Erastil ensuring fair weather and plentiful harvests for your farms, or instilling discipline and obedience in your people thanks to a powerful deal with Asmodeus.

- Foci And Formulae (200CP)

Wizards are often viewed with a measure of distrust and suspicion - more than one magical experiment has gone awry, leaving the nearby countryside to deal with rains of ashes, escaped monsters, and countless other dangers. That said, dedicated magicians' abodes such as the classic 'Wizard's Tower' not only minimize such risks, but also allow for vastly greater magical research and support. With this purchase, you not only gain such a tower, but also ensure your entire population becomes more gifted when it comes to intellectual and esoteric skills such as

the arcane arts - including how to use them while minimizing risks. More practically, the magicians in your territory can provide a remarkable amount of R&D support, giving you much easier access to a wide variety of spell scrolls and lore, and they might also have other ways to provide assistance such as constructing teleportation circles in your various towns and cities.

- Scholar's Augmentation (100CP, requires Foci And Formulae)

Much like the more spiritually inclined in your lands might tend to the needs of its people by seeking blessings and boons, scholars and magecrafters have their *own* ways to give your kingdom the support it needs. With each purchase, you gain a kingdom-wide advantage not unlike those granted by 'Blessed Domain'. However, the effects granted by this purchase tend to be more narrowly focused than tending to an entire population… but consequently, they are usually also more powerful. Examples include dedicated teams of magical artificers crafting various golems to support your military, large-scale enchantments causing invading armies to become bogged down as the roads under their feet turn to mud, or creating a powerful magical surveillance and scrying system for law enforcement to ward away or track down thieves and other scoundrels.

- Pages And Proclamations (200CP, free for Chaotic Good)

Knowledge is power, certainly, but doesn't it then follow that *sharing* that knowledge benefits all who can be made aware? The flow of information is a part of governance that isn't widely considered as important, but it underlies many other aspects of society nonetheless. With this purchase, your kingdom becomes highly adept at gathering, analysing and disseminating useful information. You gain an official news network for the crown, backed by your very own printing press and enough couriers to ensure every village in your lands can be kept up to date on recent events. You'll also gain a number of other communication-related boons, such as messenger birds to assist with scouting and military operations as well as an overall increase to literacy among your population (should they need it).

- Power And Influence (200CP, free for Lawful Evil)

Wealth and power go hand in hand, and if you want to gain one, you'll likewise have to concern yourself with the other. Though your kingdom might start with little more than farmers and townsfolk, the mark of a proper kingdom can easily be seen in the richer layer of society. From wealthy merchants to cattle barons and the beginnings of a true aristocracy, the upper classes are vital to solidifying your power and influence - both domestically and in foreign lands. With this upgrade you gain far greater support for (and from) the wealthy elite, from decadent mansions at prime locations in the city to exclusive clubs and societies where such individuals of class and power can meet and discuss the needs of the country… or in other words, *your* needs. Though this will rarely ever see any benefit for the 'common man', you'll find that the upper-class men and women now residing in your kingdom are quite useful for concentrating wealth and power in the hands of only a few - with yourself standing at the very top.

- Warrens (200CP, free for Chaotic Evil)

Tradesmen, farmers, city guards… bah, if you *really* want people willing to go the extra mile for you, you want the poor and disenfranchised. Why pay a professional warrior to kill an owlbear when you could get five men desperate to put food on the table for the same price? Sure, you might lose one or two in the process, but there's bound to be plenty more willing to take the risk. With this purchase, your kingdom gains a sizable 'underbelly' of poor, destitute and often criminal paupers that nonetheless provide noticeable benefits to your rule with few, if any, of the problems that might normally come with such a population. From cheap labour and conscripts for your army to providing a home to some of the more monstrous denizens you might accept under your crown (such as kobolds, goblins or trolls), these slums might not be pretty… but for someone who's willing to sacrifice a bit of pleasantness for the numbers and cunning of the downtrodden masses, this will prove a *very* useful purchase, indeed.

- Linzi's Dream (300CP, discounted for Chaotic Good)

Though Linzi dropped out of the Bard's College at Pitax to pursue what she felt was a more genuine approach to documenting history - experiencing it first-hand - she still dreamt of one day seeing the arts flourish in the Stolen Lands. And now, that dream becomes a reality. With this purchase, your kingdom becomes the home of its very own Bardic academy to document (and especially *share*) its cultural achievements, as well as a Royal Museum to investigate, analyse and present its history and natural wonders. You'll find that this newfound interest in the arts will also lead to a variety of smaller cultural centers popping up in your lands, from dance halls to traveling theater troupes.
Of course, whether you direct these artists and entertainers to enrich the lives of your people or instead use them like King Irovetti of Pitax wielded his own Bard's College for… well, let's be honest for once and call it *cultural warfare?* That's up to you.

Military And Stability

It's a sad fact of life that the more successful a nation becomes, the more it will need to pay attention to its safety - not merely from those seeking to take advantage of the accumulated wealth of you and your subjects from within, but also from other powers who might look to your lands with dreams of conquest and subjugation. A strong combat-capable force is critical to keep your lands safe, and a reliable, effective legal system can ensure your lands remain stable and incident-free… be that due to instilling a sense of justice and duty, or a certainty of death for those who defy the crown.

- Readiness (50CP)

A quiet life is rare in Golarion - especially for a ruler. Countless crises pop up day after day, requiring a quick response to avoid dire repercussions, and many other opportunities arise that a clever ruler can take advantage of. This wide range of small organizations excels at dealing with any sudden events that might pop up, making the handling of such problems or chances far easier for you. Whether it's notice boards to keep your subjects aware of dangerous wildlife and bandits, legalized brothels that reduce sentiments of sedition through their… 'entertainment', or simply a solid set of stocks in the market square to make clear to any scoundrels thinking to

take advantage of what's yours of what the consequences will be, you'll find that you and your advisors will have a markedly easier time dealing with the more unusual events that you'll encounter running a kingdom.

- Walls And Weaponry (100CP)

It's a sad fact of life that a strong army is more or less essential for the continued survival of a nation on Golarion. Bandit gangs raiding villages, wild beasts rampaging through the countryside, even hostile armies deciding to claim what's yours if you don't have what it takes to defend it… there is rarely a lack of things to do for your soldiers. But you can't simply hand a farmer a sword and shield and expect them to do their part - a solid military foundation requires proper equipment, training, and infrastructure. With this purchase, your kingdom gains a variety of structures and personnel to improve military readiness, such as barracks to train and house your soldiers and scouts, walls around your towns and cities to provide protection, dedicated armories for military equipment, and so on. It won't suddenly give you the mightiest army in Golarion, but it's *more* than sufficient to make the more sensible bandits think twice before tangling with you.

- Advanced Support (100CP, requires Walls And Weaponry)

The bulk of your combat forces will likely be composed of the standard soldiers in armor, along with a variety of more lightly-equipped scouts and rangers for operating in the wilds. But there are countless other opportunities to improve or expand your subjects' talent at protecting themselves. This upgrade provides a minor improvement to the battle-readiness of your forces, but more importantly, the more varied your kingdom is, the more advantages your forces gain. Buying the Grand Temple ensures your city guard and soldiers are supported by additional combat Clerics or perhaps a Druid or two, the Mint might get you the funds to arrange regular deliveries of foreign high-tech weaponry (up to bizarre, wand-like weaponry called 'pistols'), and the Royal Archives might contain treatises on battlefield tactics and logistics that improve your officers' skill and ability to lead your troops. Just because a kingdom might focus more on esoteric pursuits rather than combat power does not make them *weak* - and your kingdom is a shining example of this.

- Bastion (300CP, discounted for Lawful Good)

It's simple to build a few walls or an outpost or two, but a kingdom's defensive infrastructure will only do so much good if built hap-hazardly. For best effect, military and law enforcement systems must be planned for, built from the ground up with a focus on long-term impact over short-term problem solving. This massive fortress (Dwarven or otherwise) forms the command center of your military and civil protectors, coordinating operations, unit deployments, and training across the entirety of your kingdom. More than that, however, these structures are dedicated to far more than merely combat - each also trains and dispatches architects, engineers, and others to ensure any other infrastructure such as watchtowers, fortifications, and even entire castles are built to the most effective designs. While these efforts are evidently almost useless if you seek to invade other lands, they make your *own* territories *far* more easy to defend from both hostile armies and any bandit infestations you might be struggling with.

- Black Keep (300CP, discounted for Lawful Evil)

An effective law enforcement system can't afford to be gentle or kind - ruthless obedience to the law must be *enforced*, not merely trusted in. This foreboding fortress forms the headquarters of a newly created order of inquisitors and confessors, charged with maintaining the peace and lawful conduct of your subjects at any cost. Masters of interrogation and punishment, the grim men and women that make up this order are highly capable at keeping your subjects obedient, as well as rooting out and eliminating any subversive elements that might think to rise up against your rule. The keep even comes with extensive dungeons to house prisoners, in case you'd like to keep them alive for re-education or further interrogation instead of publicly executing those who cross you.

- Cloak And Dagger (300CP, discounted for Chaotic Evil)

Honour is for fools and victims, and you're sick of the hypocrisy of those who claim to 'play by the rules' while simultaneously deciding those rules so they favor their side. No, you play *dirty*, and your kingdom is happy to follow your lead. The art of subterfuge comes natural to your subjects, and you are the new spymaster of a network of informants across the region - and quite possibly beyond. Information is an advantage to be exploited like any other, and you're not some brainless fool who charges in without knowing their victory is assured. Of course, your people also recognize the folly of open confrontation when they are outmatched, so you also find yourself with a wealth of 'deniable assets'. From thieves and assassins for targeted operations to pirates and bandits that can bring mayhem to entire regions, there's plenty of ways you and your followers can use to destabilize those who would stand against you.

Companions And Followers

- Pathfinders (Variable Cost)

You cannot hope to tame the Stolen Lands on your own - even the greatest heroes and leaders need allies from time to time. With this option, you may import an existing Companion or create a new one with a personality and background of your choice for 50CP each. Alternatively, you may gain eight Companions at once for 200CP. Each has an alignment of their choosing, 300CP to spend on purchases, and the opportunity to take certain Drawbacks for additional CP. Companions may not buy this option.

- A Sword By Your Side (50CP)

There are a wide variety of entertaining, powerful, or otherwise interesting characters of note in Golarion. From comrades-in-arms to servants and bitter rivals to lifelong friends, there is no shortage of people who might draw your interest. If you'd like to bring one along, look no further. With each purchase, you can offer to recruit a single individual from this setting, turning them into a Companion and allowing them to join you on your adventures across the multiverse. They need to accept willingly, though you may ask any number of candidates until one accepts. Companions may not buy this option.

- Familiar (50CP)

It's well known that some professions in Pathfinder learn how to gain the company of one or more magically-augmented animals, be they the Familiars commonly seen by the side of spellcasters or the Animal Companions of those at home in the wilds. Now, you gain such a loyal friend as well. You can choose what kind of creature this is with a fairly high degree of freedom, although their overall power and abilities will depend on the power of your Pathfinder talents. As a complete newcomer to the life of adventure, this animal will be roughly comparable to a guard dog (though its special abilities, if any, might make them more or less suited to such a task) or a small wolf. As you gain in skill and experience with your Pathfinder talents, the animal will grow stronger, tougher, and possibly larger; the strongest Pathfinders can have beasts by their side that could single-handedly annihilate entire bandit camps with little difficulty.

Your Familiar can be called to your side or restored to life with a short ritual (a purely mental effort that requires no materials or preparation), and it is unfailingly loyal to you. It retains any changes made to it (such as magically strengthened muscles) even through death and restoration, though any injuries or other deleterious effects are eliminated when it is re-summoned.

The Familiar does not initially count as a Companion and does not have any advantages usually associated with Companions, but your Companions may buy Familiars of their own if they wish. Finally, you may make specific Familiars into Companions if you wish, though this is a one-way process.

See the 'Notes' section for examples of Animal Companions, if you need them.

- Council (50CP)

Adventuring parties tend to form long-lasting bonds, and their skills are often both varied and powerful… but sometimes, what you need is not someone who knows how to eradicate a Troll lair, but instead how to organize and supply a militia. Even the most gifted rulers cannot control a country on their own, and most employ the services of a variety of advisors to support their efforts. With this purchase, you gain the services of a talented advisor of your choosing, selected from the following list. While such individuals are most often found in the employ of kings and other such rulers, they can be equally effective at supporting smaller organizations, such as mercenary companies or trading guilds.

The *Regent* is normally tasked with supporting the community and ensuring that the general population has their needs met. *Councilors* support the spiritual aspects of your followers, and are often quite helpful in maintaining support for your rule. *Treasurers* are in charge of an organization's finances, including income such as taxes and expenses such as large-scale construction efforts. *Generals* are the military commanders of a nation, and excel at the logistical and strategic skills necessary to maintain and deploy large, armed forces. *Wardens* are focused more on law enforcement and stability. Where Generals might assault bandit holdouts, Wardens are more commonly concerned with breaking up smuggling rings or arresting troublemakers.

The *High Priest* and *Magister* each serve as the local authority on matters of religion or magic and research, respectively, and are tasked with ensuring an organized practice of these matters in such a manner as befits the ruler's wishes.
Diplomats focus on inter-organizational communication and networking, especially between differing governments. They are typically well-spoken and knowledgeable on a wide variety of cultures. The *Curator*, on the other hand, is focused less on how to present a country to the outside world, and more on *who* and *what* that country should be in terms of identity. Their duties include development of a region's culture, as well as propaganda if such practices are employed.
Finally, the deceptively named *Minister* serves as spymaster and head of all covert operations - both internal and external.
You may, if you wish, instead grant yourself or a Companion the necessary skills to perform these duties, though doing so means you will not receive any actual advisor for your purchase.

Scenarios

Each Scenario may, if you prefer, be taken by one of your Companions instead of yourself. In this case, your Companion will face all the challenges and reap all the rewards from these Scenarios much as you otherwise would. Only one person may ever do each Scenario, though this does not need to be the same person if you do multiple scenarios.
All Scenarios occur simultaneously, and will continue until your victory or your death - you cannot end your time in this jump until you have completed your tasks. Neither 'Seasons Of Bloom And Harvest' nor 'A Story Defied In Lantern's Light' guarantee you will not die due to old age. As both of these challenges may take decades or centuries to accomplish, you'd do well to find a way to ensure you can survive for such a time. That said, there *are* options to extend one's life for those with enough power, skill, and wealth - the Fey are immortal and may have some options available to you, embracing Undeath like Jaethal could likewise extend your 'life' sufficiently, and there are no doubt even more opportunities for one with sufficient ambition.

- Kingmaker

If you've come here already knowing the source material, there's a good chance you've come here for *this* - the story of how one adventurer beat all odds, eliminating the tyranny of the Stag Lord and claiming lordship over the Stolen Lands… and all that comes after. Now, you get to experience this story first-hand. By participating in this Scenario, you will take the place of the future Baron or Baroness, beginning on the day that Jamandi Aldori gives you and the other gathered adventurers, like Linzi and Amiri, their challenge. Your goal is to claim the Stolen Lands under your banner, to establish a kingdom upon this wild frontier, and to ensure your young nation grows and prospers despite the *many* challenges that await it. From troll attacks and cursed hilltops to the mercurial cruelty of the Lantern King himself, you must safeguard your lands from all… or die trying.
To complete the Kingmaker Scenario, you must eliminate the seven greatest threats to your kingdom, be it by diplomacy or violence, and claim of at least twelve regions alongside the

Shrike Hills where your capital is located. You will fail this Scenario if you die, your kingdom falls to ruins, or you lose the authority of your throne and crown for any reason (including abdication). Victory in this Scenario will grant you the choice of either the ‘Grandest Of Crowns’ Perk for free, or an additional 600CP to spend on the Kingdom section of this jump.

Participating in this Scenario immediately unlocks purchases from the Kingdom section of this jump. However, building a nation is a work of months and years, not mere minutes. Any options you purchase from the ‘Kingdom’ section of this jump will not become yours immediately. Rather, you will find that any such purchases will become available to you soon after you claim lordship over part of the Stolen Lands by eliminating the Stag Lord. Often this will be far sooner than comparable advantages might have become available normally. For example, the ‘Bastion’ upgrade might see a number of dwarves arrive in your capital to discuss rebuilding the Road Of Shields, despite the fact this kind of undertaking would normally not be possible for months or even years after the founding of your kingdom. In addition, any such advantages you’ve purchased can be made a part of your kingdom with such ease that you might be forgiven for thinking it needs nothing more than your initial approval to get everything in place - for example, a Grand Temple can be built without needing to be financed by you or your kingdom, perhaps from generous donations of wealthy but pious followers of the relevant pantheon. Territory purchases will likewise ensure nearby lands will seek to join your growing realm as soon as possible. That said, this will *never* result in the ‘easy’ annexation of a region that would otherwise be a major threat (such as King Irovetti’s *Pitax* or Vordakai’s *Tors Of Levenies*), though you may choose to bring these conflicts into the open earlier than normal if you wish.

- Seasons Of Bloom And Harvest

Within your hands you hold a beautiful cup, empty of all but the promise of sorrow and destruction. Much like Nyrissa, you have a task to complete: orchestrate the fall of a thousand nations by bloodshed, subterfuge, or any other method you deem necessary. Your nature is not twisted like Nyrissa’s was (unless you took a Drawback that affects you such), but you are otherwise still bound to the challenge. One way or another, you *must* see a thousand nations fall to ruin by your hand. Each destroyed dream, each country brought low, will see a single mote of dust fall into the cup - a measure of your success and an account of the destruction you’ve left in your wake.

Once your task is complete and the cup has been filled with a thousand motes of dust, you have a choice.

Drink deeply, and your future burns brightly as the dust of history is spent, a new and untested power awakening within you. This option grants you the ‘Unformed’ Perk, though unlike Nyrissa you have a measure of control over what kind of Eldest you will eventually become - much like you would if you bought the Perk normally.

Alternatively, you may reject the promise of power and leave its sorrow unclaimed, the misery held within the cup turning in on itself, festering in its grim memories until it becomes a true

testament to the misery you've consigned to the mists of history. This option transforms the cup into a fully-powered purchase of 'The Apology' from the Item section above.

- A Story Defied In Lantern's Light

The Lantern King offers a challenge - an Eldest's power and stature at the cost of a thousand broken kingdoms… but for all his might and insight into the hearts of mortals, even the Lantern King can be surprised - for you *reject* his claim, not merely by inaction but by proving your worth in exact opposition to his claims. For this Scenario, you must choose the fate of a thousand kingdoms much like you did for 'Seasons Of Bloom And Harvest'... but in this case, you must be the one to *save* them instead. A thousand realms, hanging in the balance and kept from oblivion only by your (in)direct actions. Can you accomplish it? It would be a story worth telling - one the Lantern King might even find worthy of watching without interference, despite the insult you have given him through your refusal.

There is no fanfare once your task is done, no sudden declaration or visit by the other Eldest to celebrate your victory. Yet somehow, things are not as they were before. The tireless efforts you must have spent on safeguarding the world from rampaging dragons, undead hordes, political intrigue and who knows what else have left their mark on you - and the varied experiences you've had have imbued you with an equally eclectic mix of skills, abilities, or even the statecraft talents necessary to improve your *own* kingdom… if you have one, anyway.
You receive an additional 600CP, which you may spend on any non-discounted Perks worth 300CP or less, such as 'Pristine', or any upgrades from the Kingdom section (though its access restrictions still apply where relevant).

Yes, your own kingdom counts for this Scenario if you also go through 'Kingmaker' and/or 'Laughter, Eldritch Wonders And A Glamered Crown'. As for 'Seasons Of Bloom And Harvest', a kingdom may be either saved *or* destroyed by you, not both. That said, provided you do not (directly or indirectly) arrange for a kingdom's imminent destruction you *can* save it multiple times - if only once for each major crisis.

- Laughter, Eldritch Wonders And A Glamered Crown

The roiling chaos of the First World rarely stays organized for long, with the exception of the personal realms of the Eldest. Yet this realm *does* yield to sufficient willpower, such that a mind of enough power can shape or reshape it… as can sufficient lesser beings working together to achieve the same, through a process simply referred to as 'shaping'. Once, long ago, the nymph Nyrissa sought to create a Fey kingdom of her own, and with this Scenario you share her dream.
You must create and hold a realm in the First World, remaining its highest authority through at least a full century of time. Perhaps you'll found a kingdom where all Fey can live in harmony, or where the denizens of the First World and Golarion coexist in peace and prosperity? Or perhaps you'll be the head of a cruel realm of madness and tyranny, bringing to the fore all the harsh cruelty and inhuman vice the Fey possess?

Whatever the case may be, your challenge is set. You will need to establish an initial realm of stability, perhaps near a permanent gateway to Golarion, then build and expand upon this foundation. Should your personal powers not be up to the task (and unless you are comparable to an Eldest, they won't be), you will need to convince Fey to settle in your realm and lend their own determination to your nation's… 'will to exist', so to speak. As your realm's population grows, so too will its collective power, allowing your borders and influence to expand. Yet at the same time, you must ensure that the collective will of your kingdom can match the ever-present chaos encroaching from the rest of the First World. Unrest and opposition to your rule will not just undermine your authority - it will weaken the gathered determination that makes your realm what it is and allows it to keep its form. Fail to maintain your subjects' loyalty, and your fledgling nation could sink back into the chaos of the First World, never to be seen again.

Your victory condition is a century of continuous rule over your new realm. This realm must span over 10.000 square miles (26.000 km^2) - or the equivalent, given that the First World's terrain could easily expand *up* and not merely sideways - for at least half its existence and including the 'end date', with a suitable population occupying it. You will fail this Scenario if you die, your Fey realm collapses for any reason, or you lose your authority over your Fey subjects (though you may appoint others to govern in your stead much like a mortal ruler might delegate certain tasks).
Victory in this Scenario will grant you up to 600CP worth of purchases from any combination of Heir Of The First World, Stalker, Esoteric Gardener, Fey Lantern, First World Flora, Planar Overlay, Bountiful, Enchanting Wilderness, Fey Realm or Nurture; you may ignore any prerequisites for these options if you so desire.

Participating in this Scenario immediately unlocks purchases from the Kingdom section of this jump, using the same process and limitations as outlined in the 'Kingmaker' Scenario. You may do this scenario alongside the 'Kingmaker' Scenario, and you may even combine both realms into a single whole (assuming you have some means to create stable portals between the Stolen Lands and the First World, for example) but purchased upgrades are not duplicated if you keep two separate kingdoms.

Drawbacks

- Storyteller (+0CP)

The Stolen Lands offer many opportunities for adventure… but who, exactly, will be doing the adventuring? Linzi's chronicles could tell many different stories, and while the Stolen Lands and those within it are roughly the same regardless of which version of the tale is told, there is one crucial detail that might differ between each different story - and it's written down right there in Chapter One.
Just *who* is the leader of the expedition into the Stolen Lands, the one who would eventually claim lordship over the region? A shining paragon of justice, fighting with sword and divine blessings? A wicked necromancer seeking to subjugate any under their dominion? Perhaps

someone - or something - else entirely? The possibilities are endless… but not all may be to your liking, and perhaps you'd like a specific version of the story to be told?

With this toggle, you may freely decide the (rough) backgrounds and personalities of the future Baron or Baroness of the Stolen Lands as shown in *Pathfinder:Kingmaker*, Maegar Varn's right-hand man or woman, whose exploits are told in the side-story of *Varnhold's Lot*, and any other such ambiguous characters in the series. Obviously, this doesn't apply to your *own* nature if you choose to take the 'Kingmaker' Scenario, but otherwise you won't need to worry about expecting to serve a Lawful Good Baron who is a devout Cleric of Iomedae, only to arrive in Restov to find your (supposed) leader being a Chaotic Evil Alchemist with a penchant for experimenting on his 'allies'.

Furthermore, should you wish it, you may use this toggle to change the Pathfinder: Kingmaker storyline and setting from that in the videogame (which is what this jump is based on by default) to the original pen-and-paper Adventure Path published by Paizo. Do note that this change can result in certain descriptions in this jump becoming inaccurate or outright false; many of the characters, locations and events in the Adventure Path are notably different from their counterparts in the videogame.

- The Long Path (+0CP)

Contrary to what you might initially think, a decade is *more* than enough time to establish a nation from what was once little more than uncharted wilderness. But is it long enough to *rule*? With this Drawback, you may elect to extend your time in this setting to anywhere up to a thousand years, so that you may properly appreciate the fruits of your efforts.
Note that this Drawback offers you no protection from old age - you'd do well to ensure you can handle the weight of history, though some such methods *do* exist in Golarion if you're desperate enough...

- Forty Seasons (+100CP)

It's a sad fact of life you'll have to overcome numerous obstacles to thrive in this world… but somehow, some of them seem to become *quite* familiar. Any time you face a challenge that you're personally involved in tackling, you'll have to put in your best effort to deal with it. For now, a lot of the challenges you face will become recurring problems. The faster and more thoroughly you solve an issue, the weaker its echoes will be - do well enough, and you're unlikely to even *notice* the later flare-ups. But like the curse of Bald Hilltop might plague your kingdom over and over, if you *can't* handle the issues in front of you… well, they'll come back *worse*. You'll have to be thorough, or soon enough you'll find yourself with more and more problems until you're damned by your own inability to make progress anymore.

- Troubled (+100CP)

A dark past follows you, Pathfinder. Whether you are haunted by the mistakes of yesterday or journey blissfully unaware of someone from your past coming to take their dues, the fact remains that somehow, somewhere, you'll face the consequences of a choice you've made

before. Much like the problems that came back to haunt Amiri, Jaethal, and many of the other characters in the game, you'll be forced to come to terms with what you've done - and you'll find that there are no perfect solutions. One way or another, you'll have to compromise part of who and what you are.
This Drawback may be taken by Companions.

- Marked (+100CP)

Shelyn preserve you, Jumper. Appearances can be divinely inspiring in this world, like Valerie experienced to her dismay. And much like her, you'll know the flipside of that coin - that although attractiveness can be both a blessing and a curse, ugliness tends far more towards the latter. You are horrifically scarred, the maimed ruin of your face enough to turn people away entirely where before they might have fallen head over heels for you. People might still value you for other talents you might possess, of course, but unlike Valerie there's no way for you to regain your former looks.
This Drawback may be taken by Companions.

- Target (+100CP)

Who have you crossed? What enemies have you made during your travels? Who have you killed, leaving next-of-kin with a grudge and the means to follow through? It varies, from adventurer to adventurer, but none can say they've reached the heights of fame without leaving at least *some* people worse off than before. Now, whether you've done such things in the past or not, you'll find that you're marked as an enemy by some group that wants you dead and gone. The Technic League might send their mages and assassins after you to take vengeance for releasing some of their slaves, cyclopean zombies might rise up to retake a trinket you stole from a tomb, and so on. It's never more than one, and it's unlikely you'll make truly powerful enemies until you're capable and experienced yourself, but there will always be at least *someone* who wants your head - and they'll have sufficient skills, influence or manpower that they'll try at some point, taking at most a year to prepare.
The enemies this will draw to you scale compared to the level of your Pathfinder talents, with the maximum threat being comparable to a small to moderately sized kingdom's ruler wanting your head on a silver plate no matter the cost - personally or to his country.
This Drawback may be taken by Companions. If purchased by multiple individuals, you may either have the enemies be multiple, separate people or organizations, or keep it as a single enemy with suitably greater power and influence who simply happens to want all two (or more) of you dead.

- Troubleshooter (+100CP)

"Oh, Baron, please help me! My child has gone missing and you're my only hope!". "I need five bushels of Dizzyweed from the swamp, could you get some for me?". "Oh noble regent, there's this wonderful girl I'd like to ask out but I don't know what kind of gift to get for her...".

It never ends. Why does it seem that every problem has exactly one person that can solve it, and that person always just so happens to be *you?* Everyone, everywhere, seems to be drawn

to you like moths to a flame, heaping their every worry and issue onto your shoulders no matter if you asked for it or not, down to the most insignificant and pointless little things. Sure, you could just leave and half of those things will probably sort themselves out just fine, but you'll just be asked by someone else to do that one tiny thing only *you* can help with.
Essentially, you are guaranteed to *always* have at least five side-quests of varying levels of importance (usually rather minor) going on. The lower you fall below this number, be it by completing previous errants or simply ignoring them outright, the louder the woes and begging from the masses will become.
This Drawback may be taken by Companions. Their quests and yours are counted separately, so if two people take this there will somehow be ten quests to do, but nothing stops you from helping your friends with their odd jobs (or the other way around).

- Watch Your Step (+100CP)

Bear traps snapping closed around your ankles, explosive powders within a chest's locking mechanism just waiting for the spark from a turning key, rooms containing entire arrays of spikes under the floor, guillotines in the walls, and a ceiling ready to come crashing down… it's a dangerous task to explore places you're not meant to be. Doubly so, with this Drawback, as you're now far more likely to come across 'hidden' dangers on your travels. Don't think this is just traps, either. A door that doesn't have any tripwires or pitfalls connected to it might still be an ooze or mimic waiting to pounce when you touch the handle, after all...

- Glorious (+100CP)

If there is one thing that unites the countless villains, fools, and pawns you might encounter in this world… it's *pride*. And much like the Stag Lord, Gunderson, and Irovetti himself you will find yourself exceedingly confident that you're right and it's everyone *else* who's wrong. Whatever views you hold will persist until the evidence against your beliefs becomes so vast the fallout will be enough to leave you reeling. And you *will* be wrong. Not on everything, certainly, or on the things that are majorly important in the moment. But it's easy to miss a detail here, some context there, and before you know it your mental image of how the rest of the world is changing doesn't *quite* fit anymore… no matter how much you hold on to it.
This Drawback may be taken by Companions.

- Cursed (+100CP to +400CP per purchase)

Few in the region *don't* know of anyone who hasn't been afflicted by a curse - or at least thinks they are. From lycanthropy to undeath, countless curses exist in the Stolen Lands, some of them simply laying dormant until some hapless victim stumbles upon them. Now, you too are cursed - the exact level of which is up to you.
For +100CP, you are cursed with an effect that is relatively minor but still has a noticeable impact on your overall abilities. For example, you might have frequent nightmares that leave you unrested in the morning, with a heightened need for sleep even if you otherwise didn't need to rest anymore. Or perhaps you're crippled with a severe penalty to your Strength, being limited to the physical might of a child regardless of any abilities, magical items, or other effects you might try to use to raise it beyond this level.

For +200CP, you are cursed with an effect that is stronger, and which has an impact on almost every aspect of your life. Possibilities for curses of this level include having bad luck that keeps interfering with your life, or being afflicted by incurable lycanthropy and having to remain in a werewolf's form several nights per month.
For +300CP, your curse will be strong enough to leave you with a crippling vulnerability, like a weakness to fire that bypasses all your defenses and might leave your skin immolating like dry paper. Or perhaps you are possessed by an utterly fanatical dedication to some goal or purpose for yourself, while your attempts to achieve it are instead making things worse?
Finally, for +400CP, you may be afflicted by a curse of a comparable power and impact as that which created such suffering from (and to) Nyrissa herself - caused because the Lantern King ripped out her very capacity for love and compassion and leaving her a cold and uncaring killer instead of the bright-eyed idealist she once was.
Each curse must actually affect you as the guidelines shown, but you are otherwise free to choose the details yourself. However, you cannot choose 'trivial' effects for these curses, be it by choosing effects that will not make a difference or by trying to find synergies to make one or more such effects less severe. Giving yourself a terrible fear of Christmas songs is unlikely to be relevant during your stay here and would not give you any points, for example.
This Drawback may be taken multiple times, each time representing a new curse inflicted upon you. This Drawback may likewise be taken by Companions. However, each of you may only gain up to 800CP total from this option, regardless of the number of curses you elect to suffer from.

- Primal (+200CP)

The Stolen Lands are wild and untamed, a wilderness teeming with excitement and danger. Well, they certainly are now. The wilderness is much more dangerous, with wild animals, hostile tribes of goblins, and even darker creatures hiding in the depths of the forests, craggy plains and marshlands that you might find yourself traveling through. But it's not just travel that has become dangerous - even bastions of civilization like the various cities and towns will need to be much better protected to keep the dangers of the world at bay, and the more cautious nature of people this has resulted in means that you might find yourself noticeably less welcome as a stranger… or much more hard-pressed to arrange suitable defenses if you're the one in charge.

- Treason (+200CP)

They say loyalty is a two-way street, but in your case it doesn't matter how dedicated you are to your allies or subjects. One way or another, you'll keep running into traitors, breaking their word or abandoning you when you need them most. It won't be everyone, and it won't be all the time, but it'll be just enough to make you worry… and it doesn't help that nothing you do will help predict who'll turn against you, or when it'll happen.
This Drawback may be taken by Companions, but traitors do not 'overlap' - there will be twice as many traitors as before if you and one Companion take it, even if each might end up betraying both of you at the same time.

- Forbidden Gatherings (+200CP)

They meet in the quiet, hidden places, whispering prayers to dark and wicked things. Cults are dangerous in Golarion, but despite their tendency to be arrested or executed they nonetheless spread rapidly wherever the gullible live. Now, you'll find yourself suffering far more problems at the hands of such forbidden groups. They might come after you in the night, attacking you on the roads as a sacrifice to their dark masters. They might incite the population of your kingdom (if you have one) to rebellion and blasphemy. Sometimes, they'll even bring things over from… *beyond*, either to send against you or dying to an unbound hell-beast and leaving you to solve the resulting problems. Such cults can be stopped, of course, but tracking them down is easier said than done, and whenever you eradicate one entirely there always seems to be another cult ready to take its place. First it's a conspiracy to willingly infect people with the Everblooming flower so they may 'ascend' into Fey creatures, then it's shrines to Lamashtu popping up in the dark corners of the Stolen Lands, and what would you call Irovetti's followers if *not* a cult of personality?

- Indebted (+200CP)

Often, it *takes* money to *make* money. With clever investments and solid financial sense, one could turn even a modest sum into a vast amount of wealth… but there's a lot of other people who never quite manage it, and remain stuck with immense debts. You are one of these people, and for some reason you are *heavily* indebted to one or more parties - and you owe a sum large enough that you'll likely need at least several years worth of hard effort to pay them back. Worse, the relative scale of your debt seems to increase and decrease as your power and standing does - as an adventurer you might need to repay sums measuring 'mere' thousands or tens of thousands of gold coins, but as a *king*… well, you're looking at a not insignificant part of your realm's total economic production for years on end. Perhaps you made a deal for exclusive rights to your resources, and now you're being ripped off by a trading partner you shouldn't have trusted as much as you did? Regardless, trying to weasel your way out of paying always seems to be a worse alternative than simply getting the payments ready on time. Even if you 'get rid of' your debtee somehow, the debt will simply pass on to someone else, who will come to collect with interest and a possible extra fee to handle the disruption caused by your late debtee's demise.
Any… *unusual* sources of wealth, especially 'infinite' ones, won't be able to help you pay off these debts. They'll all be treated as fakes - 'fairy gold from a fairy kingdom' - or otherwise considered worthless for some reason. You'll have to *work* to pay your debts, Jumper.
This Drawback may be taken by Companions.

- Storied (+200CP or +300CP)

Oh, the songs they'll sing about you and your Companions! The plays they'll perform about your adventures! The jokes about your… less-than-grand throne? Uncivilized eating habits? *Bedroom insufficiencies?* Well, let it not be said that bards don't have guts - they certainly don't seem to mind giving the metaphorical middle finger to your rule, your character, your mother's romantic adventures or just about anything else that sounds scandalous or otherwise harmful to your standing. Expect to take a sizable hit to your reputation, especially if you don't put any effort into stopping such stories from spreading. It won't be too hard to catch the people

responsible for any given story or bawdry song, but it seems there's always another one ready to go afterwards, with a completely new, equally outrageous false bit of news to share with your people.
Alternatively, you can instead make it so that harmful rumors about you keep popping up among the general population, creating a much more diffuse set of issues. Without the active hand of bards and scoundrels to 'spread the word', so to speak, they will be much slower to spread… but as these are instead fueled by the collective imagination of an entire people, there'll be many, many more of them. At least it's easy enough to prove you're not a werewolf by organizing and attending a festive night-time banquet that *just so happens* to take place during a full moon?
For +300CP, you may instead suffer from *both* effects simultaneously. Do you care to imagine what the bards might come up with in such a… *fertile* environment for ridicule and incitement?

- Unrest (+300CP)

Bitter, ungrateful fools, the whole damn lot of them! Well, some of them, anyway. Any of your followers and subjects are much more difficult to keep happy, with every crisis shaking their resolve and insurgents' following spreading like wildfire. It'll be far more difficult to keep your lands from descending into anarchy and rebellion, or to prevent people from fleeing your lands, terrified of the threats (imaginary or otherwise) that loom over their stay in your lands. You'll have to put a *lot* of effort into keeping your people safe and calm.
This Drawback primarily applies to your own realm, provided you have one, meaning that you may only take it if you possess a Kingdom of your own or take the 'Kingmaker' or 'Laughter, Eldritch Wonders And A Glamered Crown' Scenarios. This Drawback may be taken by Companions if they meet these requirements, but only one such Drawback may apply to each kingdom.

- Unfair (+300CP)

Ohhhh… this one's nasty, Jumper. Much like the appropriately-called 'Unfair' difficulty in the Pathfinder:Kingmaker game, you'll find that every enemy, trap, or other hazard you might face is now far, far more dangerous. Ordinary bandits can put a crossbow bolt through the slit of a knight's visor at fifty paces without difficulty, the feral wolves in the wilderness can take blows that would shatter a solid block of granite and come back for more, and Sarenrae have mercy on you in the First World…
You, your allies and your followers or servants are, of course, not improved by this Drawback - only your enemies.

- Star Of The Show (+300CP)

There is a story about the Stolen Lands, a tragic drama that has continued for centuries… and it's a drama that's continued for all this time in part because the one who originally came up with the plot actively *makes* the story play out as he desires. The Lantern King, Eldest of the First World and one of the most whimsically cruel tricksters you're likely to encounter, saw little issue with the deaths of *thousands* just to sate his desire for a story's proper flow. But now... now he sees in you a new kind of inspiration. You have his personal attention, and to him you will

become the main character of a story of tragedy, of broken dreams and sorrow, and he *will* make sure you play your part. Whether you want to or not.
He won't kill you, of course, and with his preference for trickery and subtle manipulation he's unlikely to directly face you at all unless you *truly* force his hand. But for your time here, you'll have the personal attention of one of the single-most powerful and dangerous beings in Golarion… and he'll seek to utterly break you, with the unyielding focus and drive only a being of the First World can bring to bear.
This Drawback may be taken by Companions; anyone who takes it will have the attention of the same Lantern King, rather than creating a 'new' Eldest for each. That said, the total scope of your combined problems stacks, so the more individuals take this Drawback, the greater the woes you'll collectively have to deal with. After all, with *two* main characters, shouldn't a story be *twice* as dramatic?

- Bound (+300CP)

Though somewhat rare, it's possible for exceptionally powerful or driven individuals to live on past their ordinary demise, their essence contained within an item with strong ties to who they were in life. The soul of an ancient elven ruler, kept alive within the crown he wore when his kingdom was turned to dust. A pair of ice giant ghosts, locked in an eternal struggle within a Barbarian's blade. An ancient Barbarian Warlord, his rage shackled eternally within the weapon he carried in life. A Halfling Bard who poured so much of herself into her book that she would *become* the book upon her death.
Now… so too will you be bound. Whether it's a weapon, a piece of jewelry, or some other item, your mind, spirit, and very essence are sealed within an object of some sort. Though you remain aware of your surroundings, your ability to influence the world around you is vastly diminished. Only if you are worn or used by another person can you draw on your power, and this power will be shackled to the will of your wielder. Yes, this means that if an enemy gets their hands on your prison, you can't withhold your powers from them.
For example, if you chose to be bound in an ornate ring and you possess the ability to manifest powerful flames wrought from hellfire, then whoever wears this ring could call forth blasts of such hellfire with a word or a gesture, similar to how many other magical items are activated. Unfortunately, this process also means that each such ability will take a few seconds to be used - making it extremely difficult or even impossible to harness the entire scope of your abilities all at the same time. That said, weaker echoes of any permanent abilities you have that are 'always on', such as great physical strength or resistance to flames and heat, can be shared without too much issue. Depending on your talents, you could become a *very* valuable magical item indeed...
You can speak with whoever holds you, and you may even 'take control' of your host to gain agency of your own and full access to your abilities for some amount of time, your psyche and your owner's effectively switching places for this duration. You may only do so with the permission of whoever holds your item - if they choose to take back control, you cannot resist being bound once more. You can never remain in control for more than four hours per day in total, even if you are given to a new wielder (or several) during this time period.

The item you are bound in will be as resilient as you would have been without this Drawback, but if it is damaged you will suffer the same consequences you would have if your physical self experienced a comparable injury, such as feeling severe burns if the item is struck by a fireball. This can lead to your death if the item is destroyed entirely, though any abilities that would normally let you survive such a state *might* be sufficient to prevent your destruction and enable someone to repair the item, binding you anew like you were before.
This Drawback may be taken by Companions. If multiple individuals take this Drawback, they may choose to become sealed within the same item; all these individuals can communicate with each other much like they can with the item's user, though the user retains final authority over who 'takes control' at any given point (if any).

- Golarion's Finest (+300CP)

Pathfinders are some of the most talented, capable and experienced individuals in Golarion, braving the wilds and emerging with treasures both ancient and powerful. Why would you need anything more than this? Indeed, you don't - you lose access to any advantages you might have gained from other jumps, and you lose access to your Warehouse. For all intents and purposes, you are reduced to nothing but your Body Mod and whatever purchases you choose from this jump.
This Drawback applies to both yourself and any Companions you might bring with you, and grants its bonus CP to all who are affected.

Ending

You've seen Golarion, you've explored its hidden ruins and collected treasures beyond count. You might even have become the greatest King or Queen in known history. But as all things come to an end, so too is it time for you to make a choice.
If you are tired of jumping or if you've died during your time here, you may **go home**. You are returned to where you once started jumping, retaining anything you might have acquired during your travels but forever ending your jumping days.
Or have you come to like this world, perhaps as a mighty ruler who doesn't wish to abandon his lands? Then you may choose to **stay here**, ending your jumping and staying in the setting of Pathfinder:Kingmaker for the remainder of your existence.
And finally, there is the ever-present option to **move on**. There are more worlds to see, more adventures to be had, and likely more kingdoms to build or destroy out there in the vast impossibilities of the multiverse.

Notes

"Once stolen, the land should be reclaimed… Once reclaimed, bound with the claimer shall it be. Bound, merged, joined by unbreakable ties. Claiming the land, claiming its pain, claiming its death…"

In the original storyline, the future King or Queen of the Stolen Lands would hear those words early in their adventure, their true meaning hidden until much, much later. Indeed, these are the very words forming a dreadful curse laid upon them by the Lantern King, as both a challenge and a (seemingly) inevitable doom. Their life and existence are tied to the kingdom - as the kingdom falls to ruin, so too will its ruler wither and *die* if they cannot turn back the disaster.
If you claim the throne and have no abilities to prevent the effects of this curse, then the collapse of the Stolen Lands *will* destroy you as well. Even the Lantern King's power is not absolute… but he has a *very specific* end in mind for the story of the Stolen Lands and those within it, and he's not above taking a more direct hand to ensure the finale he desires comes to pass - even without taking any Drawbacks to further warrant his intervention. Consider yourself warned.

The items granted by the 'Attuned Artifact' purchase will initially be about as useful as a +1 weapon or armor, or similar potency for other effects. By the time your Pathfinder level reaches twenty, you'll instead be looking at the kind of mythical items Pathfinders would be hard-pressed to find equals to in any of their travels. That +1 Short Sword you started with might have become a killer's tool with a +5 Enhancement bonus, improved stealth skills for the user, the ability to inflict a debilitating poison on the victim each time they are struck, and allowing the wielder to teleport behind a target's back three times per day.

You may freely choose the approximate alignment, philosophies and culture of your kingdom, though your purchases and leadership will also have an impact. A nation with a variety of economic upgrades will be more industrial and trade-oriented, for example, while one that has a lot of upgrades discounted for Lawful Evil or Chaotic Evil Jumpers will tend to be more ruthless and cut-throat than a similar realm without such options. That said, you are *not* restricted to merely your own alignment or the influence of purchased options.
Likewise, you may fanwank the exact nature, location, and so on of your kingdom if it is inserted into a new setting, provided it doesn't cause any major disruptions to canon events. You may also choose different interpretations for any purchases that have multiple possible uses - you aren't stuck with a Blessed Domain that ensures everyone is slightly resistant to magic in settings where magic doesn't even exist, for example. Each such upgrade can be modified to a new use at the start of each new jump.

Your new kingdom's population roughly correlates to the number and details of your purchases - a nation with multiple purchases of 'Territory' and a dozen different upgrades relating to economy and culture will obviously have considerably more people living in it than one without any upgrades. A kingdom with equal surface area but very few other upgrades would be the same size, but its lands would be far more sparsely populated.

Any CP-bought upgrades for your kingdom are retained once your time here is at an end. Any other parts of your kingdom, including anything found in the Stolen Lands during your time here, may carry over from jump to jump as well if you wish, but I will make no rulings or explanations on this process. If you want to keep changes to your kingdom over multiple jumps, you'll have to

decide for yourself what carries over, how, why, and so on, including how this interacts (or doesn't) with how your kingdom inserts into new jumps. I'm not going to rule on how to combine a kingdom with a multi-galactic stellar empire or how to then insert the whole mess sensibly into King Arthur, or similarly bizarre 'what if' rulings - just go with what makes sense to you.
For any other issues relating to your kingdom, how to combine it with other properties, or any other challenges you face: fanwank responsibly and have fun.

For the 'Kingmaker' Scenario, the seven original threats faced by the Baron(ness) and later King or Queen during Pathfinder Kingmaker are the *Stag Lord* and his bandit realm, *Tartuk* and *Hargulka's* Kobold-Troll alliance, the Cyclopean Lich *Vordakai* and his undead forces, the barbarian warlord *Armag* and his warrior hordes, *King Irovetti* and the treacherous city-state of Pitax, *Nyrissa*'s Fey powers and schemes, and finally the terrifying glory of the *Lantern King* himself.

Yes, the kingdoms you yourself destroy, conquer, or otherwise eliminate during 'Kingmaker' may be counted among those you need for the 'Seasons Of Bloom And Harvest' Scenario (which would start you out with at least six or seven motes of dust by the time you're done, and possibly quite a few more). Likewise, nothing is stopping you from ensuring new kingdoms grow to take the place of fallen ones, like Nyrissa did during her time on Golarion.

Should you get multiple copies of the 'Unformed' Perk, such as by buying it directly and later getting a second copy through the 'Seasons Of Bloom And Harvest' Scenario, the effects will stack but not overlap; you must choose a different focus for this power each time you acquire it.

No, asking Companions to try and destroy nearby countries so you can then swoop in and save them yourself doesn't work for 'A Story Defied In Lantern's Light'. That'd be *in*direct action, after all.

A List Of Pathfinder: Kingmaker classes and their specializations or variants:

- *Alchemists* are specialists in the creation and use of various compounds, most notably a number of elixirs and explosives. They can specialize into *Chirurgeons* to better hone their medical insights. *Grenadiers* instead focus on their explosive weaponry. Finally, *Vivisectionists* use their anatomical knowledge to more effectively harm or kill.
- *Barbarians* are the wild, mighty warriors from the more desolate areas of Golarion, relying on innate talent and a terrifying berserker rage to overcome their foes. Some Barbarians are *Armored Hulks*, with a greater focus on defense. Others are *Mad Dogs*, who work together with wild beasts. Finally, some are *Invulnerable Ragers*, relying on near superhuman resilience to weather attacks.
- *Bards* are scholars and artists, dedicated to both developing and sharing their interests with the world. They are highly capable of supporting others, using a blend of magic, music, and mundane skills to aid their allies and hinder their foes. Most specializations lack some aspects of the more artistic side of common Bards in return for other benefits. The *Archaeologist* gains greater insights when dealing with traps and other such

hazards common to the dungeon-delver's career. *Thundercallers* are musicians who've learned to call down deafening thunder or even lightning strikes with nothing but their voice. The *Flame Dancer*, meanwhile, relies on various fire-based abilities to expose the truth around them.

- *Clerics* are the servants of the gods of Golarion; serving their patrons with divine powers and a good weapon if necessary. The *Crusader* is a more martial variant of the Cleric, foregoing some of their spiritual magics in return for greater combat skills. In contrast, the *Ecclesitheurge* foregoes armor for a deeper connection to their patron's divine magic. Finally, the *Herald Caller* dedicates themselves to bringing forth the servants of their god, losing some versatility but enabling them to summon magical beasts or divine creatures with ease.
- *Druids* are the guardians of the natural world, empowered by and dedicated to the untamed wilderness. Harnessing natural magic and a deep connection to nature, they can change their form into various powerful, wild beasts. They can become *Blight Druids*, caretakers of wastelands and other ruined forms of nature, carrying with them a portion of these lands' toxic or pestilent nature. *Defenders Of The True World* hone their skills to track down and eliminate Fey and other First World creatures, while the *Feyspeaker*'s powers are instead tied to this otherworldly realm.
- *Fighters* are combat specialists of all kinds, arguably the most numerous of all Classes. The Aldori Defender relies on mobility and reflexes during combat, and favors the use of the traditional 'dueling sword'. The *Tower Shield Specialist*, as the name implies, focuses entirely on defense with the heaviest armor and shields. Finally, the *Two Handed Fighter* foregoes the use of a shield to wield the largest, heaviest weapons to devastating effect.
- *Inquisitors* are servants of the gods tasked with tracking down and eliminating enemies of the faith. They are powerful warriors who rely on a more clinical, skills-driven mindset than the Cleric or Paladin, and many learn how to coordinate or combine the skills of larger teams for the best benefits. Some Inquisitors become *Monster Tacticians*, fighting side by side with various summoned creatures. *Tactical Leaders* focus more on teamwork and bolstering their allies. Finally, the *Sacred Huntsmaster* dedicates their training to working with a single, powerful animal companion.
- The *Kineticist* harnesses raw elemental energies for offense and defense, shaping them into various effects through raw will and inner hardiness. Drawing on too much power at once can cause severe harm to the Kineticist, but their ability to rain fire, animated rocks or more esoteric forms of elemental death down on their enemies is terrible to behold. The *Dark Elementalist* relies on cunning and intellect instead of inner vitality to harness their power, channeling potential backlash onto captured souls or slain victims instead of facing it themselves. The Psychokineticist channels their elemental power through their mind instead of their body, relying on - or sacrificing - their very willpower instead of their physical wellbeing. Finally, the *Kinetic Knight* is the only Kineticist focusing on close-quarters combat instead of ranged manifestation; they are more capable warriors, but lack some of the longer-ranged options of other Kineticists.
- The *Magus* uses both combat skill and magical power in a blended style where each is combined to best effects. Though not as capable in either field as more specialized

classes, the Magus is a versatile warrior-mage who can infuse melee weapons with a variety of powerful effects and even channel their spells through such a weapon in combat. Variants include the *Eldritch Scion*, whose magic is intuitive rather than academic, the *Sword Saint*, who focuses on a single type of weapon to further enhance their combat prowess, and the *Eldritch Archer*, who fights with ranged weapons instead of a Magus' more close-quarters approach.

- *Monks* are adherents to one of several philosophies focusing on perfecting one's self through physical discipline, martial prowess, and insightful meditation. They are masters of fighting unarmed and unarmored, and can strike with dazzling speed and ferocity. Eventually, they even learn to channel a reservoir of inner spiritual power to create a handful of supernatural effects. Monk variants include the *Scaled First*, who draws on the awe-inspiring power of dragonkind rather than wise contemplation, the *Sensei*, who is more focused on supporting their allies, and the *Traditional Monk*, who gains greater power at the cost of following a very narrow set of choices for their studies.
- *Paladins* are divinely-empowered warriors who act as champions of justice for their patron deity. Typically favoring the 'knight in shining armor' ideal, Paladins are blessed with greater lethality against the forces of evil, as well as a number of benevolent divine abilities in return for obeying a strict moral code. Variants include the *Divine Hunter*, who favors ranged combat instead of close-quarters battles, the *Hospitaler*, who has a greater focus on healing rather than martial power, and the *Divine Guardian*, who dedicates themselves to the protection of a single other being, sacrificing some of their divine abilities to instead become a potent bodyguard.
- *Rangers* are adept hunters and survival experts who are often at home in the wilds.Their particular talents usually focus on tracking and killing specific types of creatures, such as animals, orcs, magical beasts or extraplanar entities, making them particularly deadly when facing such foes. Many Rangers also have animal companions, and can develop minor supernatural powers based on the natural world similar to those of Druids, if much weaker. Ranger variants include the *Freebooter*, who focuses on leading their allies rather than dedicating themselves to fighting a specific type of foe. The *Flame Warden* empowers himself with a variety of fire-based abilities, but lacks the finesse and subtlety common to most ordinary Rangers. Finally, the *Stormwalker* sacrifices some of a Ranger's natural abilities to instead channel the powers of lightning, rapidly moving across the battlefield or infusing themselves and their weapons with electrical energies.
- The *Rogue* is the catch-all term given to thieves, spies, and countless other individuals who've made it their business in life to get where others don't want them to go and take what they don't want them to have. Rogues are masters at thievery and 'dirty' fighting, and many make excellent assassins with their ability to do great damage to unaware or distracted targets. Variant Rogues include the *Eldritch Scoundrel*, who foregoes some of the more common 'cunning' talents of the standard Rogue to instead gain a measure of magical prowess instead. The *Knife Master* is a variant more focused on close-quarters combat with light blades such as daggers and kukris. Finally, the *Thug* uses threats and physical violence rather than stealth and subtlety.

- *Slayers* are bounty hunters and trackers, dedicated to finding and eliminating specific targets with a variety of cunning or brutal methods. They lack the Ranger's bond with nature, but can in turn become more adept at direct combat or subterfuge. Variants include the *Vanguard*, who instead learns to direct his teammates more effectively against specific targets. The *Deliverer* is a divinely-empowered killer that becomes more potent when fighting enemies of alignments opposed by their divine patron. Finally, the *Spawn Slayer* specializes in eliminating especially large and dangerous foes, dealing more damage and using their target's size against them.
- *Sorcerers* are individuals who possess an innate form of arcane power, often as a result of otherworldly bloodlines somewhere in their ancestry. Controlling their magic with sheer force of personality, they can cast spells more often than other spellcasters and can cast any spell they know without the need for preparation. However, they only learn a limited selection of spells and other abilities, defined in part by their bloodline, and have no conventional way to expand these choices. Sorcerer variants include the *Empyreal Sorcerer* whose magic has a more divine aspect to it and who relies on their wisdom instead of their charisma, *Sylvan Sorcerers* whose powers are formed from a connection to nature, and *Sage Sorcerers*, who take a more academic, intelligence-focused approach to mastering their innate power.
- *Wizards* are the classical arcane spellcaster. Mastering magic through study and experimentation, these learned individuals can unleash a variety of spectacular magical abilities - but must prepare these ahead of time. Wizards may *specialize* in one particular 'school' of magic, becoming more adept with any spells of this type but sacrificing some of their proficiency with spells of an opposed school.

Prestige Classes:

- The *Aldori Swordlords* are a blend between a noble order and a military rank, with each dedicated to combat talent and mastery of the Dueling Sword. They are especially skilled when it comes to intimidating and demoralizing foes, using lucky breaks and opportunities in combat to show exactly why it's folly to stand against these master swordsmen.
- *Arcane Tricksters* are cunning and intelligent individuals who choose to combine the spellcasting prowess of classes such as Wizards with the stealth and dirty tactics of Rogues. They hone their most critical talents in parallel, at the cost of many secondary benefits a more focused purpose might have, but can eventually learn to strike distracted or unaware targets with terrible power using their magical talents.
- *Dragon Disciples* are spontaneous casters who delve into their draconic heritage, gaining a number of dragon-like powers and the ability to temporarily transform into a full dragon. They tend to be more physically able than other spellcasters, but lack some of the more esoteric benefits of more focused arcane study.
- The *Duelist* is a combat specialist dedicated to nimble and precise combat, moving through battle while evading or deflecting enemy attack. They are masters of the parry, and often stay on the defensive for a lengthy period of time until they can take advantage of even a single mistake by their foe - often to devastating effect.

- *Eldritch Knights* combine martial prowess with arcane spellcasting to create a potent yet versatile class. Though lacking many specific advantages, their ability to learn advanced combat techniques and high-level spells at the same time means they have far more options than more specialized career paths.
- The *Mystic Theurge* is a spellcaster who blends together the arcane studies of spellcasters such as Wizards with the divinely granted magic of classes such as the Cleric or Druid. They hone both of these paths simultaneously, and can learn to prepare certain spells from one type as the other if the need presents itself.
- Finally, the *Stalwart Defender* is a master of defensive combat, being exceedingly hard to hurt or disable. A veteran Stalwart Defender is nearly impossible to move from whatever area they have chosen to stand their ground in, though most of these defensive boons also require them to avoid moving from this spot.

In-game Familiars include: Cat, Centipede, Chicken, Dog, Duck, Hare, Jerboa, Lizard, Monkey, Rabbit, Rat, Tarantula, and Viper.
In-game Animal Companions include: Bear, Boar, Dog, Elk, Giant Centipede, Leopard, Mastodon, Monitor Lizard, Smilodon, and Wolf.

You are not restricted to these options - any comparable option is permissible. You may also choose creatures that are slightly stronger (such as a lion) or weaker (such as a hawk), in which case the supernatural connection between your animal companion and yourself ensures their abilities are adjusted to an appropriate power level regardless of their 'natural' abilities… be it by strengthening them to match your power, or weakening them should you still be a novice.

Change Log

V1.1

- Miscellaneous text improvements like typo removal, clarifications on certain options that could have been confusing before.
- Cost adjustments and minor functionality improvements for some of the purchases in the Kingdom section.
- All remaining 'personal' Drawbacks can now be taken by Companions; clarified how multiple instances stack or combine.
- Added *Heir Of The First World*, *Stalker*, *Fey Realm*, and *Laughter, Eldritch Wonders And A Glamered Crown* for those interested in Fey-related things. Expanded the options available for *First World Flora*.
- The *Storyteller* toggle can now be used to visit the original Adventure Path instead of the videogame adaptation.
- Expanded the Notes section with added information.
- Now with PF:K logo in the intro page!