

PATHFINDER[®]

CAMPAIGN SETTING[™]



CONCORDANCE OF
RIVALS

MONITOR DEMIGODS

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Atropos, the Last Sister	N	Fate, sleep, youth	Darkness, Death, Luck, Repose	Dagger
Barzahk, the Passage	N	Compasses, travelers, vigils	Knowledge, Protection, Repose, Travel	Club
Ceyannan, the Shepherd	N	Final words, lost souls, searches	Community, Repose, Protection, Strength	Quarterstaff
Dammar, the Denied	N	Liquor, luck, medicine	Healing, Luck, Protection, Repose	Short sword
Il'surrish, the Wanderer	CN	Formlessness, loss of control, potential	Animal, Artifice, Chaos, Plant	Unarmed strike
Imot, the Symbol of Doom	N	Inevitability, mathematics, portents	Luck, Repose, Rune, Weather	Light shield
Jerishall, the Turning Sphere	LN	The planes, planetary orbits, separation	Earth, Knowledge, Law, Sun	Longspear
Kerkamoth, the Waiting Void	LN	Emptiness, entropy, stillness	Darkness, Destruction, Law, Void*	Warhammer
Monad, the Condition of All	N	Creation, the infinite, truth	Artifice, Darkness, Knowledge, Void*	Unarmed strike
Mother Vulture, the Flesheater	N	Consumption, renewal, transformation	Animal, Destruction, Healing, Repose	Sickle
Mrtyu, Death's Consort	N	Poetry, trauma, war	Charm, Death, Repose, War	Greatsword
Narakaas, the Cleansing Sentence	N	Atonement, difficult choices, pain	Death, Magic, Repose, Rune	Greataxe
Narriseminek, the Crownless, the Maker of Kings	CN	Ascendance, keketars, revelations	Chaos, Knowledge, Liberation, Madness	Handaxe
Otolmens, the Universal	LN	Machinery, math, physics	Artifice, Fire, Knowledge, Law	Mace
The Pale Horse, the Lash and the Plough	N	Beasts of burden, duty, revenge	Death, Repose, Travel, Water	Trident
Phlegyas, the Consoler of Atheists	N	Atheists, legacies, reincarnation	Artifice, Earth, Knowledge, Repose	Longbow
Saloc, the Minder of Immortals	N	Agency, bronze, education	Knowledge, Liberation, Repose, Strength	Guisarme
Ssila'meshnik, the Colorless Lord	CN	Fate, freedom, paradox	Chaos, Knowledge, Liberation, Trickery	Light hammer
Teshallas, the Primordial Poison	N	Aging, poison, venomous creatures	Healing, Magic, Repose, Scalykind*	Chakram
Vale, the Court of Ancestors	N	Consequence, superstition, tradition	Community, Knowledge, Nobility, Repose	Heavy flail
Valmallos, the Answering Rite	LN	Ceremonies, magic, preparation	Law, Magic, Rune, Water	Kukri
Vavaalrav, the Steeple's Skull	N	Gargoyles, holy ground, rest	Darkness, Earth, Protection, Repose	Shortbow
Vonymos, the Mourning Storm	N	Catastrophes, last stands, suicides	Fire, Glory, Repose, Weather	Scythe
Ydajisk, the Mother of Tongues	CN	Language evolution, lost words, slang	Chaos, Knowledge, Rune, Trickery	Bite or greatclub

* See *Pathfinder Campaign Setting: The Inner Sea World Guide*.



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ON THE COVER

The alien psychopomp usher Saloc stands before the city of Spire's Edge, where failed souls travel for one last chance to find themselves, in this stunning artwork by David Alvarez!



TABLE OF CONTENTS

The Creation of the Multiverse	2
Auditors of the Absolute	4
The Cycle of Souls	22
The Monitors	24
War Between Law and Chaos	36
Monitor Worship	38
The Onslaught of Entropy	48
The End Times	48
Ranks of the Monitors	50
Reflections on Truth	62

REFERENCE

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 6</i>	B6
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 4</i>	B4	<i>Ultimate Intrigue</i>	UI
<i>Bestiary 5</i>	B5	<i>Ultimate Magic</i>	UM

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THESE PAGES SUMMARIZE TRUTHS OF THE MULTIVERSE, CAPTURED FROM ITS FIRST ECHOES THAT REVERBERATE WITHIN THE COLLECTIVE MEMORY OF THE AEONS THAT GUARDED THE INFANT EXISTENCE, SHEPHERDED THE FIRST NOTIONS OF LAW AND CHAOS, AND SHAPED THE COSMOS IN A TIME BEFORE RECKONING.

THE CREATION OF THE MULTIVERSE

EVERYTHING BEGINS. EVERYTHING ENDS.

THE INFINITE CYCLES AND IMMORTAL PATRONS OBSERVABLE IN THE MULTIVERSE ARE BUT A SINGLE REALITY, A SINGLE ITERATION OF WHAT COULD BE, WHAT SHALL BE, AND WHAT EVER WAS. EACH MOTE THAT EXISTS TODAY TRACES ITS EXISTENCE BACK TO THE PREVIOUS REALITY, AND FROM THAT REALITY TO UNTOLD OTHERS WHOSE RECORDS ARE BEYOND ANNIHILATION. ONLY WHISPERS REMAIN OF THIS TIME BEFORE TIME: AN ORDERLY COSMOS, A TENUOUS BALANCE, A CRYSTALLINE PERFECTION RIDDLED WITH CRACKS, A UNIVERSE TEARING AT THE SEAMS. WHAT ONCE WAS NOW WAS NO MORE.

NOT ALL WAS LOST. THE WRECKAGE OF REALITY HAD BEEN REDUCED TO QUINTESSENTIAL DUST THAT FLOATED AIMLESSLY, FORMING A SEA OF CREATIVE POTENTIAL AND SHAPELESS UNCERTAINTY. UPON THIS FLOATED THE SURVIVOR, RESTING UPON THE SOLE FRAGMENT THAT HAD SURVIVED HER HOMEWORLD'S APOCALYPSE: THE HEAL. AS

SHE DRIFTED, SHE CONTEMPLATED THE ERRORS OF THE PREVIOUS WORLDS. BUT FOR THE SILENT THOSE WHO REMAIN—WHO HAVE ALWAYS LIVED BEYOND THE MULTIVERSE—SHE WAS ALONE, AND SHE ALONE WOULD SHAPE THE NEXT MULTIVERSE. YET FOR HER FIRST ACT, SHE HAD TO SHIELD WHAT HAD SURVIVED FROM THOSE WHO REMAIN.

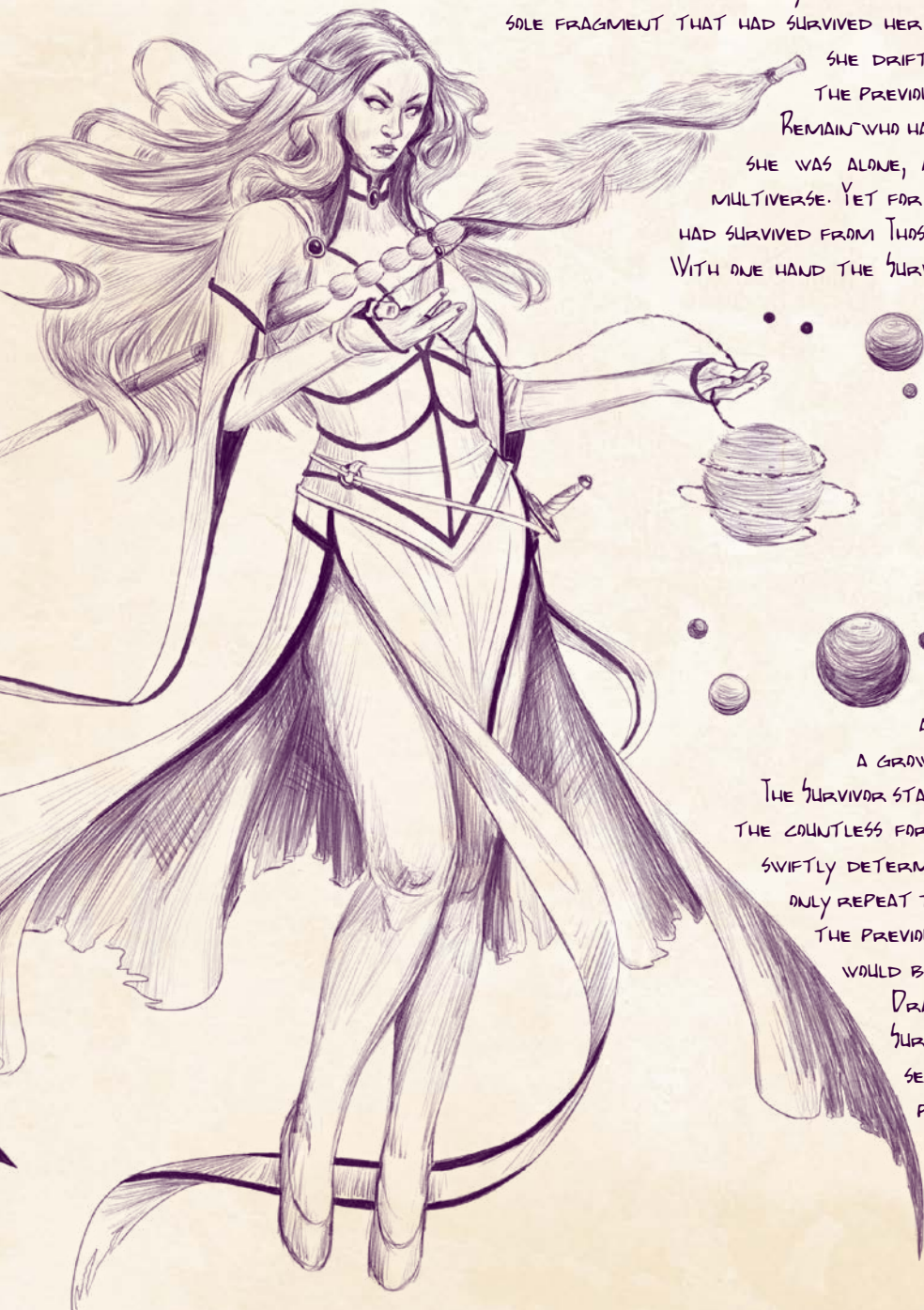
WITH ONE HAND THE SURVIVOR SHAPED A LONG ROD, AND WITH THE OTHER SHE STIRRED THE QUINTESSENCE, LETTING IT WIND ABOUT THE GROWING SPIKE LIKE WOOL ABOUT A SPINDLE. THE CURRENTS CHURNED THE ENTIRE SEA INTO A GENTLE WHIRLPOOL. WILLING THE SPINDLE TO AFFIX ITSELF IN SPACE, THE SURVIVOR PULLED UPON THE VORTEX, STRETCHING IT BETWEEN HERSELF AND THE ANCHOR, SWADDLING THE HEAL WITHIN. THE FLOWING EXTERIOR CONTAINED THE ERRANT QUINTESSENCE AND KEPT AT BAY THOSE WHO REMAIN, BUT A GROWING VOID FORMED WITHIN.

THE SURVIVOR STARED INTO THIS COLD SPACE, CONTEMPLATING THE COUNTLESS FORMS OF LIFE SHE COULD CREATE. YET SHE SWIFTLY DETERMINED THAT SHAPING LIFE DIRECTLY WOULD ONLY REPEAT THE SAME MISTAKES THAT HAD RESULTED IN THE PREVIOUS REALITY'S DESTRUCTION. THIS EXISTENCE WOULD BE DIFFERENT.

DRAWING UPON COILS OF QUINTESSENCE, THE SURVIVOR PULLED ON THE ASTRAL EXPANSE, SETTING IT IN MOTION. IT SWIRLED WITH PLACID FEROCITY, AND AT ITS CALM CENTER GLOWED THE HEAL, WHOSE LIGHT REFLECTED INFINITE POSSIBILITIES YET TO BE REALIZED. THESE RAYS CASCADED

FROM THE CONCORDANCE OF RIVALS
WHEREIN THE ORIGINS OF THE MULTIVERSE ARE LAID
BARE—CREATED FROM THE WRECKAGE OF FAILURE,
ASSEMBLED BY WILLFUL HAPPENSTANCE, AND SUSTAINED
BY THE FACELESS OPPOSITIONS OF OUTSIDERS WHO THRIVE
ON STRIFE.

—CONCORDANCE OF RIVALS,
"WHENCE DUSK BEGETS DAWN"



TOWARD REALITY'S SHELL, BOUNCING, REFLECTING, AND COLLIDING IN EPHEMERAL SPARKS OF WHAT MIGHT ONE DAY BECOME NEW LIFE. THE SURVIVOR WITHDREW TO HER SPINDLE AND PULLED UPON THE QUINTESSENCE THERE, SPINNING THE OUTER SHELL IN OPPOSITION TO THE INNER REALM'S ROTATION. AT THEIR BOUNDARY, THE REALMS SPAWNED ASTRAL EDDIES AND WHORLS OF CREATIVE FORCE. THE COURSING COUNTERMOTION BEGAT ROARING STORMS THAT DANCED ACROSS ITS SURFACE. AS THESE STORMS COLLIDED, THEY LARGELY DISSIPATED, YET ONE GREW LARGER AND LARGER AS IT CHURNED OLD MEMORIES OF THE PREVIOUS REALITY WITHIN THE TINY MOTES OF QUINTESSENCE. AT LAST THE VORTEX GREW FOUR LIMBS AND TORE ITSELF FREE. WHERE THE VORTEX STEPPED, THE BUBBLE'S SURFACE WARPED AND STRETCHED. THE SURVIVOR LOOKED ON IN WONDER AND THEN WITH CONCERN, FOR THIS CREATURE'S WANDERING THREATENED TO TEAR REALITY APART AT THE SEAMS. SHE HAILED THE VORTEX. WHAT NATURE OF BEING WAS IT? WHAT WAS ITS NAME? WHAT DID IT SEEK?

THE VORTEX TURNED AS IF TO GAZE UPON THE SURVIVOR. ITS HURRICANE EYE GREW WIDER AND DARKER UNTIL IMAGES FORMED WITHIN ITS INTERIOR. SCENES OF AN ORDERLY COSMOS PLAYED OUT. PLANTS THE SURVIVOR HAD NEVER SEEN MULTIPLIED AND FILLED ALIEN LANDSCAPES. STARS BURNED, GREW, AND EXPLODED, RELEASING A WEALTH OF MATERIAL FROM WHICH NEW PLANETS WOULD ARISE. THE PASSAGE OF DAYS GAVE WAY TO NIGHTS IN EQUAL MEASURE. ALL THINGS EXISTED IN BALANCE.

THESE VISIONS MIRRORED MANY OF THE SURVIVOR'S OWN THOUGHTS, THOUGH SHE ALSO SAW IN THIS ORDERED EXISTENCE THE SAME QUALITIES THAT EVENTUALLY DESTROYED HER PREVIOUS WORLD. HOW COULD THEY ENSURE THIS WOULD NOT HAPPEN AGAIN, SHE INQUIRED? THE VORTEX DARKENED AND SWIRLED.

IT SHOWED ANIMALS GROWING SO POPULOUS THAT DISEASE READILY DESTROYED THEM. IT PROJECTED CLOCKWORK SO PERFECTLY TUNED THAT THE SLIGHTEST DISRUPTION RUINED THE DEVICES ENTIRELY. WITHIN ITS EYE PLAYED OUT SCENES OF SUCH DEPRAVITY THAT THE ACTORS REBELLED AT THEIR OWN VILENESS, FOLLOWED BY NARRATIVES OF UTTER SHAPELESSNESS THAT BEGAT ORDER MERELY BY CHANCE. THE SURVIVOR COULD DISCERN REGULATION, YET IT AROSE FROM AND IN OPPOSITION TO ANARCHY. LIKE SPUN THREAD, EACH OPPOSING CONCEPT WOULD TWIST TOGETHER TO CREATE A UNITED WHOLE, REMAINING BOUND TOGETHER EVEN AS EACH ELEMENT ATTEMPTED TO UNWIND AGAINST THE OTHER.

THE VORTEX SHOWED NO AMBITION, ONLY PURPOSE. FOR HAVING BEEN BORN FROM THE SUBSTANCE AS THE PREVIOUS REALITY, THIS CREATURE SEEMED A CREATION ENTIRELY OF THIS NEW UNIVERSE AND DEDICATED TO ITS PRESERVATION. THE SURVIVOR ACKNOWLEDGED THE BEING AND TASKED IT WITH SUSTAINING WHAT SHE HAD SET IN MOTION. IF THE BEING ACKNOWLEDGED HER IN RETURN, IT SHOWED NO SIGN, MERELY FADING INTO THE BUBBLE AND DISPERSING. WITHIN MOMENTS, THE TINY EDDIES SPUN OFF MINIATURE VERSIONS OF THE VORTEX, EACH OF WHICH SET ABOUT STITCHING THE SHELL WHERE IT TORE, REINFORCING WHERE IT GREW THIN, AND MONITORING FOR FUTURE DAMAGE.

CONTENT, THE SURVIVOR LOOKED BACK TO THE HEAL, NESTLED DEEP IN THE HEART OF THE NEW REALITY. IN THOSE FIRST SPARKS OF LIFE SHE COULD READ THE COUNTLESS POSSIBILITIES THAT AWAITED THE NASCENT CREATURES, EACH BRANCHING TO BEGET MILLIONS OF OTHER CREATURES THAT WOULD FILL REALITY BEFORE THEIR INDIVIDUAL THREADS WOULD THIN AND BREAK. THE PATTERN CASCADED ACROSS THE MULTIVERSE, WEAVING IN AND OUT OF THE QUINTESSENCE WITH THE PROMISED LEGENDS OF EONS TO COME. YET EVEN THE LONGEST THREADS ALL ENDED AT ONE POINT THAT SHE COULD SEE: THE DEATH OF THIS EXISTENCE, JUST AS HER PREVIOUS WORLD HAD DIED.

EVEN ETERNITY WAS FINITE, AND AS THE SURVIVOR HAD GUIDED THIS REALITY'S BEGINNING, SO TOO WOULD SHE WITNESS ITS END.

CURATOR'S NOTE

MY ARCHIVAL ROLE AFFORDS ME EXTRAORDINARY ACCESS TO UNIQUE TOMES THAT ENTER ABSALOM. HOWEVER, BEFORE ME LIES WHAT PURPORTS TO BE THE FINAL VOLUME IN ONE OF THE MOST SIGNIFICANT TRILOGIES EVER PENNED. THE CONCORDANCE OF RIVALS IS THE ANGEL TABRIS'S ACCOUNTING OF THE PUER PLACES ALIGNED WITH NEITHER GOOD NOR EVIL. IF TALES OF THE CHRONICLER ARE TO BE BELIEVED, HE EXPERIENCED FIRST DISMAY FOLLOWING HIS RESEARCH FOR THE CHRONICLE OF THE RIGHTEOUS, THEN DESPAIR FOLLOWING HIS NECESSARY STUDIES TO CREATE THE BOOK OF THE DAMNED, AND FINALLY A SKEPTICAL TRANQUILITY AFTER HIS INVESTIGATIONS THAT PRECEDED THE CONCORDANCE OF RIVALS. IN THE INTEREST OF ACADEMIC SELF-REFLECTION, THIS HAS ALSO BEEN MY EXPERIENCE IN STUDYING THESE TEXTS AS THEY CROSSED MY DESK OVER THE PAST DECADE—THOUGH THE FORMER TWO HAVE SINCE DISAPPEARED FROM THE COLLECTIONS. AFTER ALL, HANDLING EVEN ONE SUCH VOLUME WOULD BE A MIRACULOUS COINCIDENCE, AND STUDYING ALL THREE SUGGESTS SOME GREATER DESIGN OR COORDINATION. YET FOR ALL MY TESTS, THIS BOOK RESISTS ALL HARM, RADIATES EXTRAORDINARY MAGIC, AND OPENS READILY TO MY TOUCH, UNLIKE THE PREVIOUS FINDS; I CAN TENTATIVELY CONCLUDE THAT I STUDY THE GENUINE ARTICLE OR A VERY CONVINCING FAKE. IF IT IS THE FORMER, THEN I AM EITHER THE MOST FORTUNATE OR MOST DAMNED SCHOLAR OF OUR TIME.


-DJAVIN VIREST, CURATOR OF APOCRYPHA
FORAE LOGOS, ABSALOM



Auditors of the Absolute

The monitors are enigmatic and ever at odds, yet all share a duty to the fundamental nature of reality. Acting together, they create a homeostasis perfectly suited to maintaining the multiverse as it now exists. The aeons claim they forged the monitors in the fires of creation, while psychopomps insist their beloved Pharasma anointed the first monitors to ensure the smooth flow of souls. Inevitables claim they first gave faces to the rules of reality, and proteans believe that other monitors are simply corrupted proteans. Monitors seem born from the multiverse itself—fractured pieces of a mind that finds equilibrium only in the conflict of its component parts.

—From the *Concordance of Rivals*,
“On the Certainty and Fluidity of Existence”



Mortals envision the Outer Planes as a battleground between the cosmic forces of good and evil, angels and fiends, at war for the fate of every living soul. But before a place can be a battlefield, it must first be a field. While the forces of good and evil clash, monitors—outsiders of neutral bent with no strong leanings toward good or evil—plow those fields and level the land; by some estimations, they are the land. While they still go to war—inevitables fight demons and azatas with equal fervor, proteans clash with devils and archons and inevitables, and aeons seem equally condemnatory of all outsiders—they are first and foremost the artists, caretakers, and tinkers of the cosmos.

Despite sharing the title of “monitor,” the various neutral outsiders are often at odds with one another, exemplified by the constant fighting between proteans and inevitables. Like siblings, they share a common origin but nevertheless are often rivals. Each caste of monitor exalts its own distinct demigod. The aeons descend from the Monad, a singular being they say encompasses all of existence as it should be. Psychopomps revere the ushers, avatars of the various aspects humans associate with death. Primal inevitables are great, living forges that produce lesser inevitables to maintain laws as they dictate. Proteans offer grudging respect to the protean lords, whose whims inspire creation and change in mortal hearts.

Rules elements that are new to this book are marked with an asterisk (*).

READING MONITOR ENTRIES

Each of the monitor demigods detailed on the following pages is presented in the same format, starting with a stat block that summarizes the details of the monitor demigod and ending with a list of boons that the demigod often grants its most devoted and virtuous followers.

Name: The monitor demigod’s name is followed by their most common appellation or epithet, their gender identity, their associated monitor race, and their primary areas of concern.

Cult: This section lists the monitor demigod’s holy symbol, the locations where their temples are most often found or the themes those temples often adopt, the type of people and races who most often worship them, the types of monitors and monsters often associated with the cult (usually as guardians or pets), and finally the demigod’s obedience. An obedience is a method of worship closely tied to the granting of divine power—see Monitor Obedience below for further details on who must perform obediences and what obediences can grant.

Boons: Any creature who takes the Monitor Obedience feat can gain boons from worshipping a monitor demigod. This section lists the three most common boons the monitor can grant. The first boon is always a spell-like ability—either a 1st-level spell-like ability usable three times per day, a 2nd-level spell-like ability

usable twice per day, or a 3rd-level spell-like ability usable once per day. The second and third boons are unique extraordinary, spell-like, or supernatural abilities that vary with each monitor demigod. Unless otherwise stated, spell-like second boons that do not duplicate existing spells are treated as 8th-level spell effects, and spell-like third boons are treated as 9th-level spell effects.

Note that the domains granted by each monitor demigod and their favored weapons are listed on the inside back cover of this book for ease of reference, and not on the following pages.

Each stat block is followed by several paragraphs that describe the monitor demigod’s appearance, personality, and realm in the Outer Planes.

MONITOR OBEDIENCE

Monitor demigods have little use for the prayers of mortals, but they find practical value in—and lend divine gifts to—those who act as their agents in the mortal realms. Such acts forwarding these distinct agendas are known as obediences. An obedience is typically an hour-long ritual that must be performed daily; unless otherwise stated, it does not harm the creature performing it. Spellcasting faithful can integrate their obediences into their normal hour-long rituals and methods of preparing or regaining spells; other worshippers are free to perform their obedience at any point during the day.

Obediences can yield great boons, particularly to the most powerful of a monitor demigod’s followers. The Monitor Obedience feat allows a worshipper to gain access to additional powers. The evangelist, exalted, and sentinel prestige classes (*Pathfinder Campaign Setting: Inner Sea Gods*) and the new proctor prestige class (see page 44) allow access to the most powerful boons more quickly.

New Feat: Monitor Obedience

Your daily prayer and minor sacrifices to a particular monitor demigod grant you special boons.

Prerequisites: Knowledge (planes) 3 ranks, must worship a monitor demigod.

Benefit: Each monitor demigod requires a different obedience, but all obediences take only 1 hour to perform. Once you’ve performed the obedience, you gain the benefit of a special ability or resistance as indicated in the Obedience entry for the demigod.

If you have at least 12 Hit Dice, you also gain the first boon granted by your monitor demigod upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the monitor demigod’s second boon. If you have 20 Hit Dice or more, you also gain the monitor demigod’s third boon. Unless a boon lists a specific duration or number of uses per day, its effects are constant.

If you ever fail to perform a daily obedience, you lose access to the benefits and boons granted by this feat until you next perform the obedience.

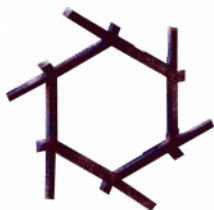
Concordance of Rivals

Chapter 1:
Auditors of the Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the Monitors



ATROPOS

The Last Sister

N female psychopomp usher of fate, sleep, and youth

CULT

Holy Symbol six overlapping lines arranged in a hexagon

Temples caves, glaciers, inns, quiet glades

Worshippers the chronically ill, insomniacs, nosois, soothsayers

Minions animate dreams, awakened cats, fulgatis*, neutral jackalweres, norns, nosois, yamarajes

Obedience Assemble a careful list of each activity you will undertake in the day to come and keep a careful accounting of what you fail to accomplish and why. As part of this, select three different specific checks you expect to perform that day, such as “a Perception check to find a hidden passage,” “a Reflex save to dodge a fireball” or “a Heal check to treat a disease.” Once during that day, you can gain a +4 insight bonus on one of these three specified checks.

BOONS

1: Fruitful Dreams (Sp) *sleep* 3/day, *augury* 2/day, or *catatonia*^{QA} 1/day

2: Childlike Grace (Su) Once per day as a full-round action, you can revert to a childlike form, which grants you fresh insight and new perspective. This functions as a *reduce person* spell with a range of personal and a duration of 1 hour per Hit Die. In this form, you gain a +2 insight bonus on Perception and Sense Motive checks and Will saving throws, but you take a –2 penalty on Intelligence-based skill checks and Fortitude saving throws.

3: Insight into Fate (Sp) You can cast *moment of prescience* 1/day.

Also called the Judge of Judges, Atropos rules over the courts of the Boneyard as the penultimate arbitrator of mortal fates. She determines who will die and when, superseded only by Pharasma herself. The youngest daughter of Pharasma, she is also called the Last Sister, though few know the fates or can even confirm the existence of any preceding sisters. Psychopomps whisper that Pharasma is training this child to one day succeed her when the universe dies and is reborn, but for now Atropos holds the domain of sleep rather than true death. She receives the most challenging of all petitioners: the souls of fallen children.

Atropos manifests as a large and glorious nosoi the size of a wolf and adorned in a silver mask, with an infinitely long peacock tail decorated with one living eye for every soul she will ever judge, though she sometimes takes on the guise of a young human girl when appearing in her mother's court. She shares the realm of Pharasma's Palace, though her deific control also extends over the Boneyard's courts and planar gates.



BARZAHK

The Passage

N agender psychopomp usher of compasses, travelers, and vigils

CULT

Holy Symbol two straight lines that converge vertically through a circle

Temples cartographers' shops, crossroads, roadside shrines

Worshippers guards, pilgrims, nomads, sailors

Minions catrinas, djinn, rangers, shokis, tengus

Obedience Walk a road for an hour and keep a constant eye out for signs of fallen travelers or roadside graves. Tend to any of either you find. Gain a +4 insight bonus on Survival and Knowledge (geography) checks to find locations and avoid becoming lost, as well as on saving throws against magic effects that would force you to become lost (such as the *maze* spell).

BOONS

1: Prepared Traveler (Sp) *adjuring step*^{UC} 3/day, *animal messenger* 2/day, or *phantom steed* 1/day

2: Seasoned Traveler (Ex) You no longer take nonlethal damage from moving at a hustle overland. You gain Endurance and Nimble Moves as bonus feats.

3: Into the Dead Roads (Su) Once per day as a full-round action, you can open a door to the Dead Roads and guide others with you to cross huge distances or travel the planes. This duplicates the effects of a *shadow walk* or *plane shift* spell, with a caster level equal to twice your Hit Dice. In the case of a *plane shift* spell, the effect is not instantaneous, instead requiring 2d6 hours of travel by foot to arrive at a random point on the target plane.

While most psychopomps are born from the needs and fears of mortals, Barzakh was born from the needs and fears of psychopomps, emerging fully formed at the same moment the Dead Roads—secret back channels between the planes and the mortal world—appeared. Barzakh manifests as an enormous migratory bird, often a corvid, but sometimes as a robin or other songbird. Swathed in robes and carrying a staff and a keyhole, the Passage struggles to understand the finite world beyond the Dead Roads, and they rarely leave this unusual transitive realm. They see to the comings and goings of psychopomps and, by extension, care for the souls of travelers and those who die far from home, an experience that challenges many petitioners and can cause a soul to linger far too long.

Afflicted with wanderlust, Barzakh roams aimlessly and rarely attends to any of their appointed duties. Those psychopomps who labor under Barzakh's purview enjoy an exceptional amount of autonomy, even by the standards of the Boneyard, and many of their most powerful servants begin to feel akin to ushers themselves—notions true ushers are eager to disabuse them of.



CEYANNAN The Shepherd

N agender psychopomp usher of final words, lost souls, and searches

CULT

Holy Symbol two concentric circles bisected by a horizontal line

Temples coach houses, delivery services, inns, orphanages, riverside clearings

Worshippers amnesiacs, bodyguards, bounty hunters, ferry workers, orphans

Minions ankous, fallen hound archons, morrignas, mortal inquisitors, rogue maruts

Obedience Seclude yourself somewhere silent and begin a prayer that causes blood to weep from your nose or existing wounds. Reflect for 1 hour on the isolation and the sound of blood dripping. Gain a +4 insight bonus on Diplomacy checks to gather information and Survival checks when tracking.

BOONS

1: Death's Hound (Sp) *tireless pursuit*^{APG}
3/day, *whispering wind* 2/day, or
countless eyes^{UM} 1/day

2: Smell of Death (Ex) You gain the scent ability. Your sense of smell is particularly acute in regard to undead, granting you blindsense (30 feet) for the purposes of detecting all forms of undead.

3: Soul Lock (Su) Once per day as a full-round action, you can trap the soul of a sentient creature that has died in the last minute, creating a soul gem. This is a death effect. A soul gem is a Fine object with 1 hit point and hardness 2. You can destroy a soul gem you created as a standard action to free the soul within, though this doesn't return the deceased creature to life. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a caster level check (DC = 10 + half your Hit Dice + your Charisma modifier). Failure results in the spell having no effect, while on a success, the soul gem shatters and the creature returns to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by 2. You can maintain a number of soul gems at one time equal to your Charisma modifier (minimum 1).

Ceyannan first arose from the eddies and foam within the River of Souls created by mortals' resistance to death, and a piece of the Shepherd resides in every mortal heart, allowing this monitor demigod to sense those who flee death's embrace. Always seeking to recover these lost fragments, Ceyannan gathers wayward souls—the lost, the stolen, and the stubborn—and returns them to the Boneyard. Rumor holds that when the last mortal dies and the Shepherd is whole, Ceyannan will

finally embrace death themselves. Until that peace comes, Ceyannan relentlessly hunts missing souls, reserving a special hatred for those who would destroy souls or pervert them into undeath. As the patron of lost souls, they are also responsible for containing those souls that pose an existential threat to the cosmos.

Ceyannan's flesh is maggot-white and impossibly beautiful, and their otherwise humanoid frame sports a pair of wings covered in the oily, black feathers of a carrion bird. They often appear clutching the *Apostasy*, a simple shepherd's crook capable of dragging out the faith any mortal soul holds for a god. They claim no realm, instead wandering the Material Plane and the River of Souls in search of their lost portions.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors



DAMMAR The Denied

N agender psychopomp usher of liquor, luck, and medicine

CULT

Holy Symbol one horizontal line crossed by two vertical lines,

surrounded by four dots

Temples apothecaries, distilleries, hospitals

Worshippers brewers, gamblers, physicians, vintners

Minions gloomwings, formians, morbais*

Obedience Consume a full serving of alcohol and reflect on the intricacy of the living form. Vomit any remaining alcohol into a bowl and pour it beneath a tree or large rock. Gain a +4 insight bonus on Heal checks and saving throws against the effects of alcohol and swarm attacks.

BOONS

- 1: Mixed Blessings (Sp)** *enhance water* (*Pathfinder Campaign Setting: Inner Sea Gods* 233) 3/day, vomit swarm^{APG} 2/day, or *remove disease* 1/day
- 2: Dammar's Mercy (Sp)** You can cast maximized *breath of life* 1/day.
- 3: Uncertain Fates (Su)** You can keep the spirits of any intelligent creatures that die within 30 feet of you, which orbit you as moaning, disembodied forms. For every spirit you keep, you gain a cumulative +1 bonus to AC and caster level checks to overcome spell resistance, but you take a cumulative -1 penalty on Fortitude saving throws. You can keep a number of spirits equal to half your Hit Dice plus your Charisma modifier at one time, but they are released automatically to join the River of Souls if you are stunned, knocked unconscious, or sleeping. As long as you keep the soul of a creature, you can cast *breath of life* on it as if that creature had died in the previous round.

While most ushers concern themselves with death, Dammar fixates on life. A physical manifestation of the first resurrection magic, the Denied acts as monitor for all who would journey back to the mortal realm from the Boneyard and ensures that such passages are neither too frequent nor too easy. Concerned as they are with walking back from death, Dammar is also the usher of doctors, medicine, and, due to its long history of use in medical preparations, alcohol and those who produce it. Legends say Dammar created the hangover to grant mortals a peek beyond the veil.

Dammar manifests as a portly, androgynous figure swathed in several layers of silk robes, who hides their face behind a veil. Six insectile legs emerge from beneath their robes, and while no arms normally emerge from the swirl of fabric encompassing them, Dammar can manifest dozens at a time to manage various tasks. This uncanny ability—along with their supposed fondness for cockroaches—earns the Denied their unofficial reputation as the usher of insects and creeping things.

IL'SURRISH The Wanderer

CN genderfluid protean lord of formlessness, loss of control, and potential

CULT

Holy Symbol cerulean sphere



dotted with stars

Temples anarchic fonts, Maelstrom borderlands, river rapids

Worshippers artists, ganzis, martyrs, transmuters

Minions chaos beasts, pelagasts, shapeless petitioners

Obedience Immerse yourself in flowing water, leaving only your mouth or nose above the surface, and whisper prayers as the current whisks you away, praying until you wash ashore. Gain a +4 sacred bonus to CMD and on saving throws against effects that impede movement.

BOONS

- 1: Wanderer's Grace (Sp)** *true strike* 3/day, *daze monster* 2/day, or *gaseous form* 1/day
- 2: Wanderer's Bane (Su)** Once per day, you can cause a creature within 30 feet of you to become paralyzed for 1d4+2 rounds. A target that succeeds at a Will save (DC = 10 + half your HD + your Charisma modifier) is instead dazed for 1 round.
- 3: Formlessness (Su)** Once per day for a number of rounds equal to your Hit Dice, you and your equipment take on a fluid consistency, glowing with an inner cerulean light. You gain DR 20/slashing, and your reach increases by 10 feet. In addition, you gain the compression universal monster ability (*Pathfinder RPG Bestiary* 2 295) and a fly speed of 60 feet (perfect). Finally, for the duration of the effect, you also gain the benefits of a *cloak of chaos*.

Il'surrish the Wanderer seldom manifests physically, but when it does, it usually appears as a lesser protean wrought of furious cerulean light. More commonly the Wanderer possesses a demon, devil, or archon who, overwhelmed, burns like a metaphysical candle from the inside out, consumed by the experience. Those few who survive recall only a beautiful and horrific sensory avalanche—an experience on par with a keketa's description of its first shallow communion with the Speakers of the Depths. Il'surrish's largely protean clergy are collectively known as the Asomatus Clutch, and many of them are gifted with insubstantiality as well.

Il'surrish's mobile realm, the Labyrinth of Light and Loss, is an ever-shifting amalgamation of hundreds of castles, a serpentine mating ball of architecture orbited by shattered, petrified qliploth and the broken remnants of the primal inevitable Argreth the Burning Monolith. The realm only rarely ventures beyond the deep Maelstrom, usually during rare conclaves of gods and protean lords.



IMOT The Symbol of Doom

N agender psychopomp usher of inevitably, mathematics, and portents

CULT

Holy Symbol three adjacent circles arranged above, bisected by, and below a horizontal line

Temples mountaintops, storm-wracked coastlines

Worshippers cowards, mathematicians, prophets, psychics, rioters

Minions duskwalkers, mediums, fulgatis*, huldras, lightning elementals, ovinniks

Obedience Spend an hour in a dark space barely large enough for you to fit and cast your thoughts out from your body. Gain a +4 insight bonus on Perception checks to spot portents and traps; this expanded insight also allows you to disable magic traps as if you had the rogue's trapfinding ability.

BOONS

1: The Coming Storm (Sp) *doom* 3/day, *scare* 2/day, or *rain of frogs*^{UM} 1/day

2: Insight into Disaster (Ex) You gain a bonus equal to your Wisdom modifier on initiative checks and Reflex saves.

3: Call Down the Wrath (Sp) You can cast extended *control weather* once per day.

While most commonly associated with mass deaths, Imot was born from mortal guilt and the desire for hindsight in the wake of tragedy. Rather than cause loss of life directly, their machinations precede large disasters, though as the penultimate usher of order, they also arrange for disasters when mortal cultures are too slow in dying. A compulsion buried deep within Imot compels them to hide clues to every disaster in the natural world before the event transpires, wrapped in confounding symbolism and boggling equations. These vague hints and hidden meanings inspire anxiety in most mortal minds. To those unaware of the true nature of these premonitions, this takes the form of subconscious unease; to those aware of the usher's omens, these clues provide a means of averting disaster that is often found far too late. Because of this, Imot is also the usher of dread, paranoia, self-blame for unavoidable disasters, and the omnipresent fear of personal failing.

Imot's nature makes them the natural patron of mathematicians—especially those who press the boundaries of mortal understanding—and the bearer of souls that perished due to seemingly inevitable ends or that died en masse. People plagued with uneasy premonitions, be they true glimpses of impending tragedy or simply figments of the mind, are sometimes drawn toward the worship of Imot. Prophets who seek accurate omens in an age of lost prophecy are drawn to Imot's complex and hidden portents, seeking to painstakingly unravel the usher's hidden clues to look into the future. The Symbol of Doom's own predictions aren't divine in nature, however, and are simply the result of their own infinitely complex calculations.

Imot manifests as a golden, four-sided pyramid with a wing sprouting from each of their facets. They have great difficulty expressing themselves verbally and instead conjure images and symbols to communicate. Those who serve the Symbol of Doom for many years eventually learn this unique language, but mortal parishioners and young psychopomps find this unique communication frustrating. Because even fellow ushers find Imot challenging, Imot rarely leaves their domain in the Tetravia, a mass of crossroads and towers situated between the Eight Courts, from which the Symbol of Doom observes the mortal world and Outer Planes, ever in search of new patterns and secrets.

Concordance of Rivals

Chapter 1:
Auditors of the Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the Monitors



JERISHALL The Turning Sphere



LN agender primal inevitable of the planes, planetary orbits, and separation

CULT

Holy Symbol linked pair of ringed planets
Temples gateways, observatories, ravines
Worshippers astronomers, sailors, spacefaring creatures
Minions astronomers, lhaksharuts, witchwyrds
Obedience Study the night sky for 30 minutes, making note of the rising and setting of key planets, moons, or stars. Then spend 30 minutes mathematically predicting the course of at least one of these celestial bodies as it would appear the following night or from a different latitude. Gain a +4 bonus on saving throws and to CMD against effects that would forcibly move you from your square.

BOONS

- 1: Cosmic Guide (Sp)** *magic stone* 3/day, *grace*^{APG} 2/day, or *guiding star*^{APG} 1/day
- 2: Predict the Path (Su)** You can foresee the arc of incoming weapons as though they were planets in orbit. You gain a +2 insight bonus to AC against bludgeoning weapons and effects with the fire descriptor. In addition, you gain DR 5/piercing or slashing.
- 3: Meteoric Charge (Sp)** Once per day, you can transform into a blazing meteorite that hurtles through your enemies. This functions as *ride the lightning*^{UM} but deals fire damage and grants you immunity to fire damage.

The conquest of nature and advent of cities is ultimately a late step in the rise of civilization. For millions of years before that, the planets on which they form must maintain predictable orbits and respect the laws of cosmic physics. Jerishall monitors the multiverse from their powerful observatory floating above Axis to ensure that its stars, solar systems, and even galaxies flow in an orderly fashion, not deviating beyond predictable models.

Jerishall recognizes that asteroids, meteors, and other planets can crash into a species' home world, yet they do not condone the utter destruction of such threats. Instead, Jerishall encourages the development of astronomy, astrophysics, and technology to redirect such missiles or allow large populations to escape their planet entirely. As a result, the Turning Sphere is an indirect patron of space travel, earning them the respect of spacefaring creatures such as witchwyrds and even elder things.

Jerishall is especially wary of the ways in which the Outer Planes and Inner Planes interact, preferring each plane's isolated physics to prevail rather than for an encroaching realm's influence to alter the other's orbits and processes. Jerishall's faithful often frequent planar portals and breaches to ensure they do not unduly expand or impede upon other regions.

KERKAMOTH The Waiting Void



LN agender primal inevitable of emptiness, entropy, and stillness

CULT

Holy Symbol starry circle within an iron ring

Temples amphitheaters, reservoirs, ruins
Worshippers monks, planar travelers
Minions calikangs, neutral-aligned monks
Obedience Seek out a cluttered place, such as an overgrown garden or messy closet. Spend 1 hour cleaning the space, removing at least half of the contents to consume, donate, or destroy. If you cannot access such a space, spend 1 hour in silent contemplation in an open area, envisioning in detail the orderly creations that might soon fill that place. Gain a +4 bonus on Fortitude saves against effects that would deal hit point damage.

BOONS

- 1: Temporal Warden (Sp)** *sanctuary* 3/day, *silence* 2/day, or *sands of time*^{UM} 1/day
- 2: Timely Absence (Su)** Once per day as an immediate action when you would fail a saving throw or be reduced to 0 hit points or fewer by an effect, you can disappear from reality altogether and avoid the immediate effects (not being hit or poisoned, for example). You leave behind a transparent afterimage, and at the beginning of your next turn, you reappear in your space (or the nearest available space if that is now occupied) and are staggered until the end of your turn.
- 3: Invert Entropy (Su)** You take no penalties from energy drain, though you can still be killed if you accrue more negative levels than you have Hit Dice. Once per day as a move action, you can remove a number of your temporary negative levels equal to half your Hit Dice. For every 2 negative levels removed, you gain 10 temporary hit points and a cumulative +1 insight bonus on ability checks, attack rolls, saving throws, and skill checks; both effects last until the end of your next turn.

Although philosophers often confuse decay for the onslaught of entropy, the faithful of Kerkamoth understand that natural decay on both a visible and atomic level is key to a healthy multiverse. That which is empty has its own order and potential to form great things. Just as a toppling tree leaves space for new growth, so too does the deterioration and controlled demolition of civilization leave fallow realms just waiting to be filled by fresh innovation. For creation to continue, there must be regulated emptiness. Above all, these processes must be silently calculated, predictable, and systematic; the wanton destruction inflicted by the likes of daemons, demons, and proteans threatens the entire process.



MONAD The Condition of All

N agender aeon of creation, the infinite, and truth

CULT

Holy Symbol spiral galaxy

Temples none

Minions aeons

Obedience Spend 30 minutes in meditation, clearing your mind of needs and prejudices. Then briefly wander and observe your surroundings, seeking a source of excess, accomplishment, or emptiness. Spend at least 30 minutes counteracting that phenomenon in some way, such as by creating something where nothing exists, providing comfort to a morose stranger, or thinning the excess population of ants in a field. Upon completing this obedience, choose two Knowledge skills; you gain a +4 sacred or profane bonus on checks with those skills.

BOONS

1: Aeon Arbiter (Sp) *unseen servant* 3/day, *spectral hand* 2/day, or *gaseous form* 1/day

2: Immaterial Flesh (Su) You gain the constant benefits of the *moderate fortification* armor special ability. If you already have a similar defensive ability, you increase that ability's chance to negate the additional damage by 10%.

3: Creative Destruction (Su) Once per day as a standard action, you can touch two adjacent creatures (including yourself). One takes 150 points of damage (Fortitude half; DC = 10 + half your HD + your Charisma modifier), and the other regains a number of hit points equal to the damage taken by the first target.

The Monad is less a being than an ancient design that touches upon and is reflected in all corners of existence. It is intrinsically without form, operating almost exclusively through the host of aeons for which it is the guiding force, originating spirit, and nexus of thought. In fact, due to the way the Monad creates, reabsorbs, and reshapes the aeons' quintessence, it behaves as much like a plane as a deity, seeming to exist and act outside even the cycle of souls. To aeons, the Monad isn't merely an expression of the void that predated the cosmos, creation itself, the future infinity, and the truth that binds existence: it actually is all of those things.

The Monad's goals appear fixated on the cosmic status quo. On one hand, the entity seems content so long as the planes are in balance with each other. On the other hand, countless aeons seem to police the multiverse and sustain it based on some inscrutable model that most other beings describe as slightly out of sync with

the gods' designs. Some have speculated that the Monad isn't simply reality's figurative immune system but rather is from a previous existence that it aims to recreate with subtle nudges that interact with the present reality's needs in alien ways.

The Monad is an unlikely divine patron. Without approaching the level of detachment and selflessness of an aeon, a mortal worshipper cannot hope to connect with the Monad on anything more than a philosophical level. However, a rare few can tap into the Condition of All, experiencing flashes of insight and wordless directives as if these contemplatives were fledgling aeons. It is unclear if the Monad is even cognizant of its worshippers, though as long as a priest remains centered, honors its vague orders, and works to maintain balance, she can draw upon her patron for spellcasting and even greater boons.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors





MOTHER VULTURE The Flesheater

N female psychopomp usher of consumption, renewal, and transformation

CULT

Holy Symbol two crossed diagonal lines with an empty circle above and a filled circle below

Temples crossroads, farms, forests, graveyards

Worshippers barbarians, druids, midwives

Minions awakened hyenas, awakened vultures, fallen lantern archons, gnolls, tengus

Obedience Consume the flesh or blood of your own people and reflect on the pain and death required to grant strength and life; if this is your own flesh or blood, the process deals 1d6 points of damage. Gain a +4 insight bonus against effects that would cause you to become sickened or nauseated. You can survive by eating rotting and diseased food with no ill effect.

BOONS

1: Carrion Eater (Sp) *decompose corpse^{UM} 3/day, animal aspect^{UC} 2/day, or cure serious wounds 1/day*

2: Devourer (Ex) You gain a bite attack that deals 1d4 points of damage (1d3 for small creatures) plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack.

3: New from Old (Sp) You can cast extended *polymorph any object* once per day.

Few things dwell willingly in the Rasputitase, a realm of muck, massive trees, and jagged islands in the Boneyard's Spirelands, save for the most reclusive of Pharasma's ushers and her immediate servants. Mother Vulture reflects the duality of rot: the creation and new life that arises from destruction. She is a merciless and unrepentant killer, but also a thoughtful mother, embracing newborns and blessing midwives with long lives and eager students. With her two heads—masked save for her cavernous mouths—Mother Vulture devours the bodies of Pharasma's enemies to birth neutral-aligned outsiders to serve the Boneyard. Her gruesome feasts leave fertile soil and renewed potential in her wake, and as matron of transformation, she also measures those seeking redemption in life.

The Flesheater usually appears as a young, blind mother, but her natural form is barely humanoid and repulsive to behold. Her masked heads are barely supported by her two distended necks, their weight forcing her to hunch low to the ground. She conceals her body beneath four black-feathered wings, which she unfurls when feeding upon new flesh.



MRTYU Death's Consort

N male psychopomp usher of poetry, trauma, and war

CULT

Holy Symbol a circle with five curved lines extending from it

Temples battlefields, fortresses, gardens, sanitariums

Worshippers counselors, generals, lovers, poets, single parents, soldiers

Minions catrinas, memetims, phantoms, udaeoi, vanths

Obedience Hear confessions of the dying or spend at least 1 hour burying the dead after a battle. If there are no dying or dead people in the area, spend the hour uttering prayers for the last dead person you encountered. Gain a +4 insight bonus on saving throws against spells that affect multiple creatures.

BOONS

1: Ruled by Passion (Sp) *remove fear 3/day, aid 2/day, or detect desires^{UI} 1/day*

2: Death's Lover (Ex) You gain Diplomacy and Sense Motive as class skills, and you gain a bonus on checks using these skills equal to half your Hit Dice.

3: Hands of Death (Su) Once per day, you can call upon a whirling mass of daggers and swords that functions as a *blade barrier*. This effect lasts only 1 round per Hit Die, but you can direct it to move up to 30 feet or reshape itself from a wall to circle once each round as a move action.

Mrtyu was the first mortal to die with love on his lips, and Pharasma found the concept intriguing. She wooed the soldier's soul, and through him she came to understand the emotions of the living. Death's Consort is a being of strong passions—a commodity often in short supply in the Boneyard—and embraces the souls of those who died in the grips of extreme emotion. He is the usher of soldiers and murder victims, but also those who die of suicide, and Mrtyu feels the rising of each ghost, wight, and other malcontent undead as the pang of personal failure. As much a fighter as a lover, the usher also commands Pharasma's defenses, often working alongside the Pale Horse to hunt those few who would make an enemy of the Gray Lady.

Still resembling his mortal origins, Mrtyu appears as a beautiful young man bearing deep and dark sunken eyes, adorned in rock-rose blossoms and perpetually bleeding from a large wound in his stomach. He carries a basket of fresh fruit or flowers in one hand, and his rusted greatsword, *Ardor*, in the other. He maintains his realm, the Garden Anima, among Pharasma's Court as a quiet refuge for souls who need time to reflect and talk after particularly traumatic deaths. While he can occasionally be found at Pharasma's side, the usher's intimate connection with the goddess is more an emotional one than a physical one.



NARAKAAS The Cleansing Sentence

N agender psychopomp usher of atonement, difficult choices, and pain

CULT

Holy Symbol a vertical line intersected by two diagonal lines and capped with a circle

Temples monasteries, prisons, training halls, waterfalls

Worshippers the chronically depressed, flagellants, monks, wanton lovers

Minions algaeas, awakened wolves, esoboks, evokers, risen kytons

Obedience Flagellate yourself while reflecting on your personal failings or harm you have done to others, dealing 1d6 points of damage to yourself. You gain DR 2/—. If the damage you took from this obedience is healed, this damage reduction immediately ends.

BOONS

1: Clarity in Pain (Sp) *invigorate*^{APG} 3/day, *delay pain*^{UM} 2/day, or *blood biography*^{APG} 1/day

2: Stronger Tomorrow (Sp) You can increase the damage inflicted by your obedience to 4d6 points. If you do so, you can cast one of the following spells three times per day as a spell-like ability: *bear's endurance*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom*.

3: Empathy (Su) You can grant any weapon you wield the *brilliant energy* and *merciful* special abilities as a single move action. You can only grant these abilities together, not separately, and the weapon immediately loses both properties if it leaves your possession. The weapon maintains these properties for a number of rounds equal to your Hit Dice. This duration does not need to be consecutive.

A composite entity, Narakaas is born from the untold pieces of souls cleaved off as mortals grew and discarded parts of themselves. They reflect personal choices, sacrifice of self, and countless little deaths that come before a soul finally arrives in the Boneyard. They understand that a broken thing—especially one repaired—is not less valuable but simply different, and sometimes even more precious for the history it now embodies. In mortals, such personal change is difficult and almost always accompanied by physical and emotional pain, and many souls wind up straddling two extremes or failing to complete their transformation before they die. The Cleansing Sentence offers such souls the option to endure terrible pain or perform onerous tasks to prove their commitment to redemption or damnation. They are also the psychopomp who judges good mortals driven to terrible deeds by their beliefs and convictions and tests their mettle to see where their souls truly belong.

Narakaas represents the acceptance of pain and the growth it fosters; they don't revel in pain, and entities that do—such as kytons—are anathema to the Cleansing Sentence. Shockingly optimistic given their purview, Narakaas believes in the power of redemption, and they have turned a number of kytons to the Boneyard's cause.

The Cleansing Sentence manifests as an androgynous, humanoid form with stag-like legs, assembled from thousands of smaller pieces held together by a golden light. Nothing beyond simple, expressionless eyes and tear-stained streaks mar their otherwise featureless face. Their divine realm, Menagerel, is likewise patchwork, assembled from a thousand painful memories of home.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors



NARRISEMINEK The Crownless, the Maker of Kings

CN genderfluid protean lord of ascendance, keketars, and revelations

CULT

Holy Symbol imentesh head wreathed in a circle of flame
Temples lightless caverns, ruins, submerged temples
Worshippers astrologers, bards, prophets, revolutionaries
Minions illureshis*, imenteshes, keketars
Obedience Surround yourself in a burning circle of flames at least 5 feet out from where you stand, chanting prayers until the flames burn down to coals or smoke from any source harms you. Gain a +4 sacred bonus on saves against fire-based spells and attacks.

BOONS

- 1: Ascended (Sp)** *anticipate peril*^{NM} 3/day, *detect thoughts* 2/day, or *heroism* 1/day
- 2: Crownless Crown (Ex)** You gain a halo of illusory protean symbols around your head. Once per day, you can call upon it to invoke a keketar's reshape reality ability, except it functions as a 7th-level spell rather than a 9th-level spell.
- 3: Mantle of Revelation (Sp)** You can cast *foresight* once per day.

Narriseminek, sometimes called Intercessor of the Speakers, often manifests as a naunet, imentesh, or keketar protean, with a circular scar or burn upon its head as if it had been mutilated by a molten crown. Their rarely observed true form is that of a golden, iridescent protean with empty eye sockets, crowned with a drifting halo of dozens of burning eyes. They rarely deal with non-proteans, as they are largely occupied with exalting lesser proteans into keketars or izfiitars as well as granting philosophy-altering revelations to entire choruses at a time.

The clergy of the Crownless focus on prophecy and transformation, spending their time divining the future and using transformative magic to alter their bodies and those of any other willing creatures—an act which the Maker of Kings supports. Members of Narriseminek's clergy have even been known to physically embody their own patron.

The domain of Narriseminek, whose name is sung and largely incomprehensible to non-proteans, is more commonly known as the Drifting Mountain of Narriseminek the Crownless. A massive, miles-wide concretion of stone and crystal with myriad constellation islands, it pulses with a subtle heartbeat and contains a great subterranean temple of the proteans' dualistic divinity. At the heart of this domain is a mysterious artifact known as the *Singing-Luminous Eye of the Speakers*.



OTOLMENS The Universal

LN female primal inevitable of machinery, math, and physics

CULT

Holy Symbol planet held within a geometrical compass

Temples design studios, schools, workshops
Worshippers engineers, mathematicians, physicists
Minions axiomites, lawful-aligned diviners, yithians
Obedience Spend 1 hour systematically diagraming one of your everyday tasks or upcoming projects in painstaking detail and technical language. Gain a +4 sacred or profane bonus on attack rolls to confirm critical hits and on Knowledge (engineering) checks.

BOONS

- 1: Discerning Mind (Sp)** *identify* 3/day, *investigative mind*^{ACG} 2/day, or *blink* 1/day
- 2: Combat Calculus (Ex)** Three times per day as a move action, you can trace a series of mathematical calculations in the air. The next attack you make before the beginning of your next turn gains the benefits of *true strike*, ignores an amount of hardness and damage reduction equal to your Hit Dice, and deals additional damage as though it the weapon had the *axiomatic* weapon special ability.
- 3: Revise Reality (Sp)** You can cast *limited wish* once per day. This ability is equivalent to a 9th-level spell.

Physics is at the heart of the cosmos, spawning nebulae, destroying stars, maintaining orbits, and more. Yet supernatural forces like magic, souls, outsiders, and deities introduce variations that both warp a logical universe and even gnaw at the foundation of mathematics itself. Otolmens watches the universe from Axis with the help of thousands of axiomites who tirelessly process the vast stream of data and observations she records. Where her predictions encounter anomalies, she dispatches teams of outsiders—or, rarely, mortals—to investigate, report back, and even correct the disturbance directly. Sites where the cosmic calculus is at risk are especially high priorities, and her agents as often clash with aeons over how to amend disturbances as they cooperate.

Otolmens regularly submits reports to a host of deities, summarizing her findings and the means by which she intends to correct the errors. After millions of such dispatches, these reports are largely formalities—not only because the divine host has largely grown inured to these messages, but also because there's little a divinity might say in response that would discourage her. On a cosmic scale, her recalibrations are subtle and ultimately help sustain the multiverse, so she continues her calculations virtually uninterrupted, with the assistance of thousands of devoted axiomites and visiting mortal mathematicians.



THE PALE HORSE

The Lash and the Plough

N male psychopomp usher of duty, revenge, and beasts of burden

CULT

Holy Symbol horizontal line with a circle and three dots at one end

Temples farms, fortifications, graveyards

Worshippers bounty hunters, servants, slaves, the wronged

Minions morrignas, vanths, risen daemons

Obedience Perform hard labor for at least 1 hour while focusing on your shortcomings and how to overcome them. Gain a +4 insight bonus on saves against death effects and effects that would cause you to become fatigued.

BOONS

1: Stalwart Rider (Sp) *lock gaze*^{UC} 3/day, *align weapon* 2/day, or *phantom steed* 1/day

2: The Will Endures (Ex) Your grim determination leaves you unusually resistant to injury. Each day, you gain a number of temporary hit points equal to your Wisdom modifier plus your total number of Hit Dice. These temporary hit points remain for 24 hours.

3: Peerless Defender (Sp) You can cast *transformation* 3/day.

Once, the Pale Horse rode the Astral Plane and poached souls without remorse from the River of Souls, gorging on suffering; accounts conflict if this abominable entity were a daemonic harbinger or a Horseman. Yet as the Pale Horse grew fat off mortal suffering, he also grew discontent. The pressures of freedom, the burden of leadership, and the weight of every choice shackled his heart and soured his meals. In a moment of weakness, he faltered in his daemonic nature and sought service. Pharasma offered the Pale Horse respite until he saved half again as many souls as he had damned. The Pale Horse prostrated himself before the Lady of Graves and wept in joy, freed now from his burden of choice.

The Pale Horse has since become Pharasma's avenging angel, hunting those who steal from the River of Souls as he once did. He luxuriates in his duties and obeys the tenants set forth by Pharasma, and his soldiers likewise obey without question. He represents both the pain and the bounty in servitude, guiding both those who die in service and those who die unattended and alone thanks to their own miserable choices. His wrath is legendary, especially in regard to daemons, and Abaddon long ago struck the Lash and the Plough's true name from its monuments and libraries. Despite his apparent loyalty, some among the psychopomps worry the Pale Horse remains a daemon at his core, and that upon completion of his sentence he will visit an equally terrible vengeance upon the Boneyard.

The Pale Horse appears as a powerful white stallion, missing its head save for a disembodied skull and a floating crown of flames, though he sometimes appears as a silent rider on a white horse. His home, Abatory, is a desolate stretch of the Graveyard of Souls that resembles the perpetual gloom of Abaddon, save that silent vanths that lurk above the walls and hills.



Concordance of Rivals

Chapter 1:
Auditors of the Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the Monitors



PHLEGYAS The Consoler of Atheists

N female psychopomp usher of atheists, legacies, and reincarnation

CULT

Holy Symbol two circles

overlapping vertically

Temples art studios, mortuaries, workshops

Worshippers embalmers, new parents, painters, poets

Minions dapsaras, duskwalkers, olethroses

Obedience Spend an hour creating something from the dead. Most worshippers weave jewelry from the hair of the departed, but more macabre faithful may instead use bones, teeth, or flesh. Others may embalm or mummify the corpse. Gain a +2 insight bonus on saving throws against divine magic.

BOONS

1: Creator's Whispers (Sp) *crafters' fortune*^{APG} 3/day, *object reading*^{OA} 2/day, or *detect anxieties*^{UI} 1/day

2: Evader of Consequence (Sp) You can cast *reincarnate* or *mindwipe*^{OA} once per day. You must select which when you perform the obedience for that day.

3: Though Only Breath (Ex) You gain deep insights into crafting a lasting legacy. Select a single Craft, Perform, or Profession skill. You gain a +10 insight bonus on checks to craft permanent materials, such as carving a statue, writing a play, or drafting meaningful legislation. A check result of 40 or higher indicates a piece that will remain in the public consciousness for generations to come. This bonus does not apply to skill checks to earn money.

In life, Phlegyas was an arrogant but gifted man. He was cast out from Shelyn's church for his blasphemy and pride, but the clergy's attempt to wipe away Phlegyas's legacy was undone, as the mortal's name survived among admirers and detractors alike. Pharasma saw this form of immortality as fundamental to mortal experience and raised Phlegyas up to be a patron both of art outlasting its creator and of those who spurned the gods. As a symbol of creations outliving their creators, she is also the usher of new parents, especially those who die in childbirth. Unlike Shelyn's domain of beauty, the Consoler of Atheists embodies resonance, and the works Phlegyas inspires are as often painful or horrifying as they are beautiful.

Time and perspective cooled Phlegyas's resentment of the divine, and now she and her servants offer respite to atheists who arrive at the Boneyard. Those godless souls who show potential she reserves to train as psychopomps.

Phlegyas is the most human of the ushers: a tall, broad-shouldered woman wearing a simple, plaster domino mask and carrying an oar she uses to ferry those who spurn the call of their gods. Her realm is the Anonymous Loggia, a museum of works by long-forgotten creators that still remain linchpins in mortal cultures.



SALOC The Minder of Immortals

N agender psychopomp usher of agency, bronze, and education

CULT

Holy Symbol equilateral triangle

set inside a circle

Temples government buildings, printers, prisons, schools

Worshippers poets, prisoners, sinners, students, teachers

Minions awakened birds, nosois, rogue proteans, shabti, shokis

Obedience Spend at least 1 hour observing a crowded public place and help the first person you see fail or err. This may be mundane, such as assisting a shopkeep in her accounting, or dire, as in helping a failed pickpocket escape the town guard. Gain 5 temporary ranks in a skill you do not currently have any ranks in. These bonus skill ranks vanish after 24 hours.

BOONS

1: Disciplined Educator (Sp) *forbid action*^{UM} 3/day, *bestow insight* (*Pathfinder RPG Advanced Race Guide*) 2/day, or *remove curse* 1/day

2: Elder's Insight (Su) While preparing your spells, you can treat yourself as one age category older than your true age for the next 24 hours, temporarily gaining all the ability score bonuses and penalties associated with your emulated age.

3: Cosmic Appeal (Sp) You can cast *raise dead* once per day. You cannot use this ability on the same creature more than once.

The ultimate accounting of mortal agency, Saloc revels in the plasticity of the soul and the living's endless capacity. The Minder of Immortals provides legal defense for souls at trial, arguing that a soul's intentions and recounting of its own experiences must be weighed as heavily as the consequences. A poor loser, Saloc has resurrected mortals whose souls' judgments the usher finds wholly unfair, giving the creatures an opportunity to demonstrate their truest selves. This disregard for etiquette makes Saloc an unpopular usher among psychopomps and especially reviled by Vale, who finds the Minder of Immortals' tactics ironically juvenile. As the solicitor of will over context, Saloc is also the ultimate authority over deities and similar beings whose existence defines morality rather than caters to it—but they rarely have call to exercise this judgment.

Born from the mortal need to defend actions and decisions, Saloc predates most other ushers and even many gods. They manifest as a roughly humanoid figure, with a featureless face crowned by stag horns and orbited by two eye-lined golden rings. The Minder of Immortals rules a massive domain: the twisting planar metropolis of Spire's Edge, where the Boneyard's least-developed souls dwell to either find purpose or rot away into cosmic dust.



SSILA'MESHNIK The Colorless Lord

CN genderfluid protean lord of fate, freedom, and paradox

CULT

Holy Symbol triquetra over a white keketar head

Temples Maelstrom, uninhabited islands, wild magic zones

Worshippers the desperate, ganzis, proteans aligned with no chorus

Minions fallen azatas, hegessiks, risen demons, the Wyrmtouched

Obedience Ritually bleach your hair and whisper prayers in protean song for an hour, naked, in public view. Gain a +4 sacred bonus on saves against the spells, spell-like abilities, and supernatural abilities of creatures with the lawful subtype.

BOONS

- 1: Fated (Sp)** *liberating command*^{UC} 3/day, *shard of chaos*^{UM} 2/day, or *borrow fortune*^{APG} 1/day
- 2: Inviolate Freedom (Ex)** Once per day as an immediate action when subjected to any circumstance or condition that impedes your movement, you can swap positions or conditions with another creature within 60 feet. An unwilling creature can resist this effect with a Will save (DC = 10 + half your HD + your Charisma modifier).
- 3: Herald of Paradox (Su)** You can tinker with probability as a swift action. This manifests as a swirling halo of protean symbols and grants you prescience for a number of rounds equal to half your character level. This prescience allows you to roll twice and use the better result on a single d20 roll each round.

The most prominent protean lord, Ssila'meshnik manifests as a leucistic keketar ranging in size, or as a ganzi of varying gender with a triune halo of interwoven keketar crowns. Shadowed by afterimages, their form periodically breaks into a flurry of superimposed possibilities as they manipulate reality moment by moment, choosing the most opportune course of future actions—the only true constant in a creature of inconsistency.

Ssila'meshnik occasionally frequents Pharsma's court to argue in favor of or against the fate of particular souls. The chosen souls seem arbitrary at times, and this mind-set seems to be the focus of most of the Colorless Lord's followers. These worshippers tend to live as contradictions, choosing a path to follow in life while simultaneously taking actions that work against their chosen path. In addition, these worshippers spontaneously change their life paths at a whim, insistence upon the freedom to seek new fates being the only consistent thread in their lives.

Ssila'meshnik has no known divine domain, but ancient texts record them as "Warden of Galisemni." The city of Galisemni rests within the Maelstrom, containing a set of seven towering statues of keketars known as the Watching Seven. It's unclear what Ssila'meshnik's connection to the city or the Watching Seven may be. Whatever the case, Ssila'meshnik's largest temple, an iridescent crystalline edifice riddled with pockets of flowing time and wild magic, resides in the metropolis and serves as the primary place of worship for the paradoxical protean lord.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship





TESHALLAS

The Primordial Poison

N agender psychopomp usher of aging, poison, and venomous creatures

CULT

Holy Symbol circle pierced by two vertical lines

Temples hospices, hospitals

Worshippers alchemists, assassins, the elderly, hedge witches, herbalists, vishkanyas

Minions awakened serpents, jann, morbais*, nagas, ouroboroses

Obedience Drink a diluted preparation of poison—a single dose of poison is sufficient to prepare five such draughts, and the dilution grants you a +5 circumstance bonus on your saving throw—or allows a venomous creature to bite you. You gain an innate sense of poison, per *detect poison*, as an extraordinary ability with a range of 20 feet.

BOONS

1: Serpent's Kiss (Sp) *polypurpose panacea*^{UM} 3/day, *touch injection*^{UC} 2/day, or *sands of time*^{UM} 1/day

2: Breath of Life (Sp) You can cast *restoration* once per day.

3: Wonders of Age (Su) You no longer take ability score penalties from aging and cannot be magically aged. Any penalties you may have already incurred remain in place, however. Bonuses still accrue, and you still die of old age when your time is up.

When Pharasma saw that mortals loved life too dearly to part with it when their time came, she reached down, lifted up an asp, and reshaped it into the usher Teshallas. The Primordial Poison's venom—age—would flow through the veins of all mortals and slowly rob them of memory, passion, and vitality until they eventually welcomed the embrace of death. Many curse the usher's name and regard them as an example of Pharasma's indifference and cruelty, but others recognize that poison is in the dose, and that those fluids that kill can also bring life. Teshallas's embrace allows mortals to grow and mature, to discover experiences and wisdom that eluded them earlier in life. While Dammar serves as the usher of doctors and healers, Teshallas is patron of herbalists and others who refine nature's poisons into potent medicines. They are also the usher most associated with scaly folk, and they manage the souls of kobolds, lizardfolk, serpentfolk, and other cold-blooded sapient.

The Primordial Poison manifests as a serpent devouring their own tail, supported by four feathered wings not physically connected to their looping body. Teshallas often wanders the Ethereal Plane but resides in the Bower Antimony, a greenhouse brimming with poisonous plants and extreme temperatures. Worshippers often maintain their own small gardens of poisonous plants in homage and use their crops to distill a variety of medicines.



VALE

The Court of Ancestors

N agender psychopomp usher of consequence, superstition, and tradition

CULT

Holy Symbol three circles bisected by a horizontal line

Temples archives, courthouses, gallows, hearths

Worshippers mourners of the guilty dead, storytellers

Minions rogue inevitables, morrignas, nosois, yamarajes

Obedience Recite a family history to a surviving member of that family. Researching requires 45 minutes, while the recitation requires 15–30 minutes. Select a particular alignment component—chaos, evil, good, or law—and gain a +2 sacred bonus to AC against opponents with that alignment component.

BOONS

1: It Is Known (Sp) *discern next of kin*^{ACG} 3/day, *early judgment* (*Pathfinder Campaign Setting: Inner Sea Gods* 233) 2/day, or *seek thoughts*^{ACG} 1/day

2: Issue Judgment (Sp) Once per day, you can issue a judgment on a crime whose testimony and evidence you have either personally witnessed or studied for at least 1 hour. If you find the target guilty, you can cast *major curse* on that creature as a spell-like ability with a caster level equal to your Hit Dice. The condition to remove the curse must relate directly to making amends or growing beyond the criminal behavior.

3: Collective Knowledge (Su) Whenever you are among a culture, you gain a +5 insight bonus on Knowledge checks to intuitively understand local customs, etiquette, history, lore, and magic of that particular culture, and you can attempt such Knowledge checks untrained. For the purposes of this power, a "culture" is any particular group of at least 100 people within 5 miles of each other who share a common ethnicity, language, or race, and you are considered among the culture when you are no more than 1 mile away from anyone in this particular group.

The Court of Ancestors washed ashore in the Boneyard, borne on the first wave in the River of Souls by the collective weight of mortal cultures and the influence they impose on living hearts. Vale serves the Boneyard as chief prosecutor, in that they champion the cause of judging souls based only upon external criteria and impact, without regard for individual intentions. As a gatherer of knowledge and advocate for agnostics, Vale also finds themselves the Boneyard's authority on matters of faith unrelated to gods, such as superstitions.

Vale manifests as several naked, androgynous figures merged into a single being, crowned with a floating circle of white crystal. Their domain is the Mall of Jurisprudence, a winding network of libraries and offices.



VALMALLOS The Answering Rite

LN male primal inevitable of ceremonies, magic, and preparation

CULT

Holy Symbol scroll twisting upon itself

Temples apothecaries, arcane academies, libraries, scriptoriums

Worshippers academics, arcanists, wizards

Minions arcane theoreticians, resolute birds, thriae

Obedience Spend 1 hour refining existing prayers, rituals, and spells by adding additional movements, verses, and diagrams. Gain a +4 sacred or profane bonus on skill checks to cast a ritual (*Pathfinder RPG Occult Adventures* 208).

BOONS

1: Enduring Magic (Sp) protection from chaos 3/day, false life 2/day, or arcane concordance^{APG} 1/day

2: Overwhelming Intricacy (Su)

When you cast a spell or spell-like ability whose casting time is at least 10 minutes, you increase the DC of saving throws to resist that spell by 1. If the spell's casting time is at least 1 hour, you instead increase the DC by 2.

3: Sophisticated Symbols (Sp) Once per day you can cast a *symbol* spell (e.g., *symbol of persuasion*) of 7th level or lower as a spell-like ability with a casting time of 1 hour and requiring no material components. Alternatively, you can use this ability once per day to eliminate any *symbol* spell's material component by increase its casting time to 1 hour and thereby. You can maintain only a single *symbol* spell created with this ability, and using this ability again causes the first *symbol* to dissipate.

By nature of their supernatural genesis, most outsiders easily command magic to do their bidding. However, the aligned essence of these beings guides their actions, ensuring they use magic in a manner that befits their nature and the multiverse's needs. Mortals, on the other hand, greedily seek out and exploit magic, possessing neither the underlying instincts to use it responsibly nor the eternity of practice to do so perfectly. But whether mortal spellcasters are cognizant of it or not, magic is a fundamental force guided by principles, and whenever simple creatures would trivialize or abuse magic, Valmallos presides.

Valmallos considers mortals unpredictable and reckless, and seeks to keep them from treating magic as a toy. In part, he is responsible for the array of complex material, somatic, and

verbal components so prevalent in magic, many of which act as gatekeepers to ensure an amateur cannot wield magic without putting in the requisite training and practice to use the power responsibly. As a result, Valmallos typically approves of wizards' methodologies, and his faithful handle sorcerers and other innate spellcasters with extreme caution—and sometimes even with prejudice. Valmallos regards most other mortal spellcasters on a case-by-case basis, and the way in which one has used magic in the past matters far more to him than the esoteric tradition that granted the power in the first place.

Valmallos sees his faithful less as worshippers than as students and advocates who can learn from him and further complicate magical practices to protect them from fools. His priests often accept and teach apprentices for far longer than is necessary, even hunting down former students if there's any hint of arcane misconduct.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors



VAVAALRAV The Steeple's Skull

N male psychopomp usher of gargoyles, holy ground, and rest

CULT

Holy Symbol vertical line with a shorter horizontal crossbar near

the top, and a circle around the overlap

Temples crypts, graveyards, masonry yards, quarries, tombs

Worshippers architects, gargoyles, groundskeepers, masons, mortuary workers

Minions ahmuuths, boneyard gargoyles, earth elementals, keres, spriggans

Obedience Spend an hour cleaning and maintaining a crypt, graveyard, or other site dedicated to the dead. Gain a +2 insight bonus on Climb, Perception, and Stealth checks on or within stone structures.

BOONS

1: Cryptmaker (Sp) *expeditious excavation*^{APG} 3/day, *consecrate* 2/day, or *stone shape* 1/day

2: Vavaalrav's Sight (Ex) You gain darkvision with a range of 30 feet or increase the range of your existing darkvision by 30 feet. Three times per day, you can cast *comprehend languages* as a spell-like ability, but only to read text and symbols on tombs, gravestones, and other monuments to the dead.

3: Watchful Stone (Su) Once per day, you can assume the form of a stone statue, as the *statue* spell. Assuming a statue form or reverting to your normal form requires a full-round action. You can maintain this altered form for a number of days equal to your Hit Dice. While in stone form, you do not need to eat, drink, breathe, or sleep, and you remain aware of your surroundings as if you could see and hear normally.

The brooding master of the spires and steeples, Vavaalrav is the architect of the Boneyard, manifested from the mortal need to leave a legacy for the fallen. He is the patron and protector of sacred sites, and his cold, earthy breath flows through the world's mausoleums with eerie reverence. He has no patience for those who disturb sacred spaces, and many mortals—both Pharasmians and those who are simply superstitious—carve his holy symbol into tombs or fashion headstones in its shape to help protect the site from foul spirits and grave robbers. Those gargoyles who take up residence on cathedrals, temples, and tombs also pay at least lip service to this usher.

Vavaalrav makes his home in the Wailing Tor, a tall, steepled tower in the heart of the Eight Courts. He manifests as a skeletal gray figure garbed in a breastplate, robe, and wings of stone, with three eyes upon his right hand. Whether his countenance bears any eyes as well remains unknown, as the Steeple's Skull covers the top half of his head with a delicate silk veil.



VONYMOS The Mourning Storm

N agender psychopomp usher of catastrophes, last stands, and suicides

CULT

Holy Symbol hollow circle with three trailing lines curling clockwise from it

Temples abandoned towns, circles of standing stones erected over mass graves, crematories

Worshippers bards, counselors, crusaders, mourners

Minions catrinas, esoboks, gremlins, thunderbirds

Obedience Spend 1 hour observing and recording the weather or another force beyond mortal control, or inspire a mourner to pour her pain into creation or action. Gain a +4 insight bonus on Craft or Perform checks.

BOONS

1: Cycle of Mourning (Sp) *decompose corpse*^{OA} 3/day, *calm emotions*^{UC} 2/day, or *rage* 1/day

2: Inspired Survivor (Ex) You gain a +4 insight bonus on checks to resist or survive the effects of harsh weather, earthquakes, and other environmental disasters.

3: Inspiration in Loss (Su) With a touch, you can dredge up powerful feelings of loss in other creatures. Three times per day as a standard action, you can touch an adjacent creature to cause it to become dazed by grief for 1 round. An unwilling target can resist this effect with a successful Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier). The following round, the target gains one of the following as a bonus feat for a number of rounds equal to half your Hit Dice: Combat Reflexes, Deadly Aim, Great Fortitude, Iron Will, or Power Attack. A target does not need to meet the normal prerequisites for this bonus feat. A target who succeeds at the saving throw against the initial daze effect does not gain a bonus feat.

Vonymos is born from the overwhelming grief mortals experience in the wake of loss, and they embody both the positive and negative things that can grow from that mourning. They represent depression, isolation, and desperation, but also glorious last stands and renewed vigor, playing a role as a muse among the ushers. Vonymos tends to souls fallen to suicide, martyrdom, and catastrophes such as natural disasters and plague. Many feel the usher's presence as a churning flood of feelings that builds until emotional walls crumble before the tide, but others experience the Mourning Storm's touch as lightning and fire driving them to desperate action.

Vonymos dwells near a glass willow overlooking the Storm of Shards—a cascade of broken, floating stones that drift at the edge of the Spire. The usher sometimes manifests as a wheel of water and wails ringing a single coppery-brown eye, or as a cross between a crow and a knight.



YDAJISK The Mother of Tongues

CN genderfluid protean lord of language evolution, lost words, and slang

CULT

Holy Symbol yawning maw drawn in lines of protean poetry

Temples abandoned cities, libraries, ports

Worshippers historians, linguists, poets

Minions akizendris*, imenteshes, illureshis*, lillends

Obedience Recite, copy, or graffiti a text in a dead or self-created language in a public place, regardless of whether any others understand the meaning, and provide no translation. Gain a +4 sacred bonus on saving throws against language-based effects.

BOONS

1: Sibilant (Sp) *aphasia*^{UI} 3/day, *sonic scream*^{ACG} 2/day, or *tongues* 1/day

2: Burning Tongue (Ex) As a standard action three times per day, you can transform your mouth into a serpentine maw with a tongue of roiling sonic energy. This grants you a ranged touch attack that targets a single creature within 30 feet. The attack deals 8d6 points of sonic damage and renders the target confused for 1d4 rounds. In addition, a creature hit by this attack must succeed at a Will save (DC = 10 + half your Hit Dice + your Charisma modifier) or it is unable to communicate by any spoken or written language for a number of hours equal to your Wisdom modifier.

3: Screams of the Deep (Sp) As a standard action, you can cast either *power word blind*, *power word kill*, *power word stun*, or *word of chaos* as a spell-like ability, treating your character level as your caster level. You can cast these spell-like abilities a number of times per day equal to your Charisma modifier (minimum 1), but you cannot repeat the spell you most recently cast. The saving throw DC, when applicable, is equal to 10 + half your Hit Dice + your Charisma modifier.

Ydajisk manifests as a skein of iridescent poetry outlining a massive serpent vaguely resembling an izfiitar, surrounded by a cloud of drifting symbols, sounds, and other sensory experiences manifesting and dissolving back into nothing. Despite Ydajisk's title, they eschew discrete sex or gender, their form shifting from moment to

moment to suit their whimsy. Ydajisk holds a wealth of lost books, including copies of Tabris's collected works, *The Withered Footsteps of the Dire Shepherd*, and rubbings of the *Codex of the Infinite Planes*.

Ydajisk's clergy wanders, chronicling the languages of dying civilizations, worlds on the edge of ecological collapse, and worlds threatened by divine conflict. Ydajisk's Library of Stolen Words occupies an island of stone orbiting the monstrous, star-sized Felikar's Whirlpool, meandering about in defiance of the devouring current. The library remotely feeds upon distant sources, transcribing knowledge into Ydajisk's collection of books, magically bottled words, and preserved sensations.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ran NF4



THE CYCLE OF SOULS

TWO MOTES FLOATED ABOUT THE HEAL. ONLY AFTER EONS DID THEY LEARN TO MOVE AND DANCE, AFTER WHICH THE HEAL RELEASED MORE MOTES. THE SURVIVOR WATCHED IMPASSIVELY AS THE FIRST—BOTH MUCH STRONGER THAN THESE NEW LIGHTS—CONSUMED THEIR SIBLINGS. MORE MOTES EMERGED, MORE THAN COULD BE HUNTED. THESE IN TURN LEARNED FROM THEIR PREDECESSORS, AND TOGETHER THE CHILDREN OF THE HEAL EVOLVED AND GREW IN STRENGTH AND COMPLEXITY. THEY CREATED LANGUAGE, MEANING, WORLDS, AND MORTALS WITH WHICH TO EXPERIMENT. THE FIRST, CALLING EACH OTHER ASMODEUS AND IHYS, WERE THE STRONGEST, SPANNING GALAXIES OF EAGER MINIONS THEY COULD SNUFF OUT IN AN INSTANT.

YET THESE MORTALS WERE MERE PUPPETS, PARROTING WHATEVER THEIR CREATORS WISHED. ONLY WHEN IHYS CHanneled A PORTION OF HIMSELF INTO HIS NEWEST CREATION DID ONE OF THESE CREATURES MOVE AND THINK FOR ITSELF. WHEN IHYS TIRED OF THIS CURIOSITY AND SNUFFED OUT THE LIFE, THE DIVINE FLICKER DEPARTED THE CORPSE AND REJOINED HIM. THIS DISCOVERY INVIGORATED THE YOUNG GODS, SETTING OFF AN AGE OF CREATION AS PLANETS OF SENTIENT BEINGS AROSE, LAUGHED, LOVED, CRIED, AND WERE DESTROYED ON A WHIM. WITH EACH DEATH, THE ANIMATING ENERGY FLOWED BACK TO THE CREATOR.

IN THEIR EXPANSIVE PLAYGROUND, THE GODLINGS RARELY STRAYED FAR FROM THE HEAL AND NEVER APPROACHED THE SHELL SEPARATING REALITY FROM THE VOID BEYOND. YET FROM HER SPIRE, THE SURVIVOR WITNESSED THE GRADUAL TRANSFORMATION OF THE SHELL AS THE EMOTIONS OF IMMORTALS AND THEIR HOMUNCULI COURSED THROUGH THE ASTRAL SEAS. WHERE COMPASSION, JOY, AND JUSTICE PREVAILED, THE SWIRLING STORMS HAD BEGUN TO COALESCE INTO GRASSY MEADOWS AND SHINING MOUNTAINS. WHERE CORRUPTION, CRUELTY, AND ENVY TOOK ROOT, THE SHELL WARPED INTO SUCKING QUAGMIRE OR BOWED OUTWARD INTO JAGGED PITS. YET ALL THE TUMULT MADE THE SHELL STRONGER. EACH MODIFICATION THICKENED THE BARRIER BETWEEN CREATION AND THE VOID BEYOND REALITY. THESE THICKENINGS IN TURN PRESSED AGAINST ONE ANOTHER IN OPPOSITION, RADIATING OUTWARD FROM THE SPIRE'S OWN GROWING CONTINENT. THE TURBULENT CURRENTS THAT HAD FORMED THE SHELL WERE REDUCED TO A MAELSTROM THAT ROARED IN FUTILITY AS IT SHRANK WITH EACH PASSING AGE.

ALL WAS NOT IN BALANCE. THE RAW QUINTESSENCE INCREASINGLY LOCKED ITSELF IN UNYIELDING FORMS. THESE CONTINENTS PRESSED AND STRAINED AGAINST ONE ANOTHER, SENDING CRACKS THROUGH THEIR VERY FOUNDATIONS. THE SURVIVOR WATCHED WITH CONCERN YET STAYED HER HAND, KNOWING THAT EVEN A BENEVOLENT OVERSEER'S INFLUENCE MIGHT UPSET REALITY.

JUST AS THE YOUNG GODS HAD CREATED LIFE, SO TOO DID LIFE ARISE IN THE SHELL'S REALMS. HOWEVER, EACH CREATURE BORN FROM THE SHELL DREW ITSELF WHOLLY FROM THE PHILOSOPHICAL FABRIC, RESULTING IN AUTOCHTHONOUS BEASTS BUILT ENTIRELY OF ENTROPY, HATRED, PEACE, OR ORDER. UNABLE TO ACKNOWLEDGE THEIR RIVALS' PERSPECTIVES, THESE ANGELS, AXIOMITES, PROTEANS, AND GLIPPOTH ARGUED AND SKIRMISHED ENDLESSLY.

YET OVER THEIR CLASHES, SOME HEARD THE SOUNDS OF THE HEAL'S GODS. CURIOUS, THEY SET OUT TO EXPLORE—OR BETTER YET, CLAIM WHATEVER POWER EXISTED AT REALITY'S HEART. THE GODS MARVELED AT THESE STRANGERS, GAZING OUTWARD TO THE EDGES OF REALITY TO CONSIDER WHAT NEW DOMAINS THEY MIGHT CONQUER. OTHERS, INCLUDING ASMODEUS AND IHYS, REMAINED NEAR THE HEAL, REVELING IN THEIR FREE-WILLED WORSHIPPERS. ALL THE WHILE, THE ENERGIES THEY IMPARTED INTO NEW LIFE RETURNED TO THEIR CREATORS AGAIN AND AGAIN, ECHOING AND HARDENING THE SHELL BEYOND.

REPEATING, THAT IS, UNTIL IHYS RELEASED HIS FOLLOWERS AFTER DEATH, BIDDING THEIR NASCENT SOULS TO GO WHERE THEY PLEASED. SOME RETURNED TO HIM, TO HIS DELIGHT. OTHERS FLED TO OTHER GODS, AND STILL OTHERS WANDERED ON. ASMODEUS RAGED, FOR HIS BROTHER HAD FLAUNTED THE CURRENT ORDER—ONE IN WHICH THEY RULED ALONE AND UNCONTESTED.

AS THE TWO RALLIED SUPPORTERS AND FOUGHT, THE SURVIVOR'S ATTENTION WAS ELSEWHERE. IN HIS OUTWARDLY MERCIFUL ACT, IHYS HAD RELEASED THE HEAL'S ENERGY INTO THE MULTIVERSE IN A NEW WAY, AND THE ENTIRE SYSTEM HAD

TAKEN NOTICE. BOLSTERED BY THIS ACT OF CHAOS, THE SHRINKING MAELSTROM SURGED, AND SHATTERED UNTOLD ACRES OF STABILITY. THE PROTEAN CHOIRS REJOICED AS THE SHELL SHUDDERED. SVATHS FELL INTO THE MAELSTROM AND SLOWLY DISINTEGRATED BACK INTO QUINTESSENCE. FAR FASTER THAN IT HAD FORMED, THE SHELL'S GEOGRAPHY WAS CRUMBLING.

WORSE, ENTERPRISING FIENDS HAD TAKEN NOTE OF THE FREED SOULS. MANY CAST THEMSELVES FROM THE SHELL IN PURSUIT, CAPTURING OR CONSUMING THEIR FILL AND MORE. WHEN A SOUL WAS CONSUMED, ITS QUINTESSENCE FADED ENTIRELY. MOUTHFUL BY MOUTHFUL, THE CREATURES SIPHONED THE HEAL'S ENERGIES. WITH EACH GULP, THEY ROBBED REALITY OF WHAT KEPT IT FROM SPLITTING AT THE SEAMS.

FROM THE CONCORDANCE OF RIVALS
WHEREIN THE NASCENT GODS SHAPE REALITY BOTH
DIRECTLY AND INDIRECTLY, GIVING RISE TO THE FIRST
OUTSIDERS, THE FIRST MORTALS, THE FIRST FAILURES,
AND THE FIRST MOMENTS OF TRUE FREE WILL IN TURN
BEGINNING THE GRAND CYCLE THAT SUSTAINS REALITY
FOR NOW.

—“THE FIRST SOULS”

NO LONGER COULD THE SURVIVOR SIT IDLE. SHE CAST HERSELF FROM HER TOWER TOWARD THE MAELSTROM, USHERING THE SHATTERED QUINTESSENCE TOWARD HER, TWISTING IT INTO A RIVER THAT SHE RODE TOWARD THE SEAL. FEW SENSED HER PASSAGE. THE SEAL HAD DIMMED FROM THE GODS' COUNTLESS DEMANDS, SO SHE BID THE QUINTESSENCE TO ENCIRCLE AND PROTECT IT FROM FURTHER ABUSE, MUCH AS SHE HAD SEALED THIS REALITY FROM THE HUNGER OF THE THOSE WHO REMAIN.

THE SURVIVOR GAZED BACK TOWARD HER SPIRE AND THE CLOUDS OF VULNERABLE SOULS. CASTING HERSELF OFF FROM THE SEAL, SHE GATHERED THESE LOST BEINGS. SENSING SAFETY, THE SOULS FLOCKED TO HER, FLOODING FROM THE BATTERED BATTLEFIELDS OF IHYS AND ASMODEUS. AS THE SURVIVOR ALIGHTED ATOP HER SPIRE ONCE MORE, A PAINED CRY SHOOK CREATION AS ASMODEUS DROVE A SPEAR THROUGH HIS BROTHER'S CHEST. THE WORST WAS OVER. DEITIES GAZED UPON THE SPIRE, ILLUMINATED BY THE EXODUS OF COUNTLESS SOULS, AS THOUGH FIRST NOTICING THE DAMAGE LIKE BLOOD ON THEIR HANDS.

AND THEY ALL LOOKED TO THE SPIRE.

THERE THE SURVIVOR TOOK HER SEAT BEFORE THE HORDES OF EAGER SOULS, EACH SEEING HER AS A NEW PATRON AND PROTECTOR. "YOU ARE NOT MY SERVANTS," SHE INTONED. "YOU OWE ME NEITHER FEALTY NOR FAVOR. YOU ARE PART OF THIS REALITY, HOWEVER A REALITY THAT HAS SUFFERED TERRIBLY BECAUSE OF YOUR ACTIONS AND THREATENS TO END. BEYOND LIE THE SHINING HALLS, THE SACRED VALES, THE DESPAIRING PITS, AND THE ROILING SEAS WHERE EACH MAY FIND THEY ARE MOST SUITED. WITH MY JUDGMENT, CONSIDER YOURSELF FREED FROM ANY OTHER OBLIGATIONS YOU BEAR TO ME. WHO SHALL BE THE FIRST TO BE JUDGED?" THE SOULS MUTTERED AND MILLED, MANY UNCONVINCED.

BOLD AND BEAUTIFUL DESPITE HIS WOUND, THE ECHO OF IHYS STEPPED FORWARD. "MY ACTIONS WEIGH HEAVIEST ON THE MULTIVERSE. I WAS AMONG THE FIRST TO LIVE, SO SHALL I BE THE FIRST TO RECEIVE JUDGMENT. HOW SHALL I ADDRESS YOU?"

EVENLY, SHE RESPONDED, "ADDRESS ME AS PHARASMA, FOR I AM THE LADY OF GRAVES."




The Monitors

Physical manifestations of multiversal law seeking to understand reality, the Children of the Godmind reached outward into the Maelstrom's unbridled chaos to explore, colonize, and regulate. The Godmind distantly sensed the presence of figures later recognized as gods, and something else—the Speakers of the Depths.

The axiomites, in their ordered perfection, did not discover that Other; it came to them when Galisemni grounded upon Axis's shores. Seven pairs of frozen eyes burning on the horizon, seven shadows seething with laughing unreason, the Colorless Lord slithered before the Godmind, delivering its proclamation: "So be it."

—From the *Concordance of Rivals*,
"On the Meeting of Order and Chaos"



The *Concordance of Rivals* describes beings grouped not based on their similarities, as fiends and celestials are in the *Book of the Damned* and *Chronicle of the Righteous*, respectively, but by their differences along the axis of law and chaos. At polar opposites are the residents of the Perfect City of Axis—axiomites and the inevitables they create—and the myriad proteans of the infinite Maelstrom. Standing apart from these warring extremes are the creatures of neutrality, though not necessarily balance: the inscrutable aeons and the psychopomps of Pharasma's Boneyard.

OTHER NEUTRAL RACES

In addition to the monitor races and the petitioners of their planes, numerous other beings call the neutral planes their home.

Axis, far from a monoculture of axiomites and their inevitable servitors, is often—defying mortal expectations—wildly and shockingly cosmopolitan. Though rigidly organized, guided, and monitored, the Perfect City is home to a huge range of creatures, each with its own neat niche in the Godmind's plan. Aphorites are curious, living beings created by the axiomites when they found interactions with the free-willed and often unpredictable natives of the Material Plane to be a maddening exercise in futility. Imbued with the mathematical essence of their creators, aphorites serve either directly or as free-willed proxies in great numbers on the Material Plane, in Axis itself, and as ambassadors in such places as Dis, Galisemni, and Heaven's Shore.

Apkallus are exalted creations of the axiomite Godmind, created to serve as representatives of Axis and law itself on the Material Plane. As inevitables became more of a crusading army beyond the Eternal City's walls, apkallus began to serve as guardians and caretakers of Axis itself. They stand only barely below the primal inevitables and axiomite hierarchs as the most powerful of the Godmind's personifications. Common amid the grand markets of Axis, mercanes are living embodiments of mercantilism and economics. While their own mythology claims an origin within a lost or destroyed demiplane, they have long since embraced and been embraced by Axis as true natives, even as they and their trade networks have expanded across the planes as a civilian counterpart to the Godmind's legions.

Compared to Axis, the Boneyard is often considered lacking in native beings outside of petitioners and psychopomps. Such a comparison is only relative, however, as the vast landscape of the Spirelands bears its own rarely observed ecology. The non-native shinigamis are frequent visitors to Pharasma's courts, there to deposit the souls they reap, having judged their charges' actions disruptive of the balance of life in some capacity and delivering them directly to

Inter-Outsider Cooperation

While cooperation between outsiders often falls along the lines of alignment, given the ever-present threats posed by the devouring chaos of the Maelstrom and the Abyss, the politics of the Outer Sphere are far more complicated than such simple dichotomies of law and chaos, good and evil. Given the proximity of their respective planes, the conflict between chaotic neutral proteans and chaotic evil demons is the fiercest, with the never-ending conflict between Axis and the protean choruses running a close second. Archons, axiomites, and devils often cooperate with ferocious efficiency in crusades against the Abyss and the Maelstrom alike, though they do so without the trust that underlies most celestial cooperation (usually mediated and ensured by agathions). By comparison, a cool détente exists between proteans and most azatas, with lillends being far more appreciated by the choruses than any others of their kind.

Beyond all of these wars, petty conflicts, and endless back-and-forth dialogues among all outsiders, there exists a general agreement on the sanctity of the River of Souls and the need to keep it safe from daemonic predation. Even abject rivals like proteans and axiomites will at least pause their conflict—if not directly cooperate—to defend the flow of souls to Pharasma's Spire from marauding packs of astradaemons seeking to draw souls back to Abaddon for the Horsemen to feast upon. Cooperation and conflict are ruled by pragmatism and subtle complexities, histories, and hatreds on a case-by-case basis rather than by monolithic standards.

judgment rather than trusting their arrival through the River of Souls.

The Maelstrom is the most diverse of the neutral planes, befitting the wellspring of chaos from which all other planes of the Outer Sphere emerged in planar prehistory (the Abyss being perhaps the one exception). While the infinite protean choruses cavort through the deep as the literal children of the plane itself, other creatures abound. The introduction of mortal souls into the depths of the Maelstrom has spawned new natives that have been adopted by the plane. Valkyries—uplifted souls of the greatest mortal warriors—travel back and forth to the Material Plane, lifting up the souls of other valiant soldiers and transforming them into ghostly, warrior einherjar after judgment by Pharasma and delivering these willing fallen into the Maelstrom's churning chaos and conflict. Chaos beasts emerge both from petitioners of the Maelstrom and from the plane's raw potential. Finally, the Maelstrom tacitly and uneasily accepts hunduns, as the wantonly destructive creatures have embraced the plane's entropic aspects (but not its creativity) and are left alone to that pursuit by the choruses.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

AEONS

The ultimate arbiters of balance, aeons are the custodians of the cosmos and the silent technicians that ensure reality doesn't break under the weight of any one prevailing philosophy. Created in the earliest moments of the multiverse, aeons continually spin off from reality to perform their duties before dissolving back into quiescence as their tasks conclude.

Unlike numerous other outsiders that adopt a form suitably dreadful, comforting, or awe-inspiring to the mortal souls that view it, many aeons take virtually no care to control their shapes. Their bodies are often little more than condensed swirls of matter dense enough to interact with the world around them. These churning cores often look in equal parts like an unblinking eye or an ominous hurricane, though aeons' bodies are rarely harmful to the touch or possessed of any identifiable sensory organs. In fact, their bodies—appearing to be expanses of crystal, dust, light, or energy—are nearly uniform in density and composition, with no single component being necessary for them to function. Those aeons that do attempt humanoid forms usually choose them to better perform their functions, but rarely trouble themselves with anything more than an uncomfortable approximation of the shape. Each aeon's appearance differs slightly within a band of variation for each type of outsider, from the ominous, hooded forms of the pleromas to the roiling cloud bodies of bythos, to the virtually formless paracletuses. In all cases, these beings are faceless.

Aeons recognize only one authority: the Monad. The Monad is an omnipresent being that has existed since the beginning of the multiverse, a network of channels that spiderweb across all of creation, and a repository of knowledge for everything that has happened since its genesis. Aeons come from the Monad, and their relationship to their creator resembles that of cells and organs serving a greater body, with each aeon understanding that it has a role to play as part of the whole rather than viewing the Monad as a god or divine patron. Aeons are simply part of the Monad, and likewise the Monad exists in each one.

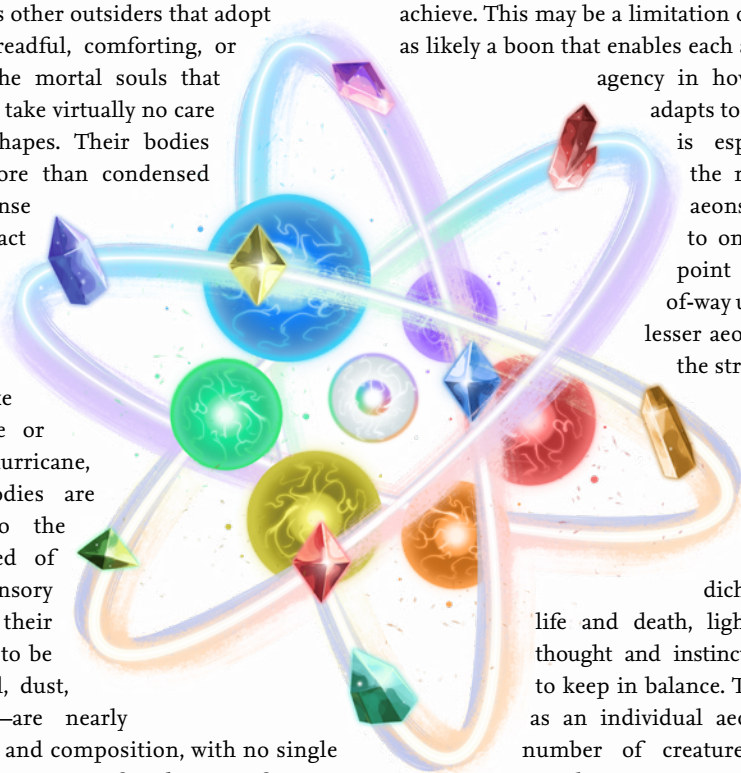
Once created, an aeon has all the knowledge the Monad deems necessary to complete its task, and aeons are constantly tapped into their creator to receive further instructions and information. However, an individual aeon's connection seems to be imperfect, insomuch as a single aeon doesn't demonstrate flawless awareness of everything in the multiverse, or even awareness of what other aeons may be tasked to achieve. This may be a limitation of the Monad, yet it's as likely a boon that enables each aeon to demonstrate


agency in how it interprets and adapts to each challenge. This is especially evident in the rare instances when aeons' goals are opposed to one another, at which point an unspoken right-of-way usually convinces the lesser aeon to cede control to the stronger one.

These goals are all-encompassing for aeons, each of which embodies a physical or conceptual dichotomy—such as life and death, light and darkness, or thought and instinct—that it endeavors to keep in balance. This is not so simple as an individual aeon killing an equal number of creatures as it preserves.

Instead, an aeon taps into the underlying trends of its current region, assessing through mundane observation and supernatural sensitivity how to best restore equilibrium. The correct measures may involve trapping hundreds of creatures in a cave, coaxing warring factions to sign a treaty, or setting fire to a forest. No matter the solution, the aeon pursues it without remorse, pity, or ultimately even self-preservation. Attempting to dissuade an aeon from its task is often a fruitless goal; only in rare circumstances can a witness determine what the aeon desires in the first place, much less convince it to pursue a different corrective measure.

Outsiders are extensions of their planes of origin—demons represent the Abyss's hateful corruption and azatas Elysium's unbridled joy. The same is true for aeons, yet these beings, having no home plane, represent the multiverse itself. Instead, aeons can tear themselves from reality, as the Monad requires, in a fit of spontaneous generation. Yet even in this, there are apparent limits. First, aeons tend to fade back into the planar fabric once their work is done, and the fact that the multiverse doesn't crawl with aeons suggests that





only a finite number of aeons can exist at once. Second, aeons often appear some distance from their ultimate goals, suggesting that they cannot manifest wherever they wish, but instead can do so only in particular places. From there, the aeons must travel by their own power, providing those who would oppose them time to rally a defense.

The autochthonous births of aeons are most puzzling on the Material Plane, where elemental matter is far more prevalent than the quintessence that all outsiders are formed from. This suggests either that aeons are adept at coalescing from the dispersed background quintessence that remains on the Material Plane or that their creation happens elsewhere, after which they travel by unseen paths to their destinations. The latter especially intrigues occult scholars, some of whom speculate that the Monad is not just a divine being, but also an Esoteric Plane that interweaves reality and serves as a conduit for its servants.

Without their own home plane, aeons congregate primarily where they are needed. There are two noteworthy exceptions: Pharasma's Spire and the Antipode that exists within the Maelstrom. These two features anchor the cycle of souls—not only the distribution of quintessence after death but also the recycling of this essence into unaligned potentiality to beget new life. Aeons frequently patrol both features, though they rarely interfere with their psychopomp and protean neighbors.

The prospect of creating their own organizations or fraternities is utterly alien to aeons. To them, there are only two states of association: those who are part of the Monad and those who are not. Likewise, aeons don't appear to consider any non-aeons to be allies or enemies. At the best of times, an aeon approaches another creature with curiosity, communicating its queries through mental projections that convey concepts rather than words. More often, an encounter with an aeon results in uncomfortable silence interrupted by jarring blasts of telepathic imagery before the outsider abruptly departs.

Even other outsiders rarely know how to handle aeons. Unlike mortals, whose minds are an imperfect blend of various ideals, aligned outsiders often represent an extreme interpretation of only one of an aeon's interests, resulting in even greater difficulty understanding the latter's dichotomous diction. Axiomites, inevitables, and shulsagas are the outsiders most likely to share an aeon's goals and tend to have the most amicable relationships with aeons. Axiomites find aeons a fascinating embodiment of the multiverse's truths, thus making them scientifically priceless. Inevitables appreciate aeons' unflappable determination to enforce the multiverse's laws, even if doing so means the aeons regularly inject chaos into

some situations. This happens less frequently with each century, though, for the more ground the inevitables lose to chaos, the more often that aeons appear to help restore the balance. Shulsagas revere aeons as supernatural messengers and seem particularly adept at interpreting their messages. These astral beings almost always honor an aeon's requests and almost never come into direct conflict with them. While psychopomps respect the aeons' custodial work, they otherwise seem to treat aeons as rivals for mysterious reasons.

Among mortals, only a few organizations interact with aeons regularly. On Golarion, the Riftwardens focus on the integrity of the planes and sealing extraplanar rifts. Such breaches often attract aeons to repair the damage, and the two forces manage to cooperate far more often than they clash. The Dikheiric Order, a network of Nethysians dedicated to achieving a perfect balance of their god's creation and destruction through magic, consider aeons an extension of Nethys's will. These spellcasters sometimes shadow an aeon, mirroring its agenda to help restore an equilibrium the group only imperfectly understands. These mortals also regularly conjure aeons to serve as mentors, attempting to translate the outsider's wordless messages into gospel guidance.

Aeons travel to the Material Plane to correct perceived imbalances, following the directives of the Monad. These rare encounters are equally likely to seem serendipitous or malicious depending on whether the aeon's aims coincide with or oppose those of nearby mortals. Although an aeon virtually always aims to assess and act within the dichotomy it represents, determining which half of its dichotomy it seeks to enforce is difficult on a chance encounter. So long as doing so doesn't impede its work, aeons are often willing to listen to strangers for a few minutes, though communication is often frustrating and riddled with misunderstandings. Convincing an aeon to seek out other targets, lend aid, or otherwise abort its mission, however, is very difficult—but not impossible.

An aeon's more subtle tasks—seeding new life, quietly freeing a trapped animal, or breathing life back into a forgotten corpse—rarely attract attention. More dramatic pursuits can draw witnesses from miles around. Most infamous are those cases where an aeon snuffs out the life of countless creatures, such as through arson or outright murder, and these in turn cast the outsiders as monsters to the endemic cultures. Though the aeon's actions might be beneficial on a greater scale than mortal life-spans, such as by making way for new life or even inspiring new heroes to rise against a heretofore unknown threat, this is often a cold comfort to those who have lost homes and loved ones to the meddling of an alien creature that is acting on abstract principles.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

AXIOMITES

The children of the Godmind, axiomites are beings of living mathematics, abstract law taken corporeal form. Curiously varied in appearance, they manifest as metallic, idealized mortal humanoids of all types and configurations, though their true form is that of drifting clouds of equations wrought of golden, crystalline dust. By the axiomites' own reckoning, they are the laws of the cosmos seeking to understand themselves, their function, and their purpose.

Unlike virtually every other outsider race, axiomites appear to encompass only a single base form—that of an exalted petitioner resembling a particular mortal soul, elevated to axiomite status by the Godmind itself at the Threefold Pillar of the Axiomite Godmind in the Plaza of Triune Concordance in Axis. Dwelling deep within Axis, rarely interacting with non-axiomites and rarely taking corporeal form, non-humanoid axiomites also exist. They are accompanied by those axiomites who were among the firstborn of their kind, claiming to have predated mortal souls and arrived from “outside.” These axiomite hierarchs take increasingly abstract, alien forms such as golden fractals, and they have difficulty interacting meaningfully with non-axiomites, as their increased age and power means they effectively house portions of the Godmind’s processes that continue running and parsing data even in the absence of its full manifestation.

Mirroring the Threefold Pillars from which axiomites first emerged into Axis, axiomite society is broken into three distinct groups, each organized by a single compelling maxim of identity: Knowledge, Enforcement, or Administration. The First Pillar, Knowledge, focuses purely on research, studying both the underlying laws of the cosmos beyond Axis and the history of those planes and reality itself. The Second Pillar, Enforcement, focuses on the creation and maintenance of Axis’s great armies of inevitables and the axiomites’ other servitor creations. The Third Pillar, Administration, occupies itself with the management of Axis and diplomatic relations among the Perfect City’s resident gods and visiting outsiders.

While the Godmind rules Axis as something conceptually perched between creator divinity and collective consciousness, it rarely manifests at its full deific potency. It instead runs in the background of every axiomite’s mind, its functions distributed across the entirety of the axiomite species. The most powerful and important of the Godmind’s processes are split between the reclusive ruling hierarchs and the demigod primal inevitables that the axiomites created. These primal inevitables are technically more powerful than the axiomites themselves, but they are subservient in many ways given their roles as creations, guardians, and servitors.

Most axiomites dwell within Axis, operating with perfect precision among its courts and libraries, only rarely venturing beyond its golden walls out into the comparative chaos of the multiverse. The bravest of their First and Second Pillars venture beyond for several reasons: to proselytize order, rationality, stability, and structure to all with ears to listen and rational minds to comprehend; to crush and pacify chaos; or simply to understand and know. Axiomites of the Second Pillar and their gleaming armies are expansionist in every sense of the term, but they act neither out of fondness for spreading ordered benevolence like archons, nor as conquering tyrants like Asmodeus and his devils: they wish solely to regulate.

Outside of Axis, axiomites frequent Heaven and Hell, Pharasma’s courts, and the domains of lawful gods throughout the multiverse, acting as ambassadors and collaborating with researchers of their flawed but appreciated fellows. Curiously, axiomites have a larger presence than one might expect at the Spire of Golden Concordance in Nirvana, studying the agathions’ history and methods of cooperation and mediation among celestials. They also have a significant presence on the Material Plane, where they guide the advancement of lawful societies and cultures, and extensive activities on the Elemental Planes, with axiomite embassies of varying sizes in the capital cities of shaitans, efreet, and fire mephits.

More secretive than archons or devils, axiomites conduct their most dangerous research far beyond Axis itself, at hidden sites usually named simply “Iteration” followed by a number. Some of these research grounds are more prominent, however, such as the astral demiplane of Liracaenia’s Cradle, named for an axiomite hierarchy of the First Pillar, where the axiomites hide an inimical entity they study in the hopes of understanding their enemies. The nature of this captive is unknown, rumored to be anything from a nascent demon lord, a primordial qlippoth, a corrupted azata lord, or even the lost daemonic Horseman Yrsinius (whose fate the axiomites promptly and successfully blamed on the Maelstrom’s proteans).

Axiomites have reached out into the surrounding cosmos with their servitor armies, created in Axis’s Adamantine Crucible to their every immaculate specification. While the gleaming ranks of inevitables are the most obvious and prominent of their creations, they are far from alone. Scrivinites (*Pathfinder Adventure Path* #97: *In Hell’s Bright Shadow* 86) act as specialized adjuncts and aides to their axiomite creators, tasked to preserve and archive knowledge within the fabric of their beings, and it is rare to find a powerful axiomite beyond the walls of Axis without one or more scrivinites in tow alongside its inevitable bodyguards. Aphorites are less servitors and more free-willed fellow travelers,

an attempt by the Godmind's to fashion faces and minds capable of better understanding less ordered beings—especially the scattered and illogical minds of Material Plane natives. Most of these axiomite-touched native outsiders are dispersed throughout the planes, left to their own devices, but the Godmind subtly watches, learns, and guides like a parent to a beloved child. The axiomites' most powerful creations are the mythic apkallus, the living *sphere of annihilation* known as the *Ghost of Departed Quantities*, inevitables forged into living armor for axiomite generals, and other, stranger things that blur the line between inevitable and axiomite, servitor and master, and exalted amalgamations of metal and mathematics.

In addition to their own myriad creations, axiomites have long-standing partnerships with Heaven's archons and Hell's devils alike, with whom they frequently work to battle the denizens of the Abyss and the innumerable choruses of the Maelstrom. Axiomites also have a deep and mutual respect for the duty-bound psychopomps and the mercantile-minded mercanes. Axiomites have increasingly sought

out collaborations with mortal-led lawful religions and organizations such as the Riftwardens, though the latter is made difficult by that order's acceptance of nonlawful operatives.

The Godmind's desire to understand the cosmos informs the actions of its eyes, hands, and individual synapses—the axiomites themselves. Axiomites often find it difficult to interact with other beings, mortals especially. They often fail to understand that one solution may not fit all circumstances, and so their methods and approaches tend to blunt, often radical extremes lacking in nuance. Their actions are guided by cold pragmatism, not benevolence or malice, and their actions on the Material Plane are often in two camps: to study or to punish.

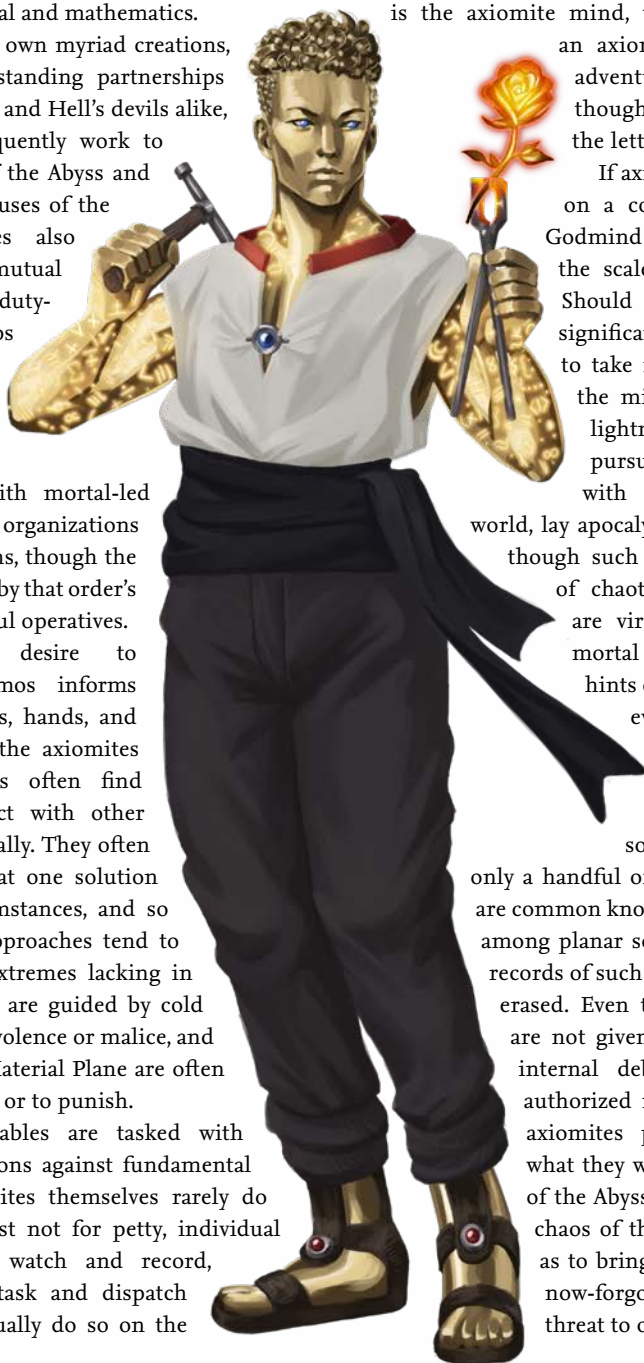
While their inevitables are tasked with punishing transgressions against fundamental universal laws, axiomites themselves rarely do so themselves—at least not for petty, individual transgressions. They watch and record, and eventually they task and dispatch servitors, but they usually do so on the

geological timescale of immortals. They insinuate themselves as advisors, administrators, judges, and planners to empires and ordered societies, with the most cited example being their presence as aides to Emperor Xin of Thassilon throughout most of his reign, prior to Thassilon's descent into corruption under the runelords. Ever reticent to take direct action on their own, and accustomed to having their own creations at their beck and call, axiomites on the Material Plane frequently avail themselves of mortal adventurers as agents. They see such action not as outside of lawful means, but rather as operating in accordance with their own law that supersedes any others. So complex

is the axiomite mind, that interactions between an axiomite employer and hired adventurers can be difficult, though axiomites always act to the letter of any bargain.

If axiomites can be said to work on a cosmic timescale, then the Godmind works on a level beyond the scale even of most outsiders. Should events ever become significant enough for the Godmind to take notice, axiomites arrive in the millions amid the crackling lightning of artificial gates and, pursuant to accords negotiated with the gods of any given world, lay apocalyptic waste to any threat—though such threats are almost always of chaotic origin. Such instances are virtually unheard of among mortal scholars, with only hints of hints existing that such a thing is even possible. While Axis's armies pour endlessly into the Maelstrom and the Abyss, they have done so on the Material Plane in

only a handful of instances, none of which are common knowledge or openly discussed among planar scholars of other races. Any records of such occasions are methodically erased. Even the axiomites' deific allies are not given access to the Godmind's internal debates: the Godmind has authorized much more in secret. The axiomites place few limitations on what they will do to halt the advances of the Abyss or the screaming, infinite chaos of the Maelstrom, going so far as to bring an end to more than one now-forgotten divinity deemed a threat to order and stability.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

INEVITABLES

Inevitables are the soldiers of Axis and executors of the axiomites' will, towering beings of absolute law. The axiomites first created inevitables to fight the forces of chaos directly, but now that war with the proteans has ground to an uneasy standstill, inevitables increasingly receive new orders: enforcing the laws of reality and society in equal measure.

Inevitables are living machines, and their bodies show it; most take on statuesque humanoid forms of metal, stone, and wood. Some deviate from this model to better execute their duties, such as by replacing hands with spiked chains or swapping out legs for an arcane armillary that enables flight. Despite their constructed appearance, inevitables are living outsiders who nevertheless enjoy many of the benefits of an artificial form that renders them tireless, without hunger, and completely immune to mortal maladies. These outsiders are fully aware of their awe-inspiring miens, and although they can speak in an array of tones or volumes, most embrace a steely, booming voice to ensure immediate obedience.

An unspoken hierarchy guides the inevitables. At the top are the few surviving primal inevitables, powerful demigods that focus their attention on emerging threats to the Eternal City. Beneath them, more powerful inevitables typically outrank lesser ones. However, a dizzying array of contingencies and scales determine which inevitable is the authority when two or more of the beings cross paths. The immediacy and severity of each inevitable's quarry are significant factors, so in some cases even a mighty lhaksharut might defer to a mere zelekhut. No matter the situation, inevitables do not clash with one another, and their calculations to determine primacy rarely last more than a minute.

Axiomites exist outside the inevitable hierarchy and are highly regarded. As the inevitables' creators, these beings directly program their soldiers' skills and priorities, and the inevitables' loyalty is absolute. This translates more as respect, not utter obedience, and the two types of outsiders operate more as partners than as masters and servants.

The only beings inevitables obey absolutely are the primal inevitables, the first of their kind. So many ages after creating the first inevitables, the axiomites no longer hold the knowledge of how to create more of these paragons. The primal inevitables' own intercession in cosmic disasters has gradually destroyed the majority of their number, and as a result, the ranks of lesser inevitables look to the primal inevitables as living treasures to be protected at all costs.

Each inevitable emerges with a conceptual jurisdiction, such as the enforcement of contracts or the suppression of rebellions. This mandate drives the inevitable throughout its existence. Some inevitables

regularly return to Axis for new orders, whereas others pursue an initial assignment and then strike out from there to restore order at their discretion across an entire country, continent, planet, or plane. As a result, errant inevitables often desire information, and confirmed intelligence about lawbreakers can win a mortal some measure of respect from these outsiders.

Created to precisely fit into a particular role, inevitables are completely without ambition to advance to a higher station. Bribery has no effect on them, though they are sometimes willing to offer lighter sentences in exchange for assistance in ending a greater crime. Ultimately, destroying violators is a temporary solution, and inevitables are alert for opportunities where instruction or a strategic *mark of justice* might turn a troublemaker into a convert.

Life begins for an inevitable in the Adamantine Crucible, an immense fortress-foundry on Axis where mountains of ingots, acres of stone, and lakes of molten metal are shaped into the shells of new inevitables. However, these durable forms are only part of the final outsiders. Axis's petitioners carry hundreds of words, koans, and symbols in their skin, and once a petitioner has deciphered all of her new body's riddles, she can bond with an inevitable's frame to serve the Eternal City in a greater capacity. This union of soul and steel forges a powerful being. By this point, few of the petitioner's memories of any past life survive, yet each inevitable develops its own subtle personality influenced by its animating spirit. As a result, any given enforcer might have a sardonic humor or enduring optimism that it shows only to close acquaintances.

Those inevitables that remain on Axis typically fall into two categories: the Bulwark and the Seekers. The former swiftly depart for the wasteland beyond the city's walls, where they join their millions of comrades in fighting off the encroaching Maelstrom. The Seekers focus more on mortal affairs, often driven by observations and dispatches made by axiomites. Between assignments, these inevitables wander the Perfect City and even establish homes to better serve their communities, or else they roam the planes in pursuit of a broader mandate.

Off-duty inevitables in Axis congregate around the bastions of primal inevitables and axiomite academies. Among the most frequented is the Fivefold Calculus, the spherical redoubt of the primal inevitable Otolmens the Universal. Otolmen's tireless analysis of the multiverse consistently identifies flaws in need of correction, which calls for a steady stream of inevitables and even mortal agents to be dispatched.

Built to be self-sufficient servitors, inevitables have very little culture of their own. Their solitary nature and rigid behavior makes it difficult for them to make friends, and even then companionship is rarely

something they seek out or even desire. Most inevitables' relationships are strictly professional. In pursuit of justice, many rely on local mortals to provide intelligence or support. This often includes coordination with civil authorities, though in cases where such officials are part of the problem (or when alerting others would jeopardize the mission), an inevitable might bypass them altogether. This support can also include unaffiliated scouts or devotees of lawful-aligned deities. Unless a mortal already exists within the hierarchy of Axis (such as a cleric of Abadar), an inevitable rarely compels service and might even pay for the assistance. Hykariuts (*Pathfinder Adventure Path #131: The Reaper's Right Hand* 84) in particular specialize in recruiting teams to help confront dangerous threats, using the opportunity to mentor those mortals so they might defend cosmic order or provide further assistance to other lawful-aligned causes even after the inevitable finishes its work and departs.

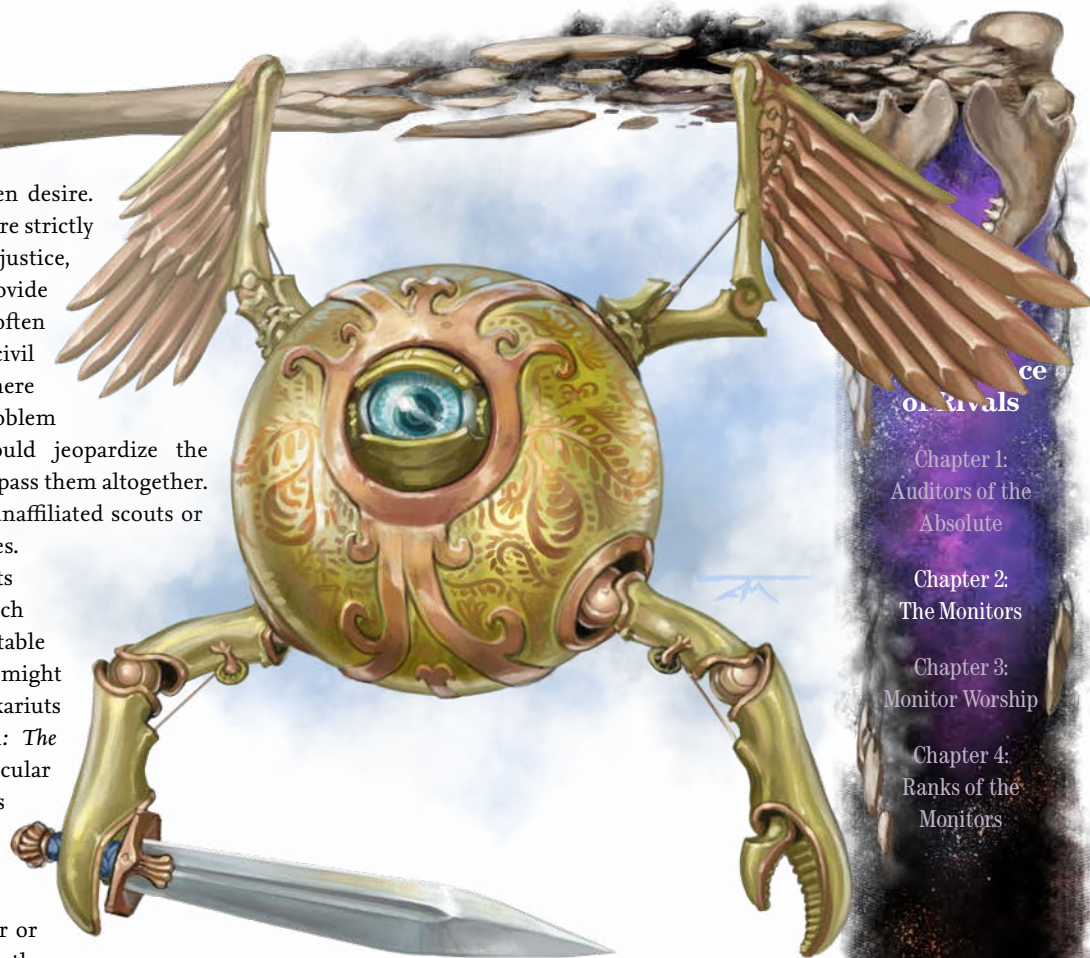
Most other outsiders consider inevitables stodgy at best. The enforcers' stoicism and strict adherence to the letter of the law tends to discourage alliances with angels and agathions, whereas psychopomps often find inevitables' zeal and occasional interference upsetting. Archons and devils alike are amenable to cooperating with inevitables, though they might disagree on the ways in which inevitables exact punishment. Because inevitables are generally quite slow, those participating in especially time-sensitive missions sometimes embark on mighty aekrakarshis, armored porcine beasts capable of immense strides on land or in the air. Otherwise, axiomites, their aphorite protégés, and a handful of specialized divine servants are among the few to mesh well with inevitables.

This lack of natural allies doesn't impede these towering beings, who go wherever they wish to enact Axis's will. Many of them travel to the Material Plane to fulfil their duties as well. Each variety of inevitable has a different reason to travel. Arbiters are scouts first and foremost, identifying chaotic hot spots to quell and then seeking out more powerful colleagues (or sometimes sympathetic mortal spellcasters) to execute their plans. Zelekhuts and kolyaruts far more frequently operate within the strictures of mortal societies, tracking down fugitives, lawbreakers, and any who would breach a contract. However, identifying and correcting these violations rely heavily on local institutions, meaning

these inevitables spend ample time studying a region and learning its traditions to better serve the area—a nuance that amateur planar scholars often overlook.

Other violations are more severe, with the potential to affect entire countries, planets, or the underlying needs of the multiverse. Yarahkuts (*Pathfinder Adventure Path #90: The Divinity Drive* 84) guard against the introduction of technologies beyond a society's understanding, which unchecked might foment warfare, unpredictability, and chaos. Single yarahkuts might confront adventuring parties that have looted technologically advanced ruins, whereas cadres of these inevitables sometimes demolish encroaching starships and any alien species with the gall to "uplift" a planet's inhabitants. Maruts implacably track down those who defy their own mortality, whereas lhaksharuts are willing to destroy entire towns in order to close extraplanar rifts. An inevitable might recruit local adventurers as irregulars to help combat any of these threats.

Although often straightforward in resolving their goals, inevitables regularly spend time on the Material Plane considering ways to teach mortals how best to honor cosmic order. Although this occasionally involves breakthroughs or inspires a new generation of lawful-aligned priests, inevitables recognize that mortals are imperfect. As a result, these outsiders aim to improve behavior or magically compel it, trusting that their students can never measure up to the instructors' demanding standards.



ce of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

PROTEANS

Like bizarre, primordial sea serpents cavorting through the Maelstrom's endless depths, proteans are among the eldest of the monitor outsiders. They are the physical embodiment of chaos and change, uncorrupted by good or evil. Protean culture, if it could be said to exist as a monolith, embodies one maxim: change occurs, and each protean is an agent of that change. Proteans view the other planes as some combination of mistakes, curiosities that will fade in time, or metaphysical cancers lodged painfully in the Maelstrom's flesh. With inscrutable motives and actions that are often bizarre and whimsical, proteans are difficult for mortals and even many outsiders to comprehend and interact with,


a situation compounded by the fractured nature of proteans' immediate goals at any given point.

In many ways, proteans exist as not only supremely self-willed beings of creation and destruction but also extensions of the Maelstrom itself. They function as the plane's senses, its myriad limbs, and more properly as its immune system, reacting violently against the pathogen of law and stability that riddles the ocean of quintessence that is its corpus. Paradoxically for creatures of chaos, proteans are organized into groupings known as choruses, each led by keketar and izfiitar priest-kings that seem to share a deep connection with the Maelstrom.

The protean lords themselves are not ruling entities, instead functioning as itinerant prophets with a status above and beyond the choruses' quasi-hierarchy. Most proteans believe the protean lords to perceive the will of the Speakers of the Depths, the inherent purity of the chaotic nature of the Maelstrom made manifest. The protean lords appear to share a fragment of the Speakers's own chaotic influence, allowing them to communicate with the ever-changing gods and present the current will of the Maelstrom. Choruses approach protean lords for aid, for guidance, or simply to offer themselves in service for a time if they perceive the Speakers may desire it. However, outside of a few specific choruses formed less in service to and more in self-realized emulation of a given protean lord, the Maelstrom's demigods do not rule, as the very concept strikes them as both bizarre and abhorrent.

Proteans dwell within the Maelstrom's infinite, ever-changing depths, reveling in its endless creation and destruction, joyously eschewing permanency. Proteans move about freely through the plane, creating discordant harmonies and elegant calamities from the planar matter around them, and thus they partake in the same erosive creativity of their home. Many proteans see this constant experimentation as necessary to understand the ebb and flow of the Maelstrom, though they are also content with the fact that this cycle of making and unmaking is ultimately futile. Regardless, the skills learned along the way are useful for proteans that leave the Maelstrom to enact their will to the rest of the Great Beyond.

Most creatures that encounter proteans do so when these serpents rampage into the Maelstrom's borderlands and beyond to assault other planes, seeking to return the cosmos to the freedom of true chaos from which it originated. Illureshis, imenteshes, and pelagastrs are most prone to venture far and wide, acting as ideological viruses on the Material Plane or even in the gods' realms. There they inspire new creation or provoke



conflict and instability, hurling metaphorical spanners into the gears of cosmic law. Where they can, they use their abilities to slowly erode the edges of existence, tearing the edges of a plane as an unraveling tapestry. Only the most powerful proteans are able to unmake any part of a plane in this way, but many proteans are content with the figurative and metaphorical unraveling they cause by sowing the seeds of chaos.

Proteans ultimately seek a beautiful dissolution of static reality, but they aren't above working with allies to achieve shared goals, or even simply because it amuses their whimsy. Chaotic outsiders like azatas and especially lillends are frequent allies and collaborators. Demons and qliphoth are hated as perversions of true chaos, yet bebiliths avoid this fanatical scorn; in fact, proteans regularly hunt demons for sport alongside bebilith, suggesting a connection with the creatures not yet properly understood. The proteans' most beloved allies are valkyries, einherjar, Calistria's empusas, and chaos-corrupted inevitables known as unshackled. These rare outsiders result from inevitables suffused with raw chaos or possessed by pelagasts, leaving them harboring a spark of chaos. Proteans find other outsiders changing their alignments to be a thing of sublime beauty, explaining why the city of Basrakal survives untouched within the Maelstrom.

Proteans travel to the Material Plane like many outsiders, but their motivations range from specific tasks to simply acting on a whim. Their greatest barrier to travel is their own aversion to unduly manipulating mortals, as it reeks of diabolic authoritarianism or archons' well-meaning and gilded metaphorical chains. Most proteans find travel beyond the Maelstrom uncomfortable at best, and infuriatingly, physically painful at worst, and so any excursion comes with a cost most simply don't care enough to pay.

Finally, there are the gods themselves, whom proteans perceive as loud, unruly, profoundly ignorant infants on reality's playing field, yet who nonetheless have the power to intervene and stop mass protean intervention on the Material Plane, even as the Maelstrom inevitably gnaws at and grinds down their own planes.

Proteans on the Material Plane have a reputation for madcap destructive or constructive mayhem, but also for profoundly subtle, insidious, and long-term games of influence. These schemes play out over time spans suited to the patience of one of the multiverse's eldest species, though proteans are never above simply eating a linchpin mortal standing in their way. At the same time, proteans view mortals' capacity for true free will as a delightful quality, almost regardless of how those mortals ultimately utilize it. Encountering one of these chaotic serpents might be terrible or beatific, as proteans' innate tendency to gleefully embrace both creative and destructive pursuits alike makes them

unpredictable and often dangerous: there are raging naunets, imenteshes whispering guileful and reason-warping secrets, obnoxiously chatty illureshis handing out magic with joyous irresponsibility, pelagasts and azuretzis simply wanting to experience new things, and keketars bending reality by their very presence. No matter how helpful a protean may seem, they are all agents of change without regard to consequences, and so creatures are well warned to be wary of them.

In addition to their travels to the Material Plane, proteans find joy in sowing discord and disorder all throughout the Great Beyond. This usually proves difficult, as many denizens of these planes are quick to push a protean out of their planes or even attempt to slay the proteans outright. In such realms, proteans employ mortals' malleability as a tool for their havoc. These mortals receive gifts from proteans in the form of knowledge, magic, or even just subtle pushes to travel the planes. The mere presence of these mortals is only the most minute form of disruption but, depending on the will of the mortal, can ripple forth into great waves of chaos.

Long-term protean influence strives to combat law, such as the diabolic influence in Golarion's nation of Chelax, which has garnered the attention of the Chorus of Laughing Exceptions and the Chorus of Bleeding Steel. Historically, proteans railed against axiomite influence in Thassilon under Emperor Xin, and imenteshes and illureshis have visited the Padishah Emperor's court, both in mortal guise and openly, seeking to influence or break Golarion's largest empire and the stability it represents. Yet most proteans on Golarion are found within the Worldwound, where the Chorus of the Gossamer Expression has compromised the ranks of demons and mortals alike, not so much helping mortals as striving to ensure that the Abyss remains mired in an unwinnable conflict, thus diverting a fraction of its infinite resources away from its concurrent wars against the Maelstrom's children.

Mortals find the study of proteans to be both an extremely interesting and aggressively frustrating practice. The ever-changing nature of a protean's whims makes it difficult for anyone researching the creatures to maintain any sense of cohesion in their studies. Attempting to chronicle the personality or motivations of a protean is ultimately an act of futility, though those who embrace this fact soon learn to follow a protean's constant changes in action and attitude in a way that borders on the enlightening. This perpetual change becomes the only constant in such research, and those who commit to long-term studies of proteans report strange changes to their own faculties and personalities. These changes suggest that even the subconscious chaotic nature of proteans is capable of perpetuating the influence of chaos.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

PSYCHOPOMPS

The heralds and handmaids of death, psychopomps manage this incredibly complex function of the afterlife, accepting mortal souls upon the end of their mortal existence and directing them to the appropriate Outer Plane to match their deeds, thoughts, and faith in life. In an ideal cosmos, souls would simply gravitate toward whatever final destination their actions mirror, but the untold glory of free will means that most living existences are messy, contradictory things, and many of the dead require review, counseling, and trial to assign a final afterlife. Psychopomps manage the archives, courts, and sanitariums of the Boneyard, where the dead first arrive in the Outer Planes; when necessary, they step beyond their home to intercede on behalf of transient souls, often battling daemons, night hags, and undead. In the eyes of a psychopomp, the multiverse is a glorious engine powered by the growth and movement of souls, and they must remain vigilant to repair that engine, lest the sum total of creation cease to be.

Despite this solemn duty and the general anxiety mortals have regarding death, psychopomps are the most personable and varied of monitors—they adhere to strict duties but receive enormous latitude in how to carry out their assignments. Nosois are often assigned to transcribe a newly dead soul's deeds and memories, for example, but they are free in how they pry secrets from their charges, using anything from kindness to threats to magical mind-reading, if such options are available to them. The malleability of the living soul is a wonder in their immortal eyes; most psychopomps are personable and endlessly curious about the living realms, developing interests and hobbies over their long service, and can be easily coaxed into conversations and games of chance. Psychopomps take great pride in assignments on the Material Plane, and they often linger among the living after completing their work.

Most psychopomps, especially those who interact with mortals, wear masks that conceal their faces, with only viduuses and shokis regularly breaking with the tradition. Many mortals fear that the true face of death is chilling and would scar a soul, but among psychopomps the masks serve more to separate individuals from their mortal existences while still honoring whatever living culture they hailed from. Unlike many monitors, psychopomps, with the exception of their ushers, universally ascend from once-living souls who either dedicated themselves to Pharasma or else shunned the gods altogether. Most begin as humble nosois and earn promotions for loyal or exceptional service. The lone exceptions are the alien vanths—solemn and silent guardians who seem to hail from a totally isolated culture, one that exists solely to prepare its members to serve as the warriors of death.

Ushers stand above psychopomps to rule various aspects of death, mostly governing specific aspects of death or complex feelings about mortality. The autonomy most psychopomps enjoy means they view their ushers with a blend of reverence and arrogance, seeing them more as managers or family than as divine beings. The typical psychopomp has deep respect for an usher but secretly believes she would make wiser decisions if given the authority.

Psychopomps call the Boneyard home, and the Eight Courts and Pharasma's Court bustle with their comings and goings. While most heavily concentrated around the Metropolis of the Courts, the dead arrive in all corners of the Boneyard, and so psychopomps, especially nosois and catrinas, are assigned territories to patrol and greet new arrivals. Many of these roving psychopomps establish small domains, and the most powerful among them can affect their domains with a thought or even physically move them with some effort. Most also maintain small dwellings in the Cumae—an endless network of tunnels within the Spire itself and snaking beneath all of the Boneyard—ranging from humble apartments to palatial temples.

While their work often takes them to the Material Plane, most psychopomps lack any innate ability to move themselves between planes. To overcome this shortcoming, they maintain a secret network of extraplanar passages known as the Dead Roads, which connect the Boneyard to every corner of the living world. Winding and difficult to navigate, the Dead Roads are impossible to travel without approval from powerful psychopomps and other outsiders who maintain way stations along its length. Without passage granted by these way stations, would-be travelers find themselves stranded in remote corners of the Boneyard.

Psychopomps often make allies of convenience of their fellow monitors, working frequently with inevitables—especially maruts, who hunt immortals and others who would evade death—and proteans, whose influence helps coax living souls to change, mature, and grow. They accept the maintenance work of aeons, especially when it comes to their defense of the cycle of souls, but psychopomps rarely officially ally with aeons; some unspoken rivalry exists between these two castes of monitors, though whether aeons are aware of this conflict is largely unknown. Psychopomps are just as quick to clash with other monitors, however: inevitables consider Pharasma's judgments too imprecise and resent that dangerous and flagrantly chaotic souls are not remitted to Axis for destruction, while proteans view the courts of the Boneyard as anathema to the sweet, swirling chaos that should devour all creation.

As a force of neutrality, steadfastly refusing alignment with any other plane, the Boneyard is home to many

outsiders who have failed in their commitment to their planar ideals but have not flipped to embrace their converse. Most such outcasts seek asylum under various psychopomp ushers and earn their protection by acting as loyal agents and specialists, providing insights and talents psychopomps lack.

Psychopomps also work readily with fey. These enigmatic creatures are outside of the cycle of souls, and so the Boneyard views them as unaligned outside parties that can interact with psychopomps and their agendas without a conflict of interest. The nature of mortal death likewise fascinates many fey, and aligning with a psychopomp allows them to dabble in this curious phenomenon without a permanent commitment. Psychopomps seek an assortment of common agents including atomies, danthiennes, fauns, fossegrims, gremlins, kelpies, norns, and pookas. Tradition also holds that the wild hunt rides for Pharamasma under the lunar eclipse, in exchange for the power to induct dead mortals into their ranks on all other nights.

Psychopomps frequently travel to the Material Plane, most often to collect the souls of the dead. While most souls drift naturally to the River of Souls, the powerful, stubborn, or emotional must be coaxed to not linger. Perverse magic can also trap souls from proceeding on to the Boneyard, and must be undone whenever it is discovered. Other times, psychopomps arrive to warn of or avert unnatural disasters. Sudden, large influxes of the dead may cause the River of Souls to “flood,” washing unfortunate spirits into the Astral Plane, and they back up the bureaucracy of death once they arrive in the Boneyard. Too few deaths—from sudden medical advances or unnatural meddling—may likewise confound the process, leaving bored psychopomps to work mischief in the Boneyard. To even the flow of the dead, psychopomps often appear as omens of death to warn of coming disasters or, conversely, to mislead great minds to prevent magic or science that would offset death.

Although few psychopomps have the ability to shapeshift or become invisible, remarkably few mortals notice their presence; many ascribe this to a “willful blindness” among the living, who reflexively turn their gazes away from death unless it comes for them personally. Those who have had close brushes with death are more likely to be able to spot these enigmatic creatures.

Psychopomps also travel to the Material Plane to hunt the undead and those who create them. Pharamasma would scourge the knowledge of creating such abominations from the cosmos were it in her power; until then, her servants labor to cleanse these corrupted souls from the world. While ahmuuths, memitims, and vanths

are the most common visitors for this crusade, all psychopomps have the ability to rend even incorporeal undead with their weapons and natural attacks.

Just as they hunt the undead, psychopomps pursue most mortals who evade their own natural deaths. Morrignas in particular excel at hunting those living souls who use magic and science to achieve immortality. Even with this goal, however, psychopomps still prefer to serve as death's companion rather than reapers themselves, and they instead ensure a target's death by assisting the mortal's rivals, enemies, and victims.

Since psychopomps are less proactive than angels, demons, and similarly aligned outsiders, mortals know much less of them. Spellcasters who stumble across them in dusty tomes sometimes seek to summon psychopomps in hopes of bargaining for a bit more time before death or for a loved one's return to life—but such tasks are beyond all but the most powerful psychopomps. Neither good nor evil, those lesser entities conjured can adopt clever and cruel tactics in response to these summonings; a summoned nosoi may provide its master with a potent poison, promising it is “the ultimate cure to all ills,” while a viduus may strip away all its master's memories of love so she no longer feels the sting of a departed husband's absence.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

WAR BETWEEN LAW AND CHAOS

IN THEIR EARLIEST MOMENTS, ASMODEUS AND IHYS PLAYED. THEIR REVELRY SPAWNED EPHEMERAL WORLDS THAT THEY COLLAPSED AT WILL, RETURNING THE STRUCTURES BACK TO FORMLESS, CHAOTIC, PRIMORDIAL ESSENCE, YET THERE WAS ALWAYS A SIMPLE ORDER TO THEIR ACTIONS; THEIR WILL WAS ABSOLUTE. LITTLE HAPPENED BUT THAT WHICH THEY WISHED, AND EVEN THE EXCEPTIONS WERE EASILY DESTROYED BEFORE THEY COULD MISBEHAVE FURTHER. THEIR CREATIVE LAUGHTER ECHOED INTO THE PROTECTIVE BUBBLE FAR BEYOND THEIR FIGURATIVE SANDBOX.

ALTHOUGH MOMENTS OF COMPASSION AND MALICE PLANTED THE SEEDS FOR HEAVEN AND HELL ALIKE, IT WAS PURE LAW THAT REVERBERATED THE MOST STRONGLY. AROUND THE SPINDLE, THE FLUID QUINTESSENCE GRADUALLY CRYSTALLIZED. ARCHIPELAGOS OF INFANT ROCK AT FIRST CRASHED INTO ONE ANOTHER, YET AS LAW SLOWLY OVERTOOK THE SWIRLING CHAOS, THESE FRAGMENTS ADHERED TO ONE ANOTHER TO FORM THE AXIS FROM WHICH THE REST OF CREATION WOULD GROW IN AN ORDERLY WAY. EACH TECTONIC SHIFT DROVE THESE LANDMASSSES TIGHTER, SHEDDING MATHEMATICAL POSTULATES AND PHYSICAL LAWS THAT WOULD DEFINE REALITY FROM THEN ON.

AFTER AGES OF ACCRETION, WHAT WOULD BECOME KNOWN AS AXIS WAS BUT A BLANK SLATE OF MINERALS. HOWEVER, WHEN ASMODEUS AND IHYS GRANTED SOME AUTONOMY TO THEIR CREATIONS, THEIR NEW MINIONS BUILT CITIES, SOCIETIES, AND CIVILIZATIONS, AND THIS WAS ALL THAT AXIS NEEDED. WITH NEW DIRECTION, THE ROCKY WASTELAND BEGAN RESHAPING ITSELF, CREATING HOMES, RAISING EDIFICES, AND EXTENDING BOULEVARDS COUNTLESS MILES IN EVERY DIRECTION. HIGHEST OF THESE YET STILL OVERSHADOWED BY THE GROWING SPINDLE WERE THREE TITANIC SHARDS THAT CRYSTALLIZED WITHIN THE DISTANT MAELSTROM AND LODGED THEMSELVES INTO AXIS. IMBUED WITH THE INVENTIVE POSSIBILITIES OF CHAOS YET WHOLLY REFLECTING THE ORDER AROUND IT, THIS TRIPLE MONUMENT RESONATED WITH POWER AND BLAZED WITH LIGHT. WHEREAS PROTEANS HAD TORN THEMSELVES FROM THE MAELSTROM AND THE EARLY ABYSS HAD MUTATED TO SPAWN GLIPPOTH,

AXIS HAD UNTIL NOW EXISTED IN STOIC SILENCE. ILLUMINATED, THE CLOUDS OF ARITHMETIC DUST NEARBY

COALESCED INTO A HOST OF BEAUTIFULLY SYMMETRICAL SCHOLARS. AS ONE, THEY SALUTED

THE THREEFOLD PILLARS AND THE REFLECTION OF AXIS'S GODMIND,

AWAITING INSTRUCTIONS. AFTER A MOMENT'S ATTENTION,

THESE FIRST AXIOMITES NODDED IN UNISON AND BEGAN TO

DESIGN, BUILD, AND UNDERSTAND.

THE CHAOS WAR: WHEN IHYS RELEASED THE FIRST SOULS, THE MAELSTROM HOWLED WITH TRIUMPH. A

TRIO OF PROTEANS APPROACHED AXIS, DEMANDING

IT CEASE ITS EXPANSION AND CEDE ITS GAINS

BACK TO PRIMAL CHAOS. THE AXIOMITES

REBUKED THE ENVOYS AND PREPARED

FOR WAR. ONLY A DAY LATER, THE

INVASIONS BEGAN. DEMONS SURGED

FROM ABYSSAL CRACKS IN

THE HINTERLANDS, AND

PROTEANS SURGED ACROSS

THE PLAINS. THE INITIAL

INVASION FAILED, AND THE

AXIOMITES USED THE

REPRIEVE TO CREATE

POWERFUL GUARDIANS.

WITH THE HELP OF THESE

TIRELESS INEVITABLES,

THIS TERRIBLE CONFLICT

GROUND TO A STALEMATE

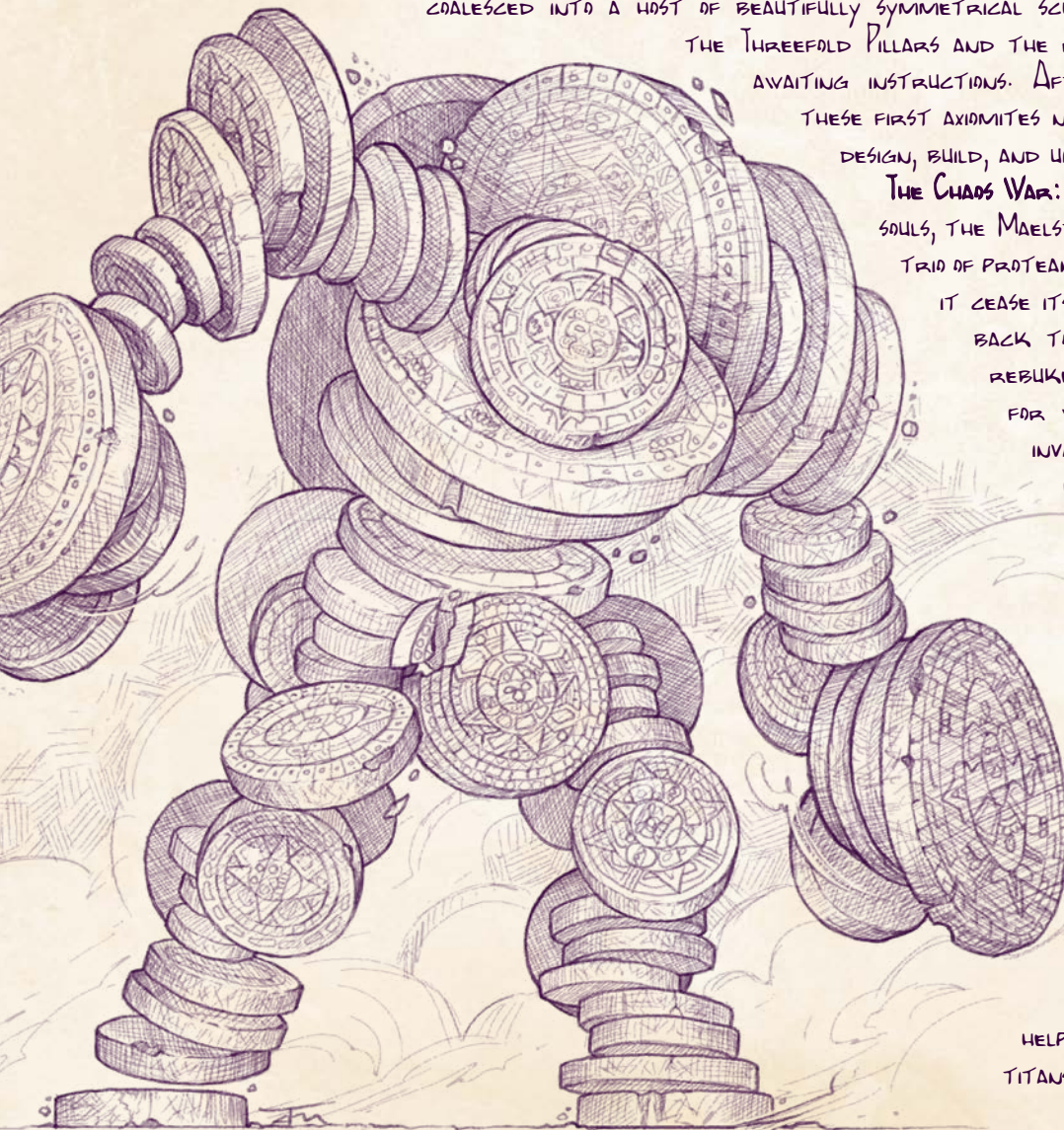
THAT HAS NEVER ENDED.

THE TITANS' WAR: SHAPED

FROM RAW QUINTESSENCE TO

HELP CREATE THE MULTIVERSE, THE

TITANS SERVED THE GODS WHO CREATED



THEM FOR EDONS. AS REALITY CALMED IN THE WAKE OF IHYS'S DEATH, THE TITANS REBELLED. THE UNDERLYING REASON REMAINS UNCLEAR, ALMOST CERTAINLY BECAUSE IT WAS MULTIFACETED. SOME DEMANDED THEIR OWN PORTION OF THE COSMOS TO RULE AS COMPENSATION FOR THEIR LONG SERVICE. OTHERS SOUGHT UTTER DOMINION, WHEREAS SOME VIEWED THE GODS AS TYRANTS TO OVERTHROW, WITH MANY OTHER MOTIVES BESIDES. ULTIMATELY, AXIS MUSTERED ITS FORCES AGAINST THE CHAOTIC TITANS, INTERPRETING THEIR REBELLION AS A THREAT TO COSMIC STABILITY. THE WASTES BEYOND THE ETERNAL CITY STILL BEAR COUNTLESS SCARS AND RUINS FROM THIS WAR.

RAVAGES OF ROVAGUG: THE ROUGH BEAST'S RAMPAGE LAID WASTE TO HUGE SWATHS OF THE MULTIVERSE. WHEN HE TURNED HIS ATTENTION TO AXIS, THE CITY WAS READY, BUT EVEN SO, THE GOD'S ASSAULT WAS THE WORST DISASTER YET. ONLY A COUNTERATTACK BY A HOST OF DEITIES DREW ROVAGUG AWAY FROM AXIS, AN ASSAULT THAT ENDED WITH THE GOD SEALED WITHIN THE DEAD VAULT. ALTHOUGH AXIS SURVIVED, ENTIRE DISTRICTS HAVE NEVER RECOVERED AND REMAIN A PART OF THE CITYSCAPE THAT OFFICIALS ENDEAVOR TO HIDE FROM VIEW.

FROM THE CONCORDANCE OF RIVALS
WHEREIN CREATURES OF LAW COME INTO BEING ONLY
IN OPPOSITION TO AND THROUGH THE INTRODUCTION
OF CHAOS, THUS INSTIGATING A NEARLY ENDLESS WAR
THAT SLOWLY WHITTLES AWAY THE RESOURCES AND
RESOLVE OF THE ETERNAL CITY.
- "ETERNAL OPPOSITION"

The Primal Fallen

THE PRIMAL INEVITABLES ARE AMONG THE FIRST OF THEIR KIND. WITH TIME, NECESSITY, AND FOCUS, EACH ATTAINED POWER ON PAR WITH THAT OF DEMIGODS. MOST HAVE SINCE FALLEN, DESTROYED BY THE FORCES OF CHAOS. SOME HAVE BEEN FORGOTTEN ENTIRELY, WHEREAS OTHERS' NAMES ARE MEMORIALIZED THROUGHOUT AXIS.

AUNITATH, THE ETERNAL: FORMED OF HUNDREDS OF SLOWLY TURNING CALENDAR STONES, THE PRIMAL INEVITABLE OF CALENDARS, ETERNITY, AND TRADITION ONCE MONITORED THE PASSAGE OF TIME ACROSS COUNTLESS PLANES AND ESTABLISHED THE CYCLE OF DAYS AND NIGHTS THAT CONTINUE IN AXIS TO THIS DAY. DURING A SURPRISE PROTEAN ATTACK, AUNITATH WAS AMONG THE FIRST TO RESPOND AGAINST OVERWHELMING ODDS. TAKING HOLD OF THE PROTEAN LORD THAT LED THE ASSAULT, AUNITATH CAST THEMSELVES AND THE PROTEAN INTO THE DIMENSION OF TIME TO SPARE THE ETERNAL CITY. THEY HAVE BEEN MISSING EVER SINCE, THOUGH IT'S BELIEVED THE TWO CONTINUE TO CLASH.

EANHAS, THE FOUNDATION: THE MAELSTROM'S EVER-ADAPTING STRATEGIES STRAINED THE ARMIES OF AXIS, YET EANHAS EMBODIED THE WILL TO ADOPT NEW TACTICS TO OVERCOME ANY PROBLEM. THIS PRIMAL INEVITABLE OF CONSTRUCTION, INNOVATION, AND TOOLS PERSONALLY DRAFTED PLANS FOR THE ETERNAL CITY'S WALLS AND LED EFFORTS TO CRUSH PROTEAN SABOTEURS. WHEN ROVAGUG THREATENED CREATION, SHE DEVELOPED A POWERFUL DEVICE OF PURE LAW TO RESTRAIN THE TERRIBLE GOD. IT NEARLY WORKED, BUT THE ROUGH BEAST BROKE FREE AND DESTROYED BOTH HER AND HER DEVICE. THE LATTER'S FRAGMENTS STILL DRIFT THROUGH THE ASTRAL PLANE AND MIGHT BE REPURPOSED FOR EQUALLY DRAMATIC ENDS.

GUALTI, THE JOYFUL MARCH: AS PETITIONERS FIRST APPEARED IN AXIS, PROTEANS AND DEMONS WERE ALREADY ASSAULTING ITS OUTSKIRTS. NEEDING TO RALLY EVERY POSSIBLE DEFENDER, GUALTI ORGANIZED MASSIVE TRAINING PROGRAMS THAT SURVIVE WITH FEW CHANGES TO THIS DAY. THE PRIMAL INEVITABLE OF SPORTSMANSHIP, TRAINING, AND TWAMNI PERISHED WHILE DISTRACTING ROVAGUG SO THAT EANHAS COULD RESTRAIN HIM. ALTHOUGH GUALTI IS REVERED EVEN AFTER DEATH, THEIR DESTRUCTION RESULTED IN A COLLECTIVE AMNESIA ABOUT TWAMNI. SOME INSIST IT WAS A TEAM SPORT, OTHERS A WARRIOR CODE, AND OTHERS STILL A SPECIAL WEAPON. WHATEVER THE CASE, THIS COLLECTIVE AMNESIA DISTURBS EVEN INEVITABLES, FOR IT SUGGESTS A PRIMAL INEVITABLE'S DESTRUCTION CAN ERASE A CONCEPT ALTOGETHER.


PTARNIK, THE SHARED VOICE: ALTHOUGH SURPRISED BY THE FIRST ATTACKS, AXIS RALLIED AGAINST THE FORCES OF CHAOS WITH ITS OWN ARMY. THIS FORCE ANSWERED WITH ONE VOICE, CHANNELLED BY THE NEW PRIMAL INEVITABLE OF FORMATIONS, UNITY, AND VOLUNTEERS. THE COUNTERATTACK SCATTERED A HORDE OF DEMONS THANKS TO THE INEVITABLES' UNFLINCHING DEDICATION TO THEIR DUTY AND THEIR COMRADES. ULTIMATELY, PTARNIK FELL IN COMBAT WHEN PROTEANS OUTMANEUVERED HIS CAREFUL BATTLE LINES, ENVELOPING HIS FORCES AND DISMANTLING HIS ARMORED BODY IN SIGHT OF THE CITY.

TLATOPOK, THE UNSLEEPING BLADE: EACH INEVITABLE LIVES TO SERVE YET ACCEPTS THE POSSIBILITY THAT IT MIGHT PERISH AS IT UPHOLDS ORDER. TLATOPOK WAS AMONG THE LAST OF THE PRIMAL INEVITABLES, CREATED DURING A LULL IN THE CHAOS WARS TO ENSURE THAT AXIS NEVER GREW COMPLACENT. THIS PRIMAL INEVITABLE OF SACRIFICE, SOLDIERS, AND VIGILANCE PATROLLED THE CITY'S WALLS TIRELESSLY UNTIL THE TITANS REBELLED AGAINST THE GODS. WHEN THE POWERFUL THANATOTIC GENERAL ZORMONIDAE THREATENED AXIS, TLATOPOK PERSONALLY CHALLENGED HER TO SINGLE COMBAT. THE TWO KILLED EACH OTHER, AND THOUGH THE TITANIC INVADERS TRIED TO RETREAT, THE DUEL HAD PROVIDED ENOUGH TIME FOR THE ETERNAL CITY'S FORCES TO ENCIRCLE AND DESTROY THIS FIRST OF MANY ARMIES.

Monitor Worship

And let not your calculations be impure, for arithmetic imprecision leads not only to mathematical error, but to offense of the sacred inevitables. Like precise, divine clockworks do the sacred inevitables move; your computations must be equally precise and, thereby, divine. Long has it been written, and long has it been known to the truly faithful of the Universal Calculus, that a misplaced numeral here or a rounding error there is an invitation to corruption. The meticulous fundamentals of numerical reckoning are not taught to acolytes so they can later be ignored; they are taught to serve as a constant basis of computation and of faith.

—From the *Concordance of Rivals*,
“Heresies of Miscalculations in the Reverence of Otolmens”



Many monitors are, despite their name, concerned very little with matters outside their own recondite affairs. Aeons mind cosmic balances, inevitables pursue specific transgressors, psychopomps watch over the flow of souls, and proteans diligently subvert the order of existence. Their specific directives leave them little time to advance the agendas of the monitor demigods, and most monitors aren't equipped with the adaptability and flexibility of mortal races that propel innovation. The monitor demigods therefore rely on mortal worshippers for activities that fall outside the defined bailiwick of their extraplanar followers. Monitor demigods of all types court mortal worshippers to advance their convoluted plans and seek to use them whenever possible to achieve their overall aims.

WORSHIPPING MONITORS

Although the monitor demigods are exceptionally varied and often at direct odds with each other, mortal followers of the monitor demigods worship in surprisingly similar ways. Most significantly, monitor demigods rarely demand specific rituals or veneration for their own sake and would rather see the right work done with few religious trappings, as opposed to convoluted rites or rituals that accomplish very little other than demonstrate faith. Mortal worshippers are therefore frequently practical and inventive. Few are part of a robust and generations-long religious caste steeped in tradition; instead, most are individualistic. Yet that is not to say these worshippers eschew venerable learning or lore. Many are particularly well informed about the nature of the planes, the cosmic cycles of creation and destruction, and the hierarchies of outsiders. The most effective worshippers are more likely to be career academics or veteran planar travelers rather than cloistered priests.

Worshippers of the monitor demigods rarely congregate in large groups, instead operating alone or with a small group of like-minded believers. Followers of the monitor demigods often refer to themselves as proctors, although devotees of some specific monitor types might lean toward other titles (such as “radicals” for those who venerate protean lords, and “bailiffs” for those who revere primal inevitables).

The inside front cover lists all of the monitor demigods discussed in this book, including their favored weapons and associated domains. Nearly any character class can venerate monitor demigods; in fact, some of the less religiously oriented classes constitute some of their most devout followers. For example, barbarians might gravitate to the destructive mission of the protean lords, while monks could find peace in the primal inevitables' meditative precision. That said, tapping into divine powers requires at least some degree of religious

training—even if self-taught—and the following divine spellcasting classes are therefore particularly well suited to become mortal worshippers of monitor demigods.

Cleric: Clerics are the most common worshippers of monitor demigods. Nearly all cleric proctors are neutral with respect to the good-evil alignment axis, as personal dedication to benevolence or wickedness often interferes with the proper performance of their duties. Clerics are also most likely to proselytize for their demigods, working to earn more converts by preaching universal truths.

Druids: Druid worshippers of the monitor demigods are rare. Although druids are just as committed to balance as many monitor demigods, they usually focus on balance in natural cycles, not cosmic affairs. The only monitor demigod with a significant number of druid worshippers is the psychopomp usher Mother Vulture, whose focus on the natural cycle of decay and rebirth resonates with them.

Hunters: Hunters usually find faith in monitor demigods only after the loss of a loved one to some natural calamity. Such hunters typically worship demigods that embody or enact such calamities, such as Imot or Vonymos, hoping to appease them.

Inquisitors: Inquisitors are common among the ranks of proctors, particularly in larger congregations. These inquisitors target enemies of the faith that keep proctors from performing their divinely appointed tasks, taking on tasks such as undermining concerted responses to impending disasters or helping locate transgressors who have avoided inevitable investigators.

Oracles: Many oracles see the truths of the monitor demigods embodied in the obscure mysteries that have seized them. Oracles with the bones, heavens, lore, and time^{UM} mysteries are most likely to align their beliefs with those of the monitor demigods, but oracles of many other mysteries also become proctors.

Paladins: Paladin worshippers of monitor demigods are rare. Few demigods emphasize goodness to the extent that paladins prefer, and those demigods that emphasize the rule of law—particularly the primal inevitables—do so with an ambivalence to good and evil that makes paladins particularly uncomfortable.

Rangers: Although these wardens of the wilderness seem unlikely to become agents of the monitor lords, many rangers operate outside the borders of civilization enough to be open to the great truths and inspirations sent by these inscrutable divinities. Rangers make excellent proctors, as they are already skilled at solving problems with practicality and ingenuity.

Warpriests: Militant and practical, warpriest worshippers of the monitor demigods are dispatched to confront enemies of the faith massed against them, such as celestial encampments or fiendish cults. Secure in their devotion to cosmic forces, these zealots are resistant to corruption from exposure to rival philosophies.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

MONITOR SECTS

Many proctors operate alone, receiving promptings from their demigods directly, through portents, or from lesser servitors. Sometimes, however, a monitor demigod requires a group of mortal worshippers acting together to advance its aims. These groups are called monitor sects. Monitor sects rarely have more than a dozen members, even when led by a particularly influential or charismatic proctor; a monitor demigod with a larger or more far-reaching plan tends to encourage several smaller groups rather than a single sprawling congregation. The reasons for this vary; protean lords enjoy the anarchic competition of multiple sects, for example, while primal inevitables establish multiple sects to take advantage of redundancies.

Monitor sects generally operate out of small shrines, within holy groves, or around dedicated monuments. They frequently co-opt other structures for their use, preferring locations related to their goals, such as universities, observatories, mortuaries, or revolutionary headquarters. Monitor cults almost never use large temples, as they tend to attract too much attention from the sects' opponents and require too much effort to maintain.

Despite their similarities in organization, monitor sects have very different objectives based on the outsiders they serve. The following sections outline common monitor sects, the domains typically granted to proctors of the sects, locations where the sects generally congregate, and some sample objectives of each sect. Many exceptions exist, and the following examples should give GMs a good basis to create new, specialized monitor sects.

Bailiff Sects

Patrons primal inevitables

Members accountants, bounty hunters, guards, magistrates, merchants, politicians

Associated Domains Community, Earth, Knowledge, Law, Magic, Nobility, Protection, Rune, Strength

Locations Egorian (Cheliox), Kerse (Druma), Sothis (Osirion)

Objectives align legal systems to divine models, enforce order, investigate crimes, oppose revolution, pursue and convict criminals

Bailiff sects mind order in all its mortal forms. Bailiffs consider the order of Axis and the administration of the primal inevitables to be perfect and divine, and they seek to replicate this sacred order on the Material Plane. They are relentless enemies of anarchists and criminals; even when they are not formally affiliated with law-enforcement agencies where they operate, bailiff sects often work alongside officials to expose corruption and capture lawbreakers. In addition to their work modeling divine laws in the world, bailiffs study accounting, mathematics, and law to hone their logical thinking. As a result, many are successful merchants or judges and

become quite wealthy. Although this wealth leads the occasional bailiff to fall to greed or corruption, most are upstanding citizens who reinvest their money into public works or social welfare programs. Bailiffs eagerly watch for signs that an inevitable is seeking a transgressor in their area; the only thing they enjoy more than earning a good reputation among local law enforcement is earning a good reputation among the enforcers of cosmic justice.

Understandably, bailiffs and radicals—those members of the monitor sects devoted to the aims of the protean lords—are frequently at odds. As each sect is devoted to its philosophical ideals, conflict between the two groups usually erupts into recriminations and bloodshed.

Equitor Sects

Patrons aeons, the Monad

Members conjurers, lawyers, linguists, researchers, scholars

Associated Domains Artifice, Community, Darkness, Healing, Knowledge, Magic, Repose, Rune, Void
(*Pathfinder RPG Book of the Damned* 182)

Locations Absalom, Korvosa (Varisia), Lepidstadt (Ustalav), Quantum (Nex), Taldor

Objectives investigate specific philosophical imbalances, research universal truths, summon aeons

Equitor sects pursue issues of cosmic balance on a mortal stage. These sects actively work to correct imbalances on a regional scale, certain they are aiding the Monad's work of preserving overall balance across the multiverse. Such operations tend to focus on imbalances that aren't directly overseen by a common aeon type; for example, equitors might work to maintain a balance between civilization and wilderness or between health and sickness. Equitor sects also indirectly support aeons' work; a sect might not strive to close active planar breaches, as that work is done by bythos directly, but members of a sect might serve as guides leading travelers to stable, approved planar portals.

Many equitor sects become famous for their knowledge in their areas of expertise, and members can become notable scholars based on their work for their sects. These intellectuals are quick to leverage their influence to advance their sects' aims or even to recruit like-minded academics. Their ability to keep both sides of a conflict in mind—and to seek an equitable balance between the two—makes equitors outstanding lawyers and judges.

Because the Monad is more abstruse and distant than other monitor demigods, equitors often rely on guidance provided by lesser aeons; many members of these sects are particularly skilled at conjuring aeons to seek guidance or approval. Since aeons are, at the best of times, vague in their communications, many equitors specialize in interpreting what aeons express and are skilled at questioning aeons using a variety of logic-based approaches to ascertain their opinions. Although some

aeons bristle at such inquiries, others appreciate the eagerness of mortals who aid their endeavors.

Fettle Sects

Patrons psychopomp ushers

Members doctors, farmers, herbalists, hunters, midwives, undertakers

Associated Domains Community, Darkness, Death, Healing, Knowledge, Protection, Repose, Sun, Water

Locations Katheer (Qadira), Merab (Thuvia), Osirion, Varisia

Objectives console the bereaved, ease the transition from life to death, feed the hungry, teach survival techniques

Outgrowths of Pharasma's church, fettle sects originally shared that church's aims of comforting the dying and helping survivors accept loss. Over time, however, these sects became deeply involved with the lore of the psychopomp ushers, determining the true purpose of death. As the psychopomp ushers disagree on the specifics of these points, the earliest fettle sects engaged in philosophical wars that led to schisms and bloodshed.

Ultimately, the feuding fettle sects agreed to disagree on the processing of souls after death and focused instead on helping people achieve a good transition from life to death. To this end, the fettle sects became focused on health, wellness, and preparing the most number of people for a healthy life and a satisfying transition to the ministrations of the psychopomps. Today, the fettle sects welcome farmers, hunters, physicians, and anyone who can help others live with reliable access to good food, clean water, and comfort. Members of fettle sects still work to shepherd the dead and console the bereaved, and welcome gravediggers and morticians among their ranks. It is these latter professionals who keep the simmering doctrinal disputes between fettles alive, arguing over the respective views and domains of their psychopomp ushers.

Radical Sects

Patrons protean lords

Members alchemists, criminals, freedom fighters, the oppressed, revolutionaries, spies, thieves

Associated Domains Air, Chaos, Charm, Destruction, Fire, Glory, Liberation, Luck, Trickery

Locations Almas (Andoran), Galt, New Stetven (Brevoy), River Kingdoms, Westcrown (Cheliax)

Objectives encourage free will, liberate slaves and the oppressed, overthrow existing governments, teach the downtrodden to fight for themselves

Although radicals are found in nearly every society across Golarion, radical sects are pious anarchists who revere the protean lords. Although these sect members actively seek the overthrow of governments,

philosophies, or social structures, few engage in perpetual revolution. Radicals pursue the higher goal of increasing the amount of disorder in the world, and nearly all radicals target humanoid social systems. As a result, most live within cities rather than isolated wildernesses. Because they are more concentrated, radical sects can grow much larger than other monitor sects, though infighting and disorganization ensure that this rarely happens.

Radical sects urge society toward chaos, seeking to create a society-wide awakening to the sacredness of disorder. Causing pain or terror may be a valid means of achieving this for a few radical sects, but it is not itself their goal. Although some criminals or sociopaths seek admittance to radical sects to further their own crimes, radicals are good at weeding out malcontents who don't share their devotion to the protean lords. Such erratic aspirants have their own uses, but only in the short term: radicals prefer to deceive them about their sect's true aims and leave them hanging for authorities to capture.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors



SUMMONING MONITORS

Spellcasters tend to consider binding celestials and fiends to be particularly dangerous, as these outsiders are known to harbor furious rage toward being constrained by mortal magic. These spellcasters sometimes elect to bind monitors instead, under the mistaken assumption that monitors are less wrathful when bound. In fact, binding monitors is just as dangerous, and might be even more so, as monitors have very specific ideas about their divine roles and resent being delayed from pursuing them. Although true names (*Pathfinder RPG Ultimate Magic* 101) can help bind celestials, elementals, and fiends, they are often ineffective against monitors: proteans defy the rigid logic of true names, each aeon has two well-concealed true names, and many psychopomps have true names as dead as the souls they tend. To help secure the cooperation of monitors, spellcasters must rely on other methods.

Mantras

As agents of cosmic forces, monitors can be entranced by carefully recited mantras. Unlike true names, mantras are rarely secrets, but they are exceptionally difficult to speak forcefully and properly. A spellcaster must obtain information about a mantra that resonates with the specific monitor, as indicated in the entries below, often by paying an ascetic or librarian. Once a spellcaster uses a specific mantra, she cannot personally pluck that string of creation again; she must obtain a similar but subtly different mantra (paying the cost again) the next time she attempts to bind that type of monitor.

A spellcaster using one of the *planar binding* spells to secure a monitor's aid can recite an acquired mantra that she hasn't successfully used before. Doing so requires a successful Perform (oratory) or Linguistics check with a DC equal to 10 + the monitor's Hit Dice. Success grants the spellcaster a +2 bonus on Charisma checks to secure the monitor's aid. Success by 5 or more instead provides a +4 bonus, while success by 10 or more instead provides a +6 bonus. Divine spellcasters using one of the *planar ally* spells can also attempt to recite a mantra, reducing the cost of the monitor's aid by 5% (by 10% with success by 5 or more, or by 20% with success by 10 or more).

AEONS

Aeons prefer mantras with contrasting sounds, each representing one part of the duality the aeons monitor.

Akhana (CR 12): These aeons watch over the duality of birth and death. *Preferred Mantras:* Alternating refrains that resemble infant wails and dying gasps, costing 250 gp.

Bythos (CR 16): These wardens monitor dangerous planar rifts and time travelers. *Preferred Mantras:* Intonations that cause the air to quiver and are identical when recited forward or backward, costing 1,000 gp.

Lipika (CR 18): These aeons watch over lore and karma. *Preferred Mantras:* Chants that repeat but subtly

change as they progress, and whose final syllables are determined by their first syllables, costing 1,000 gp.

Othaos (CR 5): These enigmatic aeons seek supernatural sources of illumination. *Preferred Mantras:* Low pitches to represent darkness alternating with high pitches to represent light, costing 50 gp.

Paracletus (CR 2): These weakest of the aeons contemplate emotional conflicts. *Preferred Mantras:* Emotional utterances repeated enough for the paracletus to evaluate the mantra, costing 25 gp.

Pleroma (CR 20): These mighty aeons embody the conflict between creation and oblivion. *Preferred Mantras:* An original composition that the spellcaster invents and performs flawlessly, then never performs again. Such a composition has no cost, as it is priceless to the pleroma.

Theletos (CR 7): These guardians claim jurisdiction over freedom and subjugation. *Preferred Mantras:* Repetitive cadences that alternate between closed and open sounds, costing 100 gp.

INEVITABLES

Inevitables prefer mantras that are neatly ordered, with clear sounds repeated in predictable patterns.

Arbiter (CR 2): These scouts and diplomats tirelessly serve the cause of law. *Preferred Mantras:* Calming sets of syllables repeated quietly, costing 25 gp.

Kolyarut (CR 12): Enforcers of bargains, these humanoids exploit social customs to further their missions. *Preferred Mantras:* Scraps of old ballads, especially those about broken oaths, costing 250 gp.

Lhaksharut (CR 20): Resolutely maintaining planar separation, these huge constructs are not to be trifled with. *Preferred Mantras:* Single tones in ascending scales, each held for the same lengthy duration, costing 1,500 gp.

Marut (CR 15): These massive soldiers pursue those who cheat death. *Preferred Mantras:* Thunderous rumbles of syllables spoken to a regular beat, costing 750 gp.

Zeলেখut (CR 9): Implacable dispensers of justice, these executioners seek out criminals. *Preferred Mantras:* Discordant beginnings that resolve into bright martial melodies, costing 100 gp.

PROTEANS

Proteans prefer mantras that appear orderly but contain insidious, complicated syllabic constructions that destroy the internal meter.

Azuretti (CR 5): These small, reptilian creatures subvert spells. *Preferred Mantras:* Chants that sound like spellcasting but mock magic, costing 50 gp.

Hegessik (CR 15): Itinerant priests, these reality-warping creatures serve as emissaries for protean lords. *Preferred Mantras:* Reverential chants that undercut their own logic, costing 750 gp.

Imentesh (CR 10): Reveling in madness, these creatures seek to hasten the unraveling of reality. *Preferred Mantras:*

Simple phrases that, through addition and deletion, become portentous yet nonsensical, costing 200 gp.

Izfiitar (CR 20): These powerful clerics guide the return of reality to pure chaos. *Preferred Mantras:* Complex ringing tones that begin singly but overlap and intensify to nearly unpronounceable noises, costing 1,500 gp.

Keketar (CR 17): These priestly leaders guide all proteans in the sacred duty to chaos. *Preferred Mantras:* Initially distinct bell-like tones that coalesce into cacophony, costing 1,000 gp.

Naunet (CR 7): These bestial proteans tear up reality itself. *Preferred Mantras:* Unpredictable oscillations between grunts, growls, and wails, costing 100 gp.

Oshageros (CR 13): Crocodile-mouthed and tentacled, these creatures destroy those who threaten the cause of chaos. *Preferred Mantras:* Lengthy recitations of the weaknesses of lawful creatures, costing 500 gp.

Ourdivar (CR 4): Called into existence to serve spellcasters, these half-humanoid creatures are fierce agents of chaos. *Preferred Mantras:* Energetic diatribes against order, costing 50 gp.

Pelagistr (CR 8): These incorporeal shapechangers jump from host to host, seeking novel sensory experiences. *Preferred Mantras:* Widely fluctuating tones that sample many different sounds, costing 150 gp.

Voidworm (CR 2): These capricious creatures are illogical and present-focused. *Preferred Mantras:* Wordless singsong melodies that never repeat, costing 25 gp.

PSYCHOPOMPS

Psychopomps prefer mantras that sound like dirges or low chants, suitable for use at a funeral.

Algea (CR 11): Appearing as a swarm of whip-poor-wills, these psychopomps retrieve souls trapped by other entities. *Preferred Mantras:* Warbling, high-pitched chants that imitate an algea's own birdsong, costing 400 gp.

Catrina (CR 5): These skeletal humanoids surround themselves with bright flowers to encourage calm in newly dead souls. *Preferred Mantras:* Soothing, melodic phrases chanted quietly, costing 50 gp.

Esobok (CR 3): Feral devourers of the undead, these four-legged creatures often serve as guardians. *Preferred Mantras:* Low, grumbling dirges, costing 40 gp.

Memitim (CR 15): Known as angels of death, these black-winged humanoids protect the souls of the massacred. *Preferred Mantras:* Deeply solemn dirges, costing 750 gp.

Morrigna (CR 13): These winged bounty hunters track down evaders of death or judgment. *Preferred Mantras:* Phrases of justice chanted to a stiff beat, costing 500 gp.

Nosoi (CR 2): These small birdlike creatures are clerks, scribes, and messengers. *Preferred Mantras:* Any melody that a nosoi can adopt for its own use, costing 25 gp.

Olethros (CR 17): These graceful psychopomps focus on birth and fate as well as death. *Preferred Mantras:* Lyrical cadences chanted in repetition, costing 1,200 gp.

Shoki (CR 9): Hefting sizable snail shells on their backs, these scholars deploy to reason with reluctant souls. *Preferred Mantras:* Chants with esoteric rhymes or witty theosophical aphorisms, costing 300 gp.

Vanth (CR 7): These winged skeletons protect the souls of the dead from demons and angels alike. *Preferred Mantras:* Flat-toned, repetitive chants, costing 100 gp.

Viduus (CR 4): These librarians and scribes toil to record the lives of extraordinary mortals. *Preferred Mantras:* Praise-filled chants concerning aged yet still-living heroes or rulers, costing 75 gp.

Yamaraj (CR 20): The final judges, these dragon-shaped lords have immense power over dead souls and psychopomps alike. *Preferred Mantras:* Unique dirges focused on the glory of judgment, costing 1,500 gp.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

PROCTOR (PRESTIGE CLASS)

The most ardent worshippers of the monitor demigods, called proctors, devote their lives to serving their divinities. Some proctors are wanderers, but most embed themselves in a community; experienced proctors are often highly respected for their even-handed wisdom as mediators or judges. In the case of proctors who revere the protean lords, these “communities” might consist of thieves or anarchists, but such proctors are no less respected for their expertise.

Hit Die: d8.

Requirements

To qualify to become a proctor, a character must fulfill all of the following criteria.

Alignment: Any neutral.

Feats: Alertness, Monitor Obedience (see page 5).

Skills: Knowledge (planes) 7 ranks, Knowledge (religion) 7 ranks.

Spells: Ability to cast at least two abjuration spells of two different spell levels.

Special: Must worship a monitor demigod; must have met with a monitor of CR 5 or greater and declined an offer of assistance or power from a celestial or fiendish being of CR 10 or greater.

Class Skills

The proctor's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception, Sense Motive, and Spellcraft.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the proctor prestige class.

Weapon and Armor Proficiency: A proctor gains proficiency with her monitor demigod's favored weapon.

Spells per Day: At the indicated levels, a proctor gains new spells per day as if she had gained a level in a spellcasting class she

belonged to before adding the prestige class. She does not gain any other benefits a character of that class would have gained except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a proctor, she must decide which class she adds each new proctor level for the purpose of determining spells per day.

Monitor Familiar (Ex): The proctor gains the services of an arbiter^{B2}, nosoi^{B4}, paracletus^{B2}, or voidworm^{B2} familiar, as appropriate for the proctor's monitor demigod. This functions as the wizard's arcane bond class feature, but as if the proctor had selected the Improved Familiar feat. If the proctor has levels in another class that grants a familiar, levels in that class and the proctor class stack for determining the overall abilities of her familiar.

Obedience (Ex): In order to maintain the abilities granted by this prestige class (including all spellcasting abilities augmented by this prestige class), a proctor must perform a daily obedience to her monitor, as set forth in the description of each monitor demigod.

Soultended (Ex): Upon death, a proctor's soul appears on one of the neutral Outer Planes that corresponds to her monitor demigod and begins the gradual transformation into an aeon, inevitable, protean, or psychopomp. A character attempting to resurrect a slain proctor must succeed at a caster level check with a DC equal to 10 + the proctor's character level or the spell fails. That character cannot attempt to resurrect the proctor again until 24 hours have passed, though other characters can still attempt to do so. The comforting inevitability of this fate grants the proctor a +2 bonus on Will saves.

Monitor Expression (Su): At 2nd level, a proctor must select a specific expression of her role for her monitor demigod. Once made, this choice cannot be changed. Although a proctor's expression often aligns with her demigod, this



PROCTOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+1	+0	+0	Monitor familiar, obedience, soultended	—
2nd	+1	+1	+1	+1	Monitor expression	+1 level of existing class
3rd	+2	+2	+1	+1	Monitor boon 1	+1 level of existing class
4th	+3	+2	+1	+1	Summon monitor	+1 level of existing class
5th	+3	+3	+2	+2	Improved monitor expression	+1 level of existing class
6th	+4	+3	+2	+2	Monitor boon 2	+1 level of existing class
7th	+5	+4	+2	+2	Solemn voice	+1 level of existing class
8th	+6	+4	+3	+3	Summon monitor	+1 level of existing class
9th	+6	+5	+3	+3	Monitor boon 3	+1 level of existing class
10th	+7	+5	+3	+3	Expression immunities	+1 level of existing class

isn't a strict requirement. Each expression provides a different benefit to the proctor.

Executors discharge their assigned duties in an efficient and orderly manner, and most often align with the primal inevitables. A proctor with this expression gains a +4 bonus on saving throws against disease, paralysis, poison, sleep, and stunning. At 5th level, this bonus also applies on saves against mind-affecting effects.

Fosters work to strengthen existing social relationships, and most often align with the psychopomp ushers. As a swift action, a proctor with this expression can gain the spiritsense ability (*Pathfinder RPG Bestiary* 6306), and she can end the effect as a free action. The foster can use this ability for a number of rounds per day equal to her proctor level. These rounds need not be consecutive. At 5th level, the duration increases to 1 minute, and the foster can use this ability for a number of minutes per day equal to her proctor level. These minutes need not be consecutive, but they must be used in 1-minute increments.

Harmonizers bring balance to opposing factions, and most often align with the Monad. As a swift action, a proctor with this expression can become semitangible and gain a +2 deflection bonus to AC. The harmonizer can use this ability for a number of rounds per day equal to her proctor level, and she can end the effect as a free action. These rounds need not be consecutive. At 5th level, this deflection bonus increases to +4.

Impulsives let their instincts guide them, and most often align with the protean lords. A proctor with this expression can cast *freedom of movement* once per day as a spell-like ability. At 5th level, the proctor can use this ability as a swift action.

Monitor Boon: As a proctor gains levels, she gains boons from her monitor demigod. The nature of the boons varies depending on the proctor's chosen demigod. A monitor demigod grants three boons, each more powerful than the last. At 3rd level, the proctor gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Monitor Obedience feat on page 5 and the monitor demigod descriptions in Chapter 1 for details on monitor boons.

When a monitor demigod grants a spell-like ability, the proctor's level for the spell-like ability is equal to her total character level. This ability allows a proctor to access these boons earlier than normal; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Summon Monitor (Sp): At 4th level, a proctor can cast *summon monster VI* once per day to conjure monitors based on her monitor expression. An executor can summon one axiomite^{B2}, 1d3 mercanes^{B2}, or 1d4+1 novenaruts (*Pathfinder RPG Planar Adventures* 236). A foster can summon one vanth^{B4}, 1d3 morbais (see page 59), or 1d4+1 catrinas^{B4}. A harmonizer can summon one theletos^{B2}, 1d3 othaoses^{B5}, or 1d4+1 comozant wyrds^{B4}. An impulsive can summon one naunet^{B2}, 1d3 azuretzis^{B6}, or 1d4+1 ourdivars^{B6}.

At 8th level, the proctor also gains the ability to cast *summon monster VIII* once per day to conjure additional monitors of the same type as her monitor expression. An executor can summon one kolyarut^{B2}, 1d3 zelekhts^{B2}, or 1d4+1 axiomites^{B2}. A foster can summon one algea^{B6}, 1d3 shokis^{B6}, or 1d4+1 vanths^{B4}. A harmonizer can summon one akhana^{B2}, 1d3 jyoti^{B2}, or 1d4+1 theletoses^{B2}. An impulsive can summon one ibshaunet (see page 58), 1d3 illureshis (see page 57), or 1d4+1 naunets^{B2}. At the GM's discretion, specific monitor demigods may allow proctors who worship them to summon other neutral outsiders of equal power with this ability.

Solemn Voice (Su): At 7th level, the proctor gains an ability based on her monitor expression. Executors and impulsives can speak with any creature that has a language, as *tongues*. A foster can cast *speak with dead* as a spell-like ability at will. A harmonizer gains telepathy with a range of 30 feet but cannot communicate telepathically with creatures immune to mind-affecting effects.

Expression Immunities (Su): At 10th level, the proctor gains one or more immunities based on her monitor expression. Executors are immune to ability damage, ability drain, and energy drain. Fosters are immune to death effects, disease, and poison. Harmonizers are immune to critical hits. Impulsives are immune to transmutation effects, except those they willingly accept.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

MONITOR RITUALS

Although spellcasters of all types revere the monitor demigods, these divinities transcend the limitations of mortal spellcasting. As a result, many worshippers pursue esoteric occult rituals to harness the powers of their deities, in addition to (or instead of) mundane spellcasting. Refer to pages 208–209 of *Pathfinder RPG Occult Adventures* for more information on how to use occult rituals.

DIVERT SOUL

School necromancy; **Level** 9

Casting Time 9 hours

Components V, S, M (black diamond worth 25,000 gp), F (a forked metal rod attuned to the destination plane, as that used for *plane shift*), SC (at least 6, up to 12)

Skill Checks Knowledge (planes) DC 26, 4 successes; Knowledge (religion) DC 26, 3 successes; Spellcraft DC 26, 2 successes

Range touch

Target one helpless creature or soul (such as a soul imprisoned by *soul bind* or *trap the soul*)

Duration instantaneous

Saving Throw none; **SR** no

Backlash For 1 week following the performance of the ritual, every psychopomp within 10 miles of a caster knows the distance and direction to that caster and is aware that the caster was involved in a ritual to thwart a soul's natural progression.

Failure A helpless creature is automatically freed and whisked away to a place it considers familiar and safe, as *word of recall*. An imprisoned soul is automatically freed. In addition, a memitim psychopomp (*Pathfinder RPG Bestiary* 6 219) appears adjacent to each caster and attacks the caster to the best of its ability. The memitim disappears once its designated caster is slain or after 10 minutes, whichever comes first.

EFFECT

This powerful ritual attempts to shunt the target's soul to a plane determined during the preparation for the ritual. A key component of the ritual is a forked rod, just like that used for a *plane shift* spell. Any other device suitable for use as a focus component for *plane shift* is also suitable for use with this ritual. The casters form a circle around the target, each touching the shoulder of the caster to his left to form a ring representing the multiverse as a whole. The primary caster stands inside this ring with the target, holding the diamond in one hand and the forked rod in the other. As the casters chant, the primary caster walks around the target in a circle. At the conclusion of the ritual, the primary caster touches the forked rod to the black diamond, which shatters. If the ritual is performed successfully, the target's soul is immediately sent to the designated plane and manifests there as a petitioner (*Pathfinder RPG Bestiary* 2 208) or another appropriate outsider, just as if the designated plane

were the soul's appropriate reward and regardless of the soul's actual alignment or outlook. If the target is a helpless creature, it is slain by this effect (no save). If the target is a soul trapped inside an object, the object is emptied when the soul departs to its designated destination.

As this ritual bypasses the soul's judgment and natural passage to the afterlife, it is considered anathema to the psychopomps. Agents of the psychopomp ushers actively attempt to suppress knowledge of this ritual wherever they find it, but the psychopomps' enemies—such as daemons and sahkils—work hard to disseminate knowledge of the ritual to inquisitive mortals.

INVARIABILITY

School transmutation [lawful]; **Level** 6

Casting Time 60 minutes

Components V, S, M (chalk, four intricately carved cogs worth 125 gp each), SC (up to the Intelligence modifier of the primary caster)

Skill Checks Craft (clockwork) DC 28, 2 successes; Knowledge (planes) DC 28, 2 successes; Spellcraft DC 28, 2 successes

Range touch

Target one willing or helpless creature

Duration 1 hour

Saving Throw none; **SR** yes

Backlash All casters take 4d6 points of damage.

Failure The primary caster is exhausted and the target gains the benefit of a *magic circle against law* effect (CL equal to the primary caster's character level) for 1 hour.

EFFECT

The caster carefully places the four cogs around the target and traces chalk lines connecting them. As the chalk lines must be as close to perfectly square as possible, the caster typically uses a guide or straight edge to draw the lines, although these components aren't strictly necessary if the caster can draw the lines freehand with exceptional precision. As the caster recites certain mathematical formulae, the cogs slide slowly along the chalk lines and closer to the target, redrawing the chalk lines across the floor as they move. As the cogs approach the target, the target's skin and clothing become more metallic-looking, and the target's gaps and joints appear to contain rapidly whirring clockwork mechanisms, as though the target were a quasi-mechanical creature like an inevitable. If the ritual is successful, the target is infused with the essence of Axis and can act only with rigid precision. The first ability check, attack roll, caster level check, saving throw, or skill check the target makes each round throughout the ritual's duration is automatically treated as though the natural d20 roll resulted in an 11. When the duration ends, the target's appearance returns to normal.

MULTIVERSAL KNOWLEDGE

School divination; **Level** 4

Casting Time 40 minutes

Components V, S, M (a spool of silver wire), F (a compendium, encyclopedia, or similar book related to knowledge worth at least 5,000 gp), SC (up to 5)

Skill Checks Linguistics DC 30, 2 successes; Knowledge (planes) DC 30, 2 successes

Range primary caster

Duration 10 minutes/character level of primary caster

Saving Throw none; **SR** no

Backlash All casters take 2d6 points of damage.

Failure All casters gain a temporary negative level (DC = 14 + primary caster's Intelligence bonus to remove after the first day), and the primary caster is confused for 24 hours.

EFFECT

The ritual allows the primary caster to tap into the multiversal connection shared by all aeons. The primary caster weaves complicated occult patterns around herself with the silver wire; if secondary casters are involved in the ritual, they stand around the primary caster and the primary caster wraps the silver wire around their outstretched limbs to form these patterns. If successfully performed, the primary caster can utilize the envisaging ability as though she were an aeon (*Pathfinder RPG Bestiary* 2 305) to communicate with other creatures, can attempt Knowledge checks untrained, and gains an enhancement bonus on Knowledge checks equal to half her character level or twice the number of secondary casters, whichever is greater. Although the primary caster can communicate with aeons themselves across vast gulfs of distance and even planar boundaries, they are unlikely to respond except to profess amusement or mild annoyance.

UNMAKING TOUCH

School transmutation; **Level** 5

Casting Time 50 minutes

Components V, S, F (a *chaos emerald* [*Pathfinder RPG Ultimate Equipment* 288]), SC (up to the Charisma modifier of the primary caster)

Skill Checks Knowledge (planes) DC 32, 2 successes; Sleight of Hand DC 32, 1 success; Use Magic Device DC 32, 2 successes

Range primary caster

Duration 1 hour/character level of the primary caster (D)

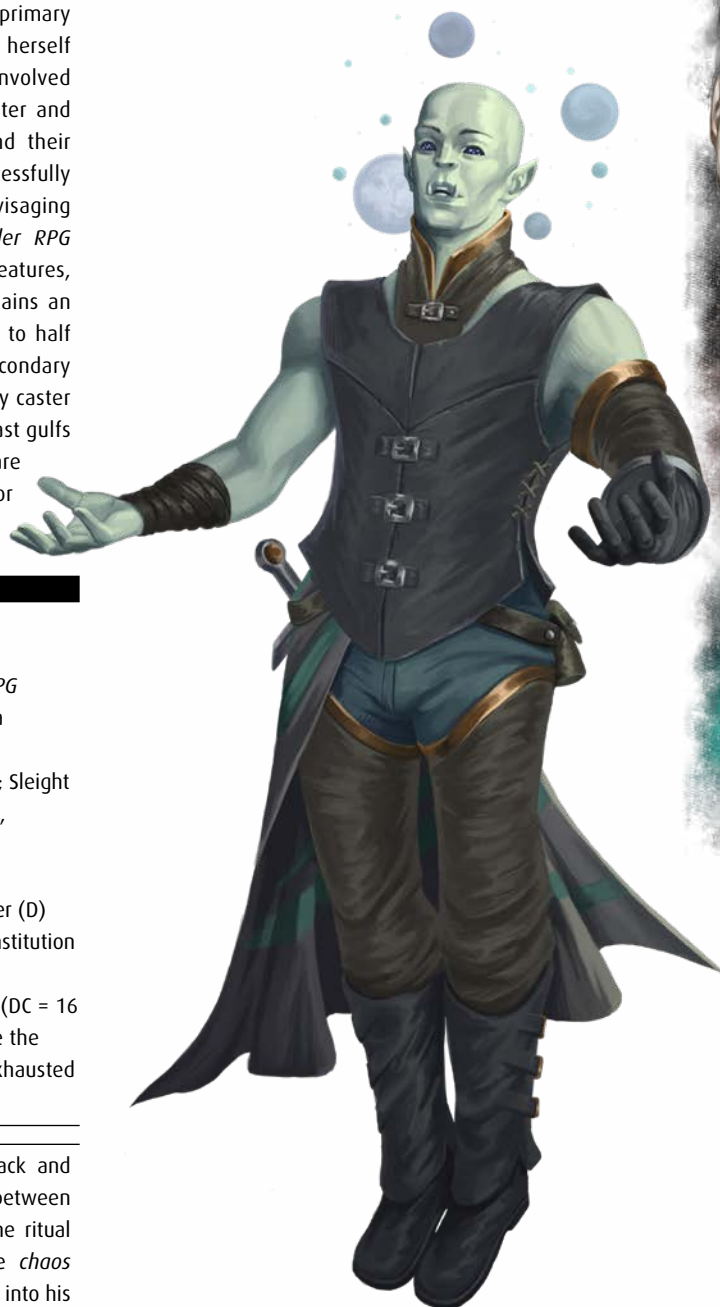
Backlash The primary caster takes 1d4 points of Constitution damage and becomes fatigued.

Failure All casters gain a temporary negative level (DC = 16 + the primary caster's Charisma bonus to remove the negative level after the first day) and are also exhausted until this negative level is removed.

EFFECT

The primary caster juggles the *chaos emerald* back and forth between his hands, under his clothing, and between any secondary casters involved in the ritual. As the ritual progresses, the primary caster's actions with the *chaos emerald* become increasingly improbable (putting it into his

mouth and pulling it out of his ear, for example, or placing it into the cupped hands of one secondary caster and removing it from the cupped hands of a different secondary caster). If the ritual is successful, the *chaos emerald* disappears entirely, and the primary caster gains the ability to inflict warpwaves like a protean (*Pathfinder RPG Bestiary* 2 213) for the ritual's duration. The primary caster can inflict a warpwave on a creature within 100 feet as a standard action. The target can negate the effects of the warpwave with a successful Fortitude save (DC 10 + half the primary caster's character level + the primary caster's Charisma modifier). When the duration expires, the *chaos emerald* reappears in the primary caster's possession—usually in a hidden place, such as the bottom of a backpack or inside a hat.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

THE ONSLAUGHT OF ENTROPY

ALL THINGS CHANGE. THERE IS NO ETERNAL AFTERLIFE, NO EVERLASTING REWARD, NO IMMORTAL EXISTENCE AS AN OUTSIDER. ALL THINGS CHANGE ALL OF THEM. SO PROMISE THE PROTEANS.

BEFORE THE YOUNG MULTIVERSE'S PROTECTIVE BUBBLE HAD HARDENED INTO A RIGID SHELL, ITS FLUID FORM WARPED AND WHIRLED LIKE AN IMMENSE OCEAN. AS THE FIRST EXPERIENCED THEIR FIRST FEELINGS, MOVEMENTS, AND WORDS, THESE NASCENT CONCEPTS RIPPLED ACROSS THE BUBBLE, SPIRALING OFF STRANDS OF QUINTESSENCE THAT FORMED NONSENSE PHRASES BEFORE FADING LIKE SMOKE. FOR AGES, THE BUBBLE CHURNED WITH THESE BROKEN IDEAS AND EPHEMERAL ARTWORK. WHERE CONCEPTS COLLIDED, THE GREAT SEA BEGAN TO TAKE FORM. AT FIRST THESE BEINGS LIVED FOR ONLY MINUTES, LONG ENOUGH TO WONDER AT THEIR EXISTENCE AND SURROUNDINGS BEFORE THE SEA ABSORBED THEM ONCE MORE. AT LAST, THOUGH, SEVERAL COALESCED WITH ENOUGH WILLPOWER TO SUSTAIN THEMSELVES. JUST AS THE FIRST PLAYED NEAR THE SEAL, THESE PIONEERING PROTEANS CAVORTED ACROSS THE BUBBLE, REVELING IN ITS CREATIVE POTENTIAL. THE MORE THEY DANCED, THE MORE THEIR WORLD CHURNED, BUILDING UP SPEED NEAR THEIR BIRTHPLACE UNTIL AT LAST AN ENTIRE HEMISPHERE HAD SPUN INTO A TREMENDOUS STORM. FROM WITHIN ITS DEPTHS, THESE FIRST PROTEANS SANG JOYOUSLY AS THE TORRENTS COLLIDED, SMASHING MORE AND MORE IDEAS TOGETHER TO FORM HOSTS OF NEW PROTEANS. THE MAELSTROM HAD BEGUN.

FROM THE CONCORDANCE OF RIVALS
WHEREIN THE TORRENTIAL POSSIBILITIES OF CHAOS
BEGET NEW LIFE, BEGINNING CONFLICTS THAT SHALL
CONTINUE UNTIL THE INEVITABLE END TIMES UNRAVEL
CREATION ITSELF AND BEGIN THE CYCLE ANEW.
-PF CREATION AND DESTRUCTION-

AND YET, THE FIRST HAD SPENT THESE AGES ESTABLISHING A DIVINE HIERARCHY WITH SUPERNATURAL MINIONS. THESE SERVITORS' EXPERIENCES, MANDATES, AND OBEDIENCE CAUSED THE BUBBLE TO CRYSTALLIZE AND COMPACT. SLOWLY, THE MAELSTROM BEGAN TO RETREAT, AND NEW BEINGS—ANGELS, AXIOMITES, AND GLIPPOTH—BEGAN COMPETING FOR INFLUENCE AND SPACE. YET THIS PARADIGM WOULD NOT LAST, AND WHEN IHYS BID SOULS TO BE FREE, ORDER'S GRIP ON THE MULTIVERSE BEGAN TO CRUMBLE. IT HAS NEVER RECOVERED.

AS THE RIVER OF SOULS CARVED ITS TRACK TO PHARASMA'S SPIRE, THE MAELSTROM ROARED BACK TO LIFE, SHATTERING THE NEAREST REALMS AS IT RECLAIMED OLD TERRITORY. SINCE THEN, THE FORCES OF LAW HAVE RALLIED TO STOP ITS ADVANCE, BUT EACH CONFLICT INFLECTS GREATER LOSSES THAN AXIS CAN REPLACE. THE HOST OF PRIMAL INEVITABLES HAS DWINDLED, AND WITH THEIR DESTRUCTION THE VIRTUES THEY CHAMPIONED WITHER. THERE SHALL COME A TIME WHEN THE INEVITABLES ARE NO MORE.

YET THIS WILL NOT SPELL THE TRIUMPH OF CHAOS. THE CREATION AND DESTRUCTION OF EACH MULTIVERSE IS AN EBB AND FLOW IN WHICH ORDER AND CHAOS COMPETE IN AN UNENDING CYCLE. JUST AS MIGHTY TREES MUST FALL TO MAKE WAY FOR NEW GROWTH, CHANGE MUST CONTINUE UNABATED; OTHERWISE, CREATION STAGNATES, SLOWS, AND ULTIMATELY DECAYS. THE SEEDS ARE ALREADY SOWN, WAITING FOR THE MOMENT THE INEVITABLES INVARIABLY FAIL BEFORE SPROUTING TO FILL THE EMPTY NICHE. IN THIS WAY, LAW ALWAYS ARISES, DEFINING TRUTHS AND INSPIRING CREATIVE CHALLENGES THAT GIVE CHAOS MEANING. EVEN AS THE TWO SIDES FIGHT, THEY THRIVE ON EACH OTHER'S EXISTENCE.

EVEN SO, CHAOS IS ASCENDANT, AND LITTLE CAN SLOW IT.

THE END TIMES

NO MATTER HOW MUCH THE MAELSTROM CONSUMES, ONE FEATURE IS BEYOND EVEN ITS CREATOR'S POWER OR DESIRE TO DESTROY: PHARASMA'S SPIRE. SLOWLY BUT SURELY THE SPIRE GROWS, EVER STRETCHING FROM ITS BASE TOWARD THE CENTER OF THE SPHERE LIKE A SINISTER TREE. THERE SHALL COME A TIME WHEN IT PRESSES AGAINST THE OUTER PLANES, GROWING UNTIL AT LAST IT TEARS A HOLE IN THE BUBBLE THAT SHIELDS THE MULTIVERSE. NO MATTER HOW DARK THE PROMISES OF DAEMONS TO ONE DAY END THE MULTIVERSE, EVEN THEIR MIGHTIEST WEAPON CANNOT COMPARE TO THE SPIRE, THE SPEAR WHOSE STRIKE SHALL BE OUR UNDOING. FROM THIS WOUND, THE BUBBLE SHALL COLLAPSE, SHATTERING THE PLANES BACK INTO THE PRIMORDIAL QUINTESSENCE FROM WHICH THEY WERE CREATED.

ONCE THE PROCESS BEGINS, VIRTUALLY NOTHING CAN STOP IT. FISSURES WILL TRACE THEIR WAYS ALONG HEAVEN'S SEVEN TIERS, FIRST FORMING LITTLE MORE THAN SPIDER-WEBBED CRACKS BEFORE CALVING OFF ENTIRE CLIFFS TO HURTLE UPON THE PARADISES BELOW. THE HARSH VACUUM OF THE UNKNOWN REALMS BEYOND OUR EXISTENCE SHALL SNUFF OUT HELL'S FIRES, RELEASING TORMENTED PETITIONERS TO ENJOY BRIEF CENTURIES OF RESPITE BEFORE THEY FALL PREY TO THE COLLAPSING LANDSCAPE. THE VIBRANCY OF ELYSIUM SHALL FADE, AT FIRST IMPERCEPTIBLY YET WITH GREATER AND GREATER SPEED AS THE VERY NOTIONS OF COLOR VANISH. THE ENCRDACHING DESTRUCTION SHALL SEND SICKLY

SHIVERS THROUGH THE ABYSS'S FLESHY MATRIX, WITH EACH PALPITATION GROWING MORE FREQUENT AND DESPERATE BEFORE AT LAST THE WHOLE PLANE SHUDDERS AND DIES.

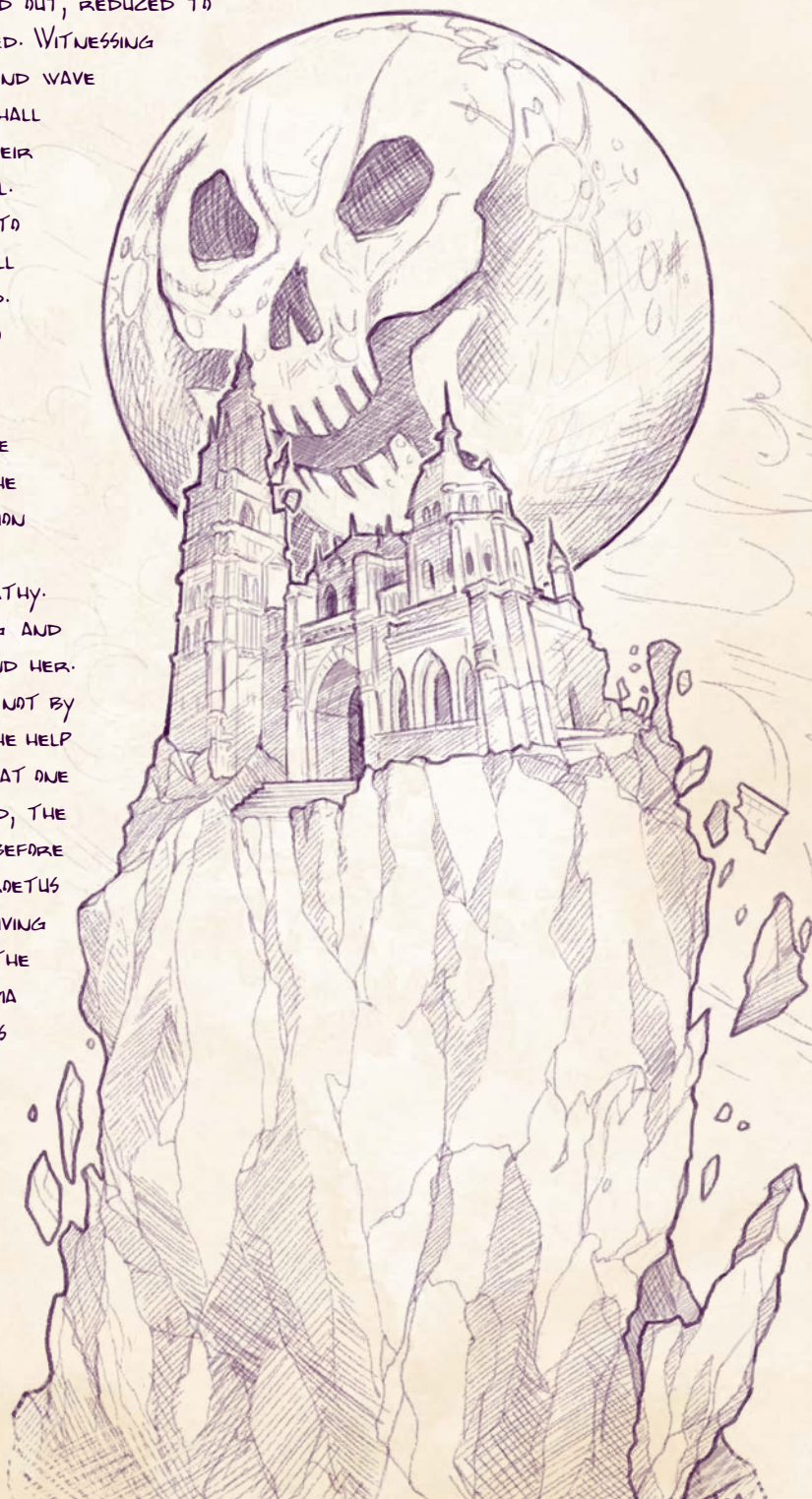
FROM THE MATERIAL PLANE AND THE LONELY PLANETS ORBITING FEEBLE STARS, NOTHING WILL SEEM DIFFERENT UNTIL, ALL AT ONCE, THERE IS NOTHING TO PERCEIVE AND NOTHING TO NOTICE THE ABSENCE. A POPPING SOAP BUBBLE IS GONE IN A BLINK. BUT THE MULTIVERSE IS FAR VASTER. EVEN RACING AT THE SPEED OF THOUGHT, THE EXPANDING 'PIRE-DEALT WOUND SHALL TAKE UNKNOWN MILLENNIA TO CONSUME ALL OF EXISTENCE. FOR MORTALS, THOUGH, GENERATIONS COULD LIVE AND DIE WITHOUT EVER SEEING THE FAINTEST HINT OF CATAclysm ON THE HORIZON ALL UNTIL THEIR RESPECTIVE REALITIES VANISH IN AN INSTANT. ONLY WHEN THEIR PRAYERS STOP BEING ANSWERED BY DISTANT, DYING GODS MIGHT THEY GLEAN THAT SOMETHING IS AMISS.

THE GODS SHALL NOT STAND IDLY BY AS THEIR CREATION COLLAPSES. AT FIRST, PROTECTORS SHALL COURSE TOWARD THE WOUND, HOPING THAT THEIR DIVINE POWER ALONE CAN HEAL THE GROWING RIFT. HOWEVER, THE UNRAVELING ENTROPY RIVALS THAT OF THE NEGATIVE ENERGY PLANE, WHICH ITSELF IS A CREATION OF THIS REALITY AND SHALL BE UNDONE. JUST BY MAKING CONTACT, THOSE DEITIES SHALL BE SNUFFED OUT, REDUCED TO THE PARTICLES FROM WHICH THEY WERE FIRST IMAGINED. WITNESSING THE DEATHS OF THEIR RIVALS AND COLLEAGUES, A SECOND WAVE OF GODS SHALL RALLY AND PLAN. THEIR UNITED EFFORT SHALL SET ASIDE ANY PAST ENMITIES IN ORDER TO SAVE THEIR SINKING SHIP, AND THEIR EFFORT SHALL ULTIMATELY FAIL.

AS THE ASHES OF THESE RESPECTIVE FAITHS SCATTER TO THE COSMIC WINDS, THE THIRD AND FINAL COHORT SHALL REMAIN. THESE ARE THE DESPERATE AND THE DETERMINED. SEEING COUNTLESS GODS PERISH BY MERE PROXIMITY TO THE DESTRUCTIVE WAVE, THE FORMER SHALL SEEK OUT ANY MEANS TO EXTEND THEIR OWN EXISTENCE. NO PRICE WILL SEEM TOO HIGH WHEN ANY NOTION OF CONSEQUENCE OR ETERNAL DAMNATION STANDS TO DISAPPEAR. FOR THE DETERMINED, THE END TIMES ARE A FOREGONE CONCLUSION THAT THEY ACCEPT OR EVEN WELCOME.

AMONG THESE, THREE FIGURES ARE NOTEWORTHY. PHARASMA, WHO WITNESSED THIS REALITY'S BEGINNING AND SHALL WITNESS ITS END AS HER TOWER COLLAPSES AROUND HER. ROVAGUG SHALL ESCAPE FROM THE DEAD VAULT, THOUGH NOT BY HIS OWN POWER; INSTEAD, HIS EGRESS SHALL COME WITH THE HELP OF ONE WHO BEARS THE KEY, HOPING AGAINST ALL HOPE THAT ONE DIVINE DESTROYER MIGHT CONSUME THE OTHER. INDEED, THE ROUGH BEAST WILL CONSUME WHAT REMAINS OF REALITY BEFORE DEVOURING HIMSELF AND LEAVING NOTHING. FINALLY, GROETHUS SHALL WATCH IN GRINNING SILENCE AS THE LAST LIVING CREATURE DIES AND IS JUDGED, BEFORE DESCENDING TO THE REMNANTS OF THE BONEYARD TO MEET WITH PHARASMA UPON HER CRUMBLING THRONE. AT LAST, WHEN HE HAS CONFIRMED THERE IS NOTHING LEFT, THE GOD OF THE END TIMES SHALL FADE FROM EXISTENCE.

YET THERE IS NO END NOT TRULY. THE DESTRUCTION OF ONE REALITY MERELY REFLECTS ITS QUINTESSENCE HAVING DEPARTED FOR ANOTHER REALM WHERE LIFE MIGHT BEGIN ANEW. YET ALL LIFE BEGINS WITH A SEED. JUST AS PHARASMA DRIFTED FROM HER PREVIOUS REALITY, RIDING THE TORRENT OF PRIMORDIAL QUINTESSENCE UPON THE SEAL, SO TOO SHALL A SURVIVOR ESCAPE THE DESTRUCTION TO CREATE A NEW MULTIVERSE.



Ranks of the Monitors

Arrayed upon the edge of the Spire were the shepherds of the dead—vanths with their grim and sharp scythes, yamarajes with wings of black feathers, catrinas girded with vibrant flowers. The psychopomps stood still as the intruders approached, weaving sinuously through the air. Many had the forms of serpents, but they wore so many shapes as to be indescribable as a whole, and they changed even as they flew and slithered and stuttered through the air. Never had the proteans massed in such numbers, except to hurl themselves wildly at the walls of Axis. Except this was not Axis, but the Boneyard, and the proteans' legions advanced as one being.

—From the *Concordance of Rivals*,
“Dispute with the Lady of Graves”

Most monitors think little of mortals. Although some might ally with monitors to fight a foe or right a cosmic wrong, others are likely to oppose monitors as they undertake actions important to their lives but insignificant to the multiverse as a whole.

The tables below list the monitors already detailed in existing Pathfinder products, organized by type and Challenge Rating, along with several new monitors, detailed on the following pages, to oppose the PCs.

CR	Aeon	Source
2	Paracletus	<i>Bestiary</i> 2 11
4	Synesis	<i>Pathfinder Campaign Setting: Occult Bestiary</i> 3
5	Othaos	<i>Bestiary</i> 5 10
7	Theletos	<i>Bestiary</i> 2 14
12	Akhana	<i>Bestiary</i> 2 9
14	Agnoia	See page 52
16	Bythos	<i>Bestiary</i> 2 10
18	Lipika	<i>Bestiary</i> 5 8
20	Pleroma	<i>Bestiary</i> 2 12

CR	Axiomite	Source
1/2	Gishvit	<i>Pathfinder Adventure Path</i> #127 84
4	Scrivenite	<i>Pathfinder Adventure Path</i> #97 86
8	Axiomite	<i>Bestiary</i> 2 36
15	Axial monitor	<i>Pathfinder Adventure Path</i> #131 82

CR	Inevitable	Source
2	Arbiter	<i>Bestiary</i> 2 162
4	Novenarut	<i>Planar Adventures</i> 236
6	Kastamut	<i>Pathfinder Adventure Path</i> #118 86
9	Zeলেখut	<i>Bestiary</i> 2 167
10	Impariut	<i>Pathfinder Adventure Path</i> #131 86
11	Valharut	<i>Planar Adventures</i> 237
12	Kolyarut	<i>Bestiary</i> 2 163
14	Yarahkut	<i>Pathfinder Adventure Path</i> #90 84
15	Marut	<i>Bestiary</i> 2 166
18	Hykariut	<i>Pathfinder Adventure Path</i> #131 84
19	Rokyamut	See page 54
20	Lhaksharut	<i>Bestiary</i> 2 164

CR	Protean	Source
2	Voidworm	<i>Bestiary</i> 2 217
3	Akizendri	See page 56
4	Ourdivar	<i>Bestiary</i> 6 213
5	Azuretzi	<i>Bestiary</i> 6 208
7	Naunet	<i>Bestiary</i> 2 216
8	Pelagast	<i>Bestiary</i> 6 214
9	Illureshi	See page 57
10	Imentesh	<i>Bestiary</i> 2 214
11	Ibshaunet	See page 58
13	Oshageros	<i>Bestiary</i> 6 212
15	Hegessik	<i>Bestiary</i> 6 209
17	Keketar	<i>Bestiary</i> 2 215
20	Izfiitar	<i>Bestiary</i> 6 210

Monitors in Combat

Monitors are, by and large, disinclined to leap into combat. Each has its own objectives and domains of influence, and so long as it is unopposed in its tasks, a monitor is satisfied to live and let live. However, many other creatures seek to intervene in monitors' tasks. Astradaemons and worse creatures prey upon souls flowing to the Boneyard, forcing the psychopomps to stop them. Time travelers and world-ending monsters upset the balances tended by the aeons. And inevitables and proteans are each the other's principal enemy, as one faction seeks to preserve creation and the other seeks to unmake it.

Mortals—and particularly PCs—are likely to oppose monitors in their tasks, whether they realize it or not, and earn the ire of these remorseless foes. This is true regardless of the PCs' alignments. Monitors don't accept excuses or believe in higher callings; a PC who disrupts the River of Souls to recover a fallen ally has disturbed the proper order and must be punished. PCs who use an artifact to travel back in time to prevent a major catastrophe are upsetting the balance of the cosmos, both in their improper voyage through time and in their prevention of a catastrophe that is "due," from a cosmic perspective.

Monitors work best as foes when they represent the grinding advancement of the universal system. They don't harbor any specific ill will toward the PCs, but neither do they show mercy or restraint. When the PCs vanquish foes like these, it's more satisfying than simply defeating a bandit or killing an ogre. The PCs have stood against the order of the universe and imposed their will upon it, showing the cosmos that, at this moment, it must bend to their might.

CR	Psychopomp	Source
2	Nosoi	<i>Bestiary</i> 4 220
3	Esobok	<i>Bestiary</i> 6 218
4	Ahmuuth	<i>Pathfinder Campaign Setting: Inner Sea Gods</i> 303
4	Viduus	<i>Bestiary</i> 6 223
5	Catrina	<i>Bestiary</i> 4 218
6	Morbai	See page 59
7	Vanth	<i>Bestiary</i> 4 221
8	Calaca	<i>Pathfinder Adventure Path</i> #143
8	Ember weaver	<i>Pathfinder Player Companion: Monster Summoner's Handbook</i> 25
9	Shoki	<i>Bestiary</i> 6 222
10	Kere	<i>Pathfinder Adventure Path</i> #64 84
11	Algea	<i>Bestiary</i> 6 217
13	Morrigna	<i>Bestiary</i> 4 219
15	Memitim	<i>Bestiary</i> 6 219
17	Olethros	<i>Bestiary</i> 6 220
18	Fulgati	See page 60
20	Yamaraj	<i>Bestiary</i> 4 222

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

AEON, AGNOIA

This cylindrical creature of pale fog and dark shadow stands on three clawed feet. Three pale arms jut from around the column, each ending in a hand with long, black claws.

AGNOIA

CR 14

XP 38,400

N Large outsider (aeon, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*; **Perception** +25

Aura ignorance (30 ft.)

DEFENSE

AC 29, touch 17, flat-footed 25 (+4 deflection, +4 Dex, +12 natural, -1 size)

hp 200 (16d10+112)

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

Defensive Abilities all-around vision; **Immune** cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee 3 claws +23 (2d6+8 plus bleed)

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

Special Attacks bleed (1d3 Int damage), forgotten one

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*detect magic*, *detect thoughts*

At will—*modify memory* (DC 19), *touch of idiocy*

3/day—*feblemind* (DC 20), quickened *touch of idiocy*

STATISTICS

Str 26, **Dex** 19, **Con** 24, **Int** 25, **Wis** 22, **Cha** 21

Base Atk +16; **CMB** +25; **CMD** 43 (45 vs. trip)

Feats Combat Casting, Combat Expertise, Combat Reflexes,

Great Fortitude, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*touch of idiocy*)

Skills Appraise +26, Fly +17, Intimidate +24, Knowledge (arcana) +34, Knowledge (dungeoneering) +26, Knowledge (engineering) +26, Knowledge (geography) +26, Knowledge (history) +34, Knowledge (local) +26, Knowledge (nature) +26, Knowledge (nobility) +26, Knowledge (planes) +34, Knowledge (religion) +26, Perception +25, Sense Motive +25, Spellcraft +15, Stealth +19, Use Magic Device +13

Languages envisaging

SQ compression, extension of all, glance of understanding, lore minder, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, or forgetting (3–8)

Treasure none

SPECIAL ABILITIES

Aura of Ignorance (Su) Creatures other than aeons that attempt Knowledge checks within 30 feet of an agnoia automatically fail. An agnoia can suppress or resume its aura of ignorance as a swift action.

Forgotten One (Su) A creature under the effects of an agnoia's *feblemind* cannot be the target of divination

spells, including *discern location* or *legend lore*. In addition, memory of the target is dulled in all creatures other than aeons; the target cannot be considered an ally of any creature. Most creatures forget about the target once it is out of sight, although friends and family members might retain memories for longer based on the strength of their feelings for the target.

Glance of Understanding (Su) An agnoia knows the weaknesses of any creature it sees, as though it had succeeded at a Knowledge check to identify the creature's weaknesses with a result of a natural 20.

Lore Minder (Ex) An agnoia treats all Knowledge skills as class skills and can attempt Knowledge checks untrained, even if the DC is higher than 10.

Agnoias are not yet deemed outcasts by the ranks of aeonkind, but they teeter on the edge of exile from the ranks of the caretakers of reality. Like all aeons, agnoias work to maintain a precarious cosmic balance—in their case, this balance is between the dissemination of knowledge and the preservation of ignorance. Although these aeons once worked to keep this balance in careful check by distributing truths across planetary and planar gulfs and obliterating dangerous truths from mortal minds, agnoias collectively decided several years ago that the sum total of knowledge in the multiverse had reached dangerous heights. Creation had become too well informed to sustain redoubts of ignorance for long, and the balance agnoias worked to maintain was in danger. As a group, the agnoias agreed that they would wholly forsake their duties regarding the spread of learning and instead focus on fostering ignorance, returning the multiverse to a safely unenlightened level. Agnoias connected to universities and libraries turned on their associates, setting controlled fires and transporting scholars to isolated wildernesses. This rapid change in direction, nearly unprecedented by aeon standards, caused most other aeons to mark agnoias as reckless and dangerous.

Agnoias see this change as absolutely vital to the performance of their overall function as arbiters of knowledge and ignorance. In fact, some agnoias express frustration that the drive to obliterate universal knowledge wasn't initiated much sooner, when knowledge was more centralized in nascent civilizations and therefore easier to manage. No agnoia would dare to blame the Monad directly for this error in intellectual administration, as they see it, but most agnoias express some satisfaction for finally being able to act as they deem fit rather than remaining shackled to a higher power.

Agnoias have a particular dislike for mortal explorers and planar travelers. As mortals learn to travel quickly across their worlds and between the planes, they spread their knowledge like a plague, disrupting nascent civilizations and exposing long-sequestered secrets. Such travelers are agnoias' most frequent targets, as these

aeons consider them vectors for spreading the disease of enlightenment. Agnoias work to close planar gates and sabotage transport vessels, first seeking to control the transmission of knowledge and then working to eradicate it. Although they have little concern for mortal lives that might be lost in a sinking ship or a burning library, they aren't cruel and usually time their actions to minimize the loss of innocent—and particularly ignorant—life. Agnoias often work alone, but this is primarily because they view their tasks as urgent and their numbers are very few. When given the opportunity to work together, agnoias operate in eerie concert, each seeming to predict the actions of the others with automatic prescience.

Agnoias don't apply their recent knowledge-obliterating directive to their own kind. Many agnoias in fact hoard knowledge, and they are surprisingly well informed on a broad variety of topics. Most have labored for years in academies or universities, absorbing minutiae on particular specialties and adding this information to their vast mental storehouses. Getting an agnoia to part with its knowledge is all but impossible, however, as each knows that any information might start yet another cascade of erudition it must later extinguish.

In combat, agnoias prefer to reduce their enemies' intellects as quickly as possible. Their preferred tactic is to afflict their most intelligent opponents with *feeblemind*, which agnoias augment by removing targets' memories not only from the targets' own minds, but also from the consciousness of reality. Victims of this attack have their intellects reduced, and their effect upon the cosmic network of knowledge is dulled—people once familiar with a victim find their recollections clouding over, and any intellectual influence a victim may have had (such as authored works, public lectures, or tales of daring exploits) is removed. This effect even extends to printed works; a shelf of books authored by a victim transforms into paper covered with incomprehensible marks, unable to convey meaning or knowledge. Although this power is permanent, it is reversible, unfortunately for the agnoias. If a victim's intellect is restored, so too are her works and the memories of her.

Agnoias are keen observers; their eyes drift around their bodies and switch from one side to another with a mere blink. They are particularly difficult to surprise, and their keen vision allows them to detect even magical auras with ease. Agnoias are also apt judges of character and have several lifetimes of experience interacting with mortals. As a result, they can predict actions and motivations with shrewd consideration that is as much a factor of

their experience as it is their magical ability to detect creatures' thoughts.

Agnoias appear as columns of fog and shadow. Within their roiling forms, the shadows never obscure the fog and the fog never conceals the dark shadow. Although an agnoia can walk on the three clawed feet protruding from the bottom of its column, it can just as easily fly with a thought. An agnoia's three claws are spread radially around its torso. Despite their vaporous appearance, agnoias aren't insubstantial, but they can compress their forms to fit into small spaces.

A typical agnoia is 16 feet tall and weighs 900 pounds.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

INEVITABLE, ROKYAMUT

Built of steel and clockwork, this massive figure has the lower body of an elephant and the upper body of a four-armed giant.

ROKYAMUT

CR 19

XP 204,800

LN Gargantuan outsider (extraplanar, inevitable, lawful)

Init +0; **Senses** darkvision 60 ft., *detect chaos*, *detect law*, *detect magic*, low-light vision, *true seeing*; **Perception** +29

Aura *shield of law* (DC 24), *unrelenting geometry* (300 ft.)

DEFENSE

AC 34, touch 10, flat-footed 34 (+4 deflection, +24 natural, -4 size)

hp 350 (20d10+240); regeneration 10 (chaotic)

Fort +21, **Ref** +6, **Will** +18

Defensive Abilities constructed, prudent positioning; **DR** 15/chaotic; **Immune** electricity, fire; **Resist** sonic 30; **SR** 30

OFFENSE

Speed 50 ft., fly 40 ft. (good)

Melee +2 *brilliant energy starknife* +28/+23/+18/+13 (2d6+13/19-20/x3), 3 +2 *brilliant energy starknives* +28 (2d6+7/19-20/x3) or 4 slams +27 (2d6+11)

Ranged +2 *brilliant energy starknife* +19/+14/+9/+4 (2d6+13/19-20/x3)

Space 20 ft.; **Reach** 20 ft.

Special Attacks expeditious calculation, pounce, symbolical attack, trample (2d6+16, DC 31)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*detect chaos*, *detect law*, *detect magic*, *shield of law* (DC 24), *true seeing*

At will—*arrow of law*^{UM} (DC 18), *greater dispel magic*, *order's wrath* (DC 20)

3/day—*circle of clarity*^{UM}, *dispel chaos* (DC 21), *greater forbid action*^{UM} (DC 21), *hold monster* (DC 21), *dictum* (DC 23), *summon monster IX* (lawful creatures only)

1/day—*gate* (planar travel only)

STATISTICS

Str 32, **Dex** 11, **Con** 28, **Int** 19, **Wis** 22, **Cha** 23

Base Atk +20; **CMB** +35 (+37 bull rush); **CMD** 49 (51 vs. bull rush, 53 vs. trip)

Feats Awesome Blow, Cleave, Combat Expertise, Deflect Arrows, Improved Bull Rush, Improved Critical (starknife), Lunge, Point-Blank Shot, Power Attack, Two-Weapon Fighting^a, Weapon Focus (starknife)

Skills Appraise +27, Fly +21, Intimidate +29, Knowledge (arcana) +14, Knowledge (engineering) +27, Knowledge (geography) +14, Knowledge (nature) +14, Knowledge (planes) +27, Linguistics +24, Perception +29, Sense Motive +29, Spellcraft +14

Languages truespeech

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or faculty (3-10)

Treasure standard

SPECIAL ABILITIES

Expeditious Calculation (Su) Three times per day, as a swift action a rokyamut can attempt to use any of its spell-like abilities with the lawful descriptor. To do so, it must succeed at a Knowledge (engineering) check with a DC equal to 20 plus twice the spell's level. On a failure, the casting is lost and the rokyamut is dazed for 1 round.

Prudent Positioning (Ex) Three times per day as an immediate action, a rokyamut can position itself precisely to avoid danger. This allows the rokyamut to either treat the result of a Reflex save as though it had rolled a natural 20 or automatically avoid a single attack of opportunity it provokes.

Symbolical Attack (Su) A rokyamut can conjure a two-dimensional mathematical symbol of rigid perfection into one or more of its hands as a free action. When attacking with these symbols, the rokyamut slices through unliving matter. These symbols act as +2 *brilliant energy starknives*, except they can harm undead and constructs (but not objects). While fighting with its symbols, a rokyamut gains Two-Weapon Fighting as a bonus feat. A symbol disappears 1 round after it leaves a rokyamut's grasp.

Unrelenting Geometry (Su) A rokyamut's presence creates a stabilizing effect that impairs folds in space. Teleportation spells and spell-like abilities automatically fail if they begin or end within 300 feet of a rokyamut, even if the effect is created by the rokyamut itself. Creatures within this aura can't benefit from any miss chance due to shuffling between states of reality, such as that provided by *blink*.

Rokyamuts are rigid defenders of mathematical laws and geometric truths, seeking out those who would bend space or subvert the rules of reality. Their targets are primarily aberrant aliens, plane-twisting outsiders, and cosmic calamities, but they oppose any creatures that view the immutable laws of physics as suggestions rather than rules. Rokyamuts are juggernauts of stability found in the warped places of the multiverse.

Rokyamuts have a thick, armored chassis that resembles an elephant from the waist down. Four powerful arms protrude from their barrel-chested torsos, two on each side. Their heads are capped with bare steel. Complex and delicate clockworks are visible in openings at their joints. A halo of glowing symbols floats around a rokyamut's head, expressing mathematical functions in a dizzying array of languages and computational systems. Rokyamuts can conjure similar symbols into their hands to use as weapons, fighting with calculated precision. Although these blades are effective against nearly any foe, rokyamuts can sense the presence of lawful creatures instinctively and rarely target them unless provoked.

Like other inevitables, rokyamuts aren't born and are instead crafted by the axiomites of Axis as directed by the Godmind or the primal inevitables. Rokyamuts are

commissioned in response to aberrant misuse of mathematics or geometry-altering cosmic phenomena.

Rokyamuts often work alone, although they coordinate with others of their kind efficiently to combat serious threats. Over long years of pursuing multiple missions, rokyamuts generally fall into one of two categories: planar custodians or cosmic stabilizers.

Rokyamuts working as planar custodians have long experience on planes with unusual geometry or loose physical laws, such as the Maelstrom or the First World. They work to bring consistency to these realms by finding and destroying sources of reality-warping magic. These rokyamuts are often more diplomatic in nature, and they have a critical eye for weighing risk and reward. Lhaksharuts (*Pathfinder RPG Bestiary* 2 164) often aid these rokyamuts in their efforts, as lhaksharuts' work in closing down unstable planar breaches is made easier when the laws of reality are, even temporarily, forced into well-behaved stability.

Rokyamuts working as cosmic stabilizers often operate alone to explore the depths of space on the Material Plane in order to confront dangerous aliens or rogue cosmic phenomena. These rokyamuts make plans on truly enormous scales, such as crashing a planetoid into a pending solar flare to prevent a severe gravitational event. They are often knowledgeable about the Great Old Ones and the Dominion of the Black, as their missions take them into conflict with these entities on a regular basis. Cosmic stabilizers are often surly and untrusting, and see their missions in stark black-and-white terms. Few creatures consider these rokyamuts pleasant company, and fewer still intentionally draw their single-minded ire.

A rokyamut is 65 feet tall and weighs 200 tons.

Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors



PROTEAN, AKIZENDRI

This cackling protean's serpentine body is surrounded by flowing, illuminated script pulled from nearby tomes and pages.

AKIZENDRI

CR 3

XP 800

CN Small outsider (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +6

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 5/lawful; **Immune** acid, polymorph;

Resist electricity 10, sonic 10

OFFENSE

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

Melee bite +8 (1d6+2 plus 1d2 Wisdom damage), tail +7 (1d6+1 plus grab)

Special Attacks constrict (1d6+2), garbled thoughts and twisted tongues

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*detect law*

At will—*arcane mark*, *erase* (DC 13), *dimension door*

1/day—*explosive runes* (DC 15), *sepia snake sigil* (DC 15)

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 15,

Wis 14, **Cha** 14

Base Atk +4; **CMB** +5; **CMD**

18 (can't be tripped)

Feats Improved Initiative,

Weapon Focus (bite)

Skills Acrobatics +10, Disguise +9, Fly +20,

Perception +9, Sleight of Hand +10, Spellcraft +6,

Stealth +14, Swim +14

Languages Abyssal,

Protean

SQ change shape

(polymorph), text

immersion

ECOLOGY

Environment any

(Maelstrom)

Organization

solitary, pair, or

garble (3–5)

Treasure standard

SPECIAL ABILITIES

Garbled Thoughts and Twisted

Tongues (Su) An akizendri's bite

deals 1d2 points of Wisdom damage

(Will DC 14 negates). A confirmed

critical hit doubles the Wisdom damage and causes creatures within 20 feet of the target to become confused (Will DC 14 negates). The save DC is Charisma-based.

Text Immersion (Su) As a standard action, an akizendri can physically immerse itself in a book, scroll, or similar object. It gains a +20 bonus on its Disguise check to disguise itself as a book and gains full control over the actual text the object displays. It cannot make physical attacks, but it can use its spell-like abilities and cast any spells recorded in a scroll it has immersed itself within, or cast spells up to 5th level if it's immersed in a spellbook. The akizendri can still be targeted by attacks and effects while immersed, but any damage is dealt to the object. The akizendri is forced out if the object is destroyed or affected by *antimagic field*, *break enchantment*, *dispel magic*, or *mage's disjunction*.

Akizendris are the bane of scholars, capable of altering text, transposing sections between disparate tomes, and erasing book chapters only to vomit them up elsewhere.



PROTEAN, ILLURESHI

This anemic protean wears a wizard's robe and garish jewelry.

ILLURESHI

CR 9



XP 6,400

CN Medium outsider (chaotic, extraplanar, protean, shapechanger)

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft., *arcane sight*, *detect law*; Perception +18

Aura spellwarp aura (30 ft.)

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 114 (12d10+48)

Fort +8, **Ref** +12, **Will** +13

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 10/lawful; **Immune** acid, polymorph;

Resist electricity 10, sonic 10; **SR** 20

OFFENSE

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

Melee bite +15 (2d6+3), 2 claws +15 (1d8+3), tail +15 (1d8+1 plus grab)

Special Attacks constrict (1d8+3)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*arcane sight*, *detect law*, *tongues*

At will—*dispel magic* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *major creation*, *telekinesis* (DC 19)

3/day—*chaos hammer* (DC 18)

1/day—*break enchantment*, *plane shift* (DC 21)

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (3/day)—*lightning bolt* (DC 16)

2nd (5/day)—*invisibility*, *scorching ray*

1st (6/day)—*cultural adaptation*^u, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 17, **Dex** 18, **Con** 18, **Int** 23, **Wis** 16, **Cha** 19

Base Atk +12; **CMB** +15; **CMD** 29 (can't be tripped)

Feats Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Spell Penetration

Skills Acrobatics +16, Bluff +19, Diplomacy +16, Fly +19, Knowl. (any two) +18, Knowl. (arcana) +21, Knowl. (planes) +21,

Perception +18, Spellcraft +21, Swim +23, Use Magic Device +19

Languages Abyssal, Aklo, Celestial, Common, Draconic, Protean; *tongues*

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Maelstrom)

Organization solitary or ouroboros (3–5)

Treasure double

SPECIAL ABILITIES

Prehensile Tail (Ex) An illureshi can't wield weapons with its tail, but can use its tail to grab unattended items within 10 feet or stowed objects carried on its person as a swift action. It can hold such objects with its tail. The only items it can manipulate with its tail are wands, which it can activate as a move action.

Spellwarp Aura (Su) Once per round, if a creature casts a spell or spell-like ability within the illureshi's aura, the protean can attempt an opposed caster level check to redirect the effect to another legal target within range.

Spellcasting An illureshi casts spells as a 6th-level sorcerer. It does not gain access to other sorcerer abilities.

Illureshis embody chaos through sorcery, traveling the planes as chatty and whimsical masters of arcane magic.

Concordance of Rivals

Chapter 1:
Auditors of the Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the Monitors



PROTEAN, IBSHAUNET

This nightmarish serpentine creature bears crackling wings of chaotic energy and bristling fins of insubstantial fire.

IBSHAUNET

CR 11

XP 12,800

CN Huge outsider (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.,
detect law; Perception +19

Aura corrosive aura (30 ft., DC 19)

DEFENSE

AC 27, touch 15, flat-footed 20 (+6 Dex, +1 dodge, +12 natural,
–2 size)

hp 149 (13d10+78); fast healing 5

Fort +14, **Ref** +14, **Will** +7

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 10/lawful; **Immune** acid, polymorph;

Resist electricity 10, sonic 10; **SR** 22

OFFENSE

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

Melee bite +20 (1d8+8/19–20 plus
grab), 2 claws +19 (1d6+8), tail slap +14
(1d8+4 plus grab)

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

Special Attacks constrict
(1d8+12), fast swallow, swallow
whole (2d8 acid damage plus
warpwave, AC 16, hp 14), warpwave
breath (50-ft. cone, 10d6 acid damage
plus warpwave, Reflex DC 22 half)

Spell-Like Abilities (CL 9th;
concentration +12)
Constant—*detect law*
At will—*dimension door*
(self plus 50 lbs. of
objects only)
1/day—*plane shift* (DC 20),
resilient sphere (DC 19)

STATISTICS

Str 27, **Dex** 22, **Con** 22, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +13; **CMB** +23 (+27 grapple);
CMD 40 (can't be tripped)

Feats Combat Reflexes, Dodge,
Improved Critical (bite), Improved
Initiative, Mobility, Power Attack,
Weapon Focus (bite)

Skills Acrobatics +22, Fly +26, Intimidate +19,
Knowledge (planes) +17, Perception +19,
Survival +19, Swim +29

Languages Protean

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Maelstrom)

Organization solitary or devouring (3–5)

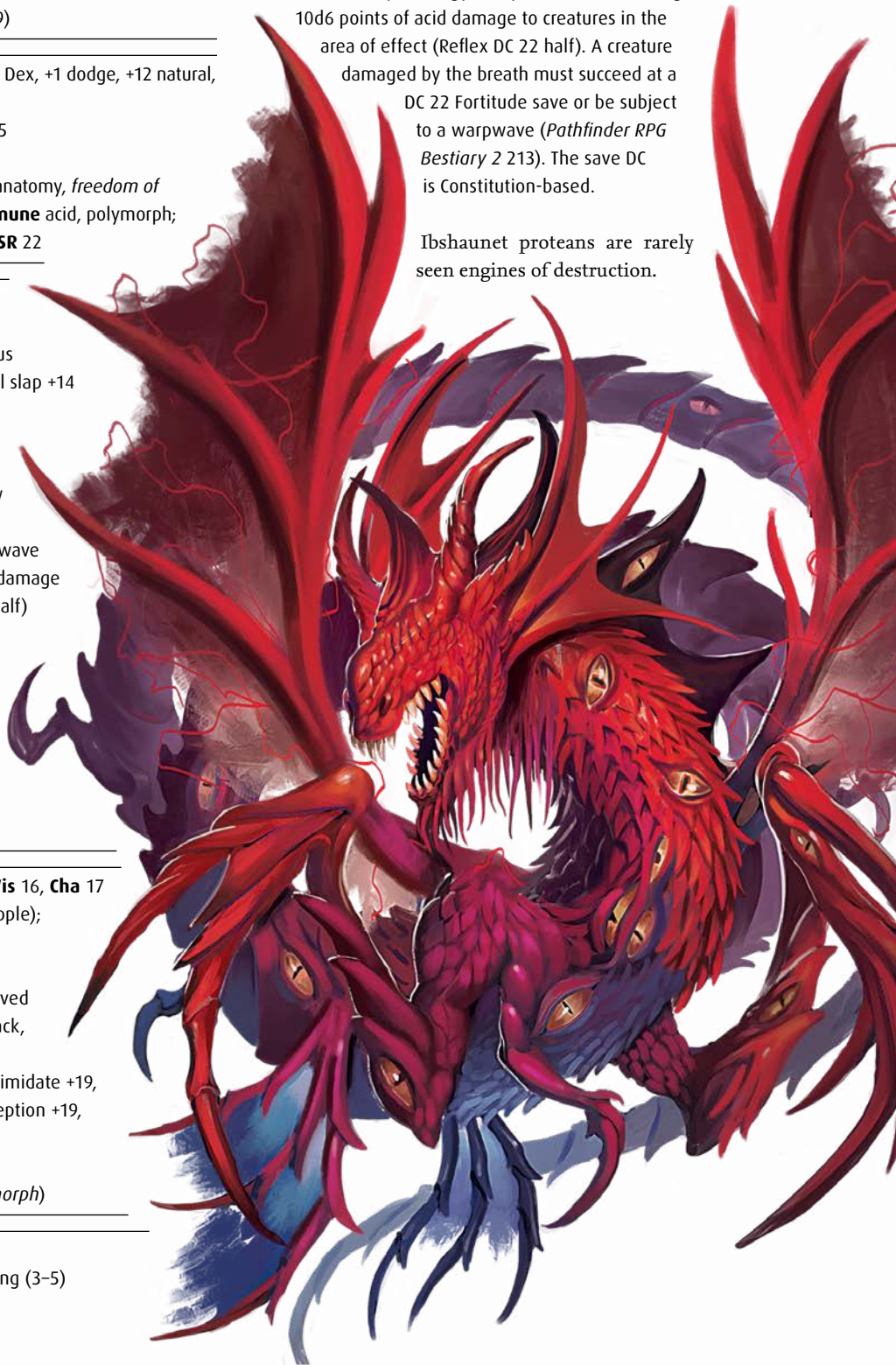
Treasure standard

SPECIAL ABILITIES

Corrosive Aura (Su) A creature that enters an ibshaunet's aura must succeed at a DC 19 Fortitude save or take 3d6 points of acid damage. Once a creature is affected by this aura, it is not affected again unless it leaves and reenters the aura. The save DC is Charisma-based.

Warpwave Breath (Su) An ibshaunet can exhale a 50-foot cone of entropic energy every 1d4 rounds, dealing 10d6 points of acid damage to creatures in the area of effect (Reflex DC 22 half). A creature damaged by the breath must succeed at a DC 22 Fortitude save or be subject to a warpwave (*Pathfinder RPG Bestiary* 2 213). The save DC is Constitution-based.

Ibshaunet proteans are rarely seen engines of destruction.



PSYCHOPOMP, MORBAI

This hunched, barefoot old woman leans heavily on her gnarled staff. She wears two plague masks on opposite sides of her head.

MORBAI

CR 6



XP 2,400

N Small outsider (extraplanar, psychopomp)

Init +4; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +14 (+18 on sight-based checks)

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 68 (8d10+40)

Fort +13, **Ref** +6, **Will** +9

Defensive Abilities all-around vision; **DR** 5/adamantine;

Immune death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 17

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee cane +10/+5 (1d4+1)

Special Attacks channel energy 4/day (DC 17, 4d6)

Spell-Like Abilities (CL 8th; concentration +9)

At will—*bleed* (DC 11), *delay poison*, *detect poison*, *disrupt undead*, *resistance*, *stabilize*

1/day—*accelerate poison*^{APG} (DC 13), *contagion* (DC 14), *neutralize poison*, *poison* (DC 14), *remove disease*

STATISTICS

Str 12, **Dex** 18, **Con** 21, **Int** 14, **Wis** 17, **Cha** 13

Base Atk +8; **CMB** +8; **CMD** 22

Feats Great Fortitude, Improved Channel, Selective Channeling, Skill Focus (Heal)

Skills Craft (alchemy) +13,

Craft (poison)

+13, Fly +14, Heal

+17, Knowledge

(nature) +13,

Knowledge (planes) +13,

Perception +14 (+18 on

sight-based checks), Profession

(herbalist) +14, Sense Motive +14;

Racial Modifiers +4 on sight-based

Perception checks

Languages Abyssal, Celestial, Infernal

SQ healer's muse, spirit touch, who lives and who dies

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or team (3–9)

Treasure standard

SPECIAL ABILITIES

Healer's Muse (Su) A morbai can grant her blessing to a mortal creature by prodding it with her staff as a standard action. This blessing grants its target a +2 bonus on skill checks to identify, treat, or study diseases and poisons, as if the morbai had used aid another. The target of a morbai's blessing can use the psychopomp's Fortitude save modifier

in place of his own on attempts to resist disease.

Who Lives and Who Dies (Su) A morbai channels energy, treating her Hit Dice as her cleric level. She can choose negative or positive energy every time she channels.

Curious creatures of balance, morbais are psychopomp masters of healing and poison who help directly cause or prevent mortal deaths. They fight mass outbreaks to help prevent epidemics that would glut the bureaucracy of death, but also foster the creation of new diseases to ensure mortal populations are always kept in check. While they can directly address outbreaks with their considerable skills and spell-like abilities, most morbais prefer inspiring and fostering mortal physicians to act on their behalf, usually appearing as cantankerous advisors or overbearing patients to test their preferred agents' resolve. Though generally good natured—if sarcastic—morbais act swiftly when confronting the machinations of leukodaemons, their most frequent antagonists.

A morbai stands just over 3 feet tall, resembling a hunched-over, old woman whose race always matches that of whoever views her. Each wears two plague masks, one on either side of her head, which conceal her faces and obscure where she actually focuses her attention. Her curved back and ragged shawl partially conceal two pairs of small, brown-feathered wings.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

PSYCHOPOMP, FULGATI

This towering, muscular, female figure wears an iron, ram-headed mask. Four stout arms crackle with primal energies, while four additional arms emerge from her hips, supporting her bulk in place of legs.

FULGATI

CR 18

XP 153,600

N Colossal outsider (extraplanar, psychopomp)

Init +7; **Senses** darkvision 60 ft., low-light vision, spiritsense, true seeing; **Perception** +32

Aura calamity (300 ft.)

DEFENSE

AC 32, touch 5, flat-footed 29 (+3 Dex, +27 natural, -8 size)

hp 312 (25d10+175); regeneration 10 (artifacts, epic, or mythic)

Fort +21, **Ref** +11, **Will** +20

Defensive Abilities poisonous blood; **DR** 10/adamantine;

Immune cold, death effects, disease, electricity, poison;

Resist fire 15, sonic 15; **SR** 29

OFFENSE

Speed 50 ft., burrow 20 ft., climb 50 ft.; *air walk*

Melee gore +31 (3d6+14/19-20), 4 slams +31 (2d6+14)

Ranged rock +29 (4d6+14)

Space 30 ft.; **Reach** 20 ft.

Special Attacks rend (2 slams, 2d8+21), rock throwing (240 ft.)

Spell-Like Abilities (CL 25th; concentration +28)

Constant—*air walk*, *mind blank*, *true seeing*

3/day—*align weapon* (self only), *chain lightning* (DC 21), *greater shout* (DC 20), *plane shift* (DC 21), *undeath to death* (DC 19)

1/day—*control water*, *control weather*, *creeping doom* (DC 20), *earthquake*, *epidemic*^{UM}, *incendiary cloud* (DC 22)

STATISTICS

Str 39, **Dex** 16, **Con** 24, **Int** 7, **Wis** 19, **Cha** 16

Base Atk +25; **CMB** +47 (+51 bull rush, sunder); **CMD** 60 (62 vs. bull rush or sunder, 64 vs. trip)

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Spell Focus (conjuration), Spell Focus (evocation), Sundering Strike^{APG}

Skills Acrobatics +3 (+11 when jumping), Climb +22, Intimidate +31, Perception +32, Sense Motive +32, Survival +32

Languages Abyssal, Celestial, Infernal

SQ paramnesia, spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary

Treasure none

SPECIAL ABILITIES

Aura of Calamity (Ex) A fulgati's presence warps probability and makes tragedy more likely. Any result of a natural 1 on

a d20 roll within 300 feet of a fulgati results in a reversal of the desired effect: a successful Diplomacy check makes the target a hated enemy, an attack roll injures the attacker or an ally, a failed saving throw against a spell increases the damage or duration by 50%, and a successful concentration check turns the spell's effects back upon the caster. Psychopomps are immune to this effect. A fulgati cannot suppress this ability.

Paramnesia (Ex) Fulgatis are anathema to life, and mortal minds reflexively attempt to wipe away all memory of their presence. Living creatures that travel more than 1,000 feet from a fulgati must succeed at a DC 25 Will save or forget all experiences of their interactions with the creature, per *modify memory*. A creature that succeeds at this saving throw is permanently immune to the individual fulgati's paramnesia ability. The save DC is Charisma-based.

Poisonous Blood (Ex) Any attack with a piercing or slashing melee or natural weapon that damages the fulgati exposes the attacker to this poison. The space a fulgati occupied when it was attacked is also tainted and rendered supernaturally unable to support plant life for 5 years per Hit Die of the injured fulgati (125 years for most). The fulgati's poison has its full effect on undead as well, even those normally immune to poison, dealing Charisma damage in place of Constitution damage.

Fulgati Blood: Spray—contact; *save* Fort DC 29, *frequency* 1/minute for 10 minutes, *effect* 1d4 Con damage, *cure* 2 consecutive saves.

Quintessence (Su) A fulgati absorbs the motivating force of dying victims, collecting 1 Quintessence Point for every Hit Die of a creature that dies within 50 feet of it. As a standard action, it can cast *animate object* as a spell-like ability, treating its current Quintessence Point total as its caster level. After using this ability, the fulgati's Quintessence Point total resets to 0. Objects animated by a fulgati remain active and hostile until destroyed. A fulgati can store a maximum number of Quintessence Points equal to double its Hit Dice (50 for most fulgatis).

The monolithic outsiders known as fulgatis reap not souls but entire cultures. They tread upon the land when a civilization that has reached the end of days must be wiped away for new things to grow from its corpse. Their arrival heralds the end of cities, nations, and even entire species. They are simpleminded, loyal, and utterly devoid of the compassion that defines so many other psychopomps—terrible things created and directed with terrible purpose. Legends claim that Pharasma bore these creatures herself, rather than forging them from once-mortal souls, lending some clarity to the usher Atropos's title as the "Last Sister."

Clad in iron masks resembling rams and bulls, fulgatis serve as little more than beasts of burden. While most psychopomps are artisans in death, honing and crafting it with purpose and applying it only when needed, fulgatis are fonts. Death itself pumps through their veins and

unravels creations where they step, leaving the ground fallow so immediate survivors of their attacks have no chance to rebuild. While intelligent enough to speak and read, they lack the intellect and forceful personalities of most powerful outsiders, instead serving as the penultimate enforcers of the Boneyard's will—second only to Pharasma herself.

These titanic psychopomps are too aggressive to collect souls, and instead rend souls free and allow their lesser kin—always close at hand when fulgatis march—to shepherd their victims to the Boneyard. What fulgatis do collect is the motivating life force, or quintessence, of the creatures they slay, pooling it until they invest it into the rubble around them to animate earth and stone as minions to assist in their destruction. These animated soldiers sometimes remain active for decades or even centuries after the psychopomps' grim work is done, tearing down what ruins remain and ensuring no trace of a destroyed civilization can ever be reclaimed.

Fearsome psychopomps of last resort, a dozen known fulgatis slumber in isolated sepulchres deep within the Spire, awaiting those rare occasions when Pharasma herself has no need for subtlety or patience. Many more guard Pharasma's Palace, likewise held in deep sleep until released and directed against the Boneyard's enemies. Many psychopomps note that the structures housing the fulgatis continue far down along the Spire's length, well beyond the reaches of where they are permitted to travel, and it is possible that more of these powerful reapers—or even more powerful manifestations of their kind—slumber at the Spire's base, waiting to tear it down at the end of the cosmos as Pharasma brushes away the last traces of the multiverse.

The fulgatis' ability to cast *plane shift* means the willful among them can escape and even hide for centuries at a time, reaping not at the Lady of Graves' command, but at whim. Teams of psychopomps relentlessly hunt these wayward destroyers, but few among their number, save the legendary yamarajes, can stand to the reapers of realms. Some psychopomps compare these wild fulgatis and their lust for random destruction to the spawn of Rovagug, but others believe Pharasma fashioned her own killers in response to Rovagug's arrival in the multiverse, likely to reap his divine spawn. Other claim that the souls of Rovagug's offspring are too terrible to exist freely, and so the Gray Lady devours them and rebirths them as new monsters—ones she alone can control.

Despite the fulgatis' incredible power, few outside the courts of the Boneyard are even aware they exist. The mortal need to turn away from death is so powerful that living minds often wipe clean any encounter with a fulgati, leaving survivors to rationalize the destruction and death left in their wake as terrible accidents and natural disasters. Because of this, mortal scholars are unsure how

often—or even if—the fulgatis have ever been unleashed upon the Material Plane. The reapers may be unleashed upon the world every few centuries, or they may simply slumber and exist only in nightmares and legend.

Fulgatis resemble massive, female forms bearing eight stout arms, four of which serve them in place of legs. Their unusual locomotion allows them to climb and burrow with ease, even springing forth from the earth in the midst of their targets. While they wear no clothing, their flesh resembles worked metal and stone carved into elaborate whorls and patterns, giving the illusion of magnificent armor. The horns they bear are perfectly functional and deadly in close combat.

A fulgati stands 80 feet tall and weighs 150–175 tons.



Concordance of Rivals

Chapter 1:
Auditors of the
Absolute

Chapter 2:
The Monitors

Chapter 3:
Monitor Worship

Chapter 4:
Ranks of the
Monitors

REFLECTIONS ON TRUTH

FROM THE FIRST MOMENT OF CONSCIOUSNESS UNTIL THE LAST BREATH, THE MORTAL MIND CONSTANTLY ABSORBS LITTLE TRUTHS. THE UNDERSTANDING OF HOW TO BREATHE, THE SCALDING ADMONITION THAT FIRE IS HOT, THE CENTRAL MYTHS OF ONE'S SOCIETY, THE RULES OF LOGIC—ALL OF THESE ARE LESSONS IMPARTED BY ONE'S ANCESTORS. WHAT SUSTAINS A MORTAL'S LIFE BECOMES A TRUTH. WHAT PREDICTS THEIR SURROUNDINGS: TRUTH. WHAT EXPLAINS THE SUPERNATURAL: TRUTH. EVEN THEIR INSISTENT INSTINCTS ARE YET MORE LESSONS PASSED DOWN FROM ONE GENERATION TO THE NEXT, WITH NO CONSIDERATION FOR WHETHER THESE STRATEGIES HAVE FOUNDATIONS IN IRREFUTABLE EVIDENCE OR ARE MERELY ADAPTATIONS COBBLED TOGETHER TO SURVIVE A DANGEROUS WORLD OF CONVINCING FALSEHOODS. EACH OF THESE TRUTHS INTERTWINE LIKE THE THREADS OF A TAPESTRY, AND UNTANGLING EVEN ONE LIE CAN BEGIN UNRAVELING THE ARTISTIC FICTION IN ITS ENTIRETY.

IN SUCH A TENUOUS REALITY, MORTALS LOOK TO THE DIVINE FOR GUIDANCE. HOWEVER, WHERE THE MORTAL MIND IS MALLEABLE AND THE SOUL AFFORDED EXTRAORDINARY PLASTICITY, EACH OUTSIDER FORMS FROM THE DISTILLATION OF ALIGNED QUINTESSENCE. WITHOUT THE IMPURE TRAVAILS OF EVERYDAY SURVIVAL, BLESSED WITH A DIRECT CONNECTION TO THE DIVINE, AND WISE TO THE AFTERLIFE'S SECRETS, SURELY THESE BEINGS ARE FLAWLESS INTERPRETERS OF REALITY? HARDLY. THESE MOUTHPIECES VOICE THE PHILOSOPHIES OF THEIR ADOPTED HOMES, REFUTING ANYTHING THAT CLASHES WITH THEIR DOGMAS. EVEN THEIR MESSAGES ARE IMPERFECT, WARPED AND REIMAGINED INTO WORDS COMPREHENSIBLE TO THEIR MORTAL RECIPIENTS, THUS FILTERING OUT KEY NUANCES AND INTRODUCING CORRUPTED SUBTLETIES THROUGH THE FILTER OF LANGUAGE. YET THESE SO-CALLED OUTSIDERS ARE BLAMELESS, FOR THEIR ETHICAL REFLEXES ARE AS INGRAINED AS A MORTAL CREATURE'S INSTINCTS, AND THEY HAVE ABSORBED THE FOUNDATIONAL LORE OF THE GODS WHO OVERSEE THEIR CREATION.

THEN MUST TRUTH COME FROM THE GODS? THE DIVINE POSSESS UNMATCHED INTELLECTS AND EXTRAORDINARY PERSPECTIVES, YET EVEN THEY APPROACH THE

MULTIVERSE NOT AS WHAT IS BUT AS WHAT IT SHOULD

BE: A PEACEFUL UTOPIA,

A FESTERING WASTELAND,

AN INKY OBLIVION, AND ANY

VARIATION BETWEEN. WITH

THE EXCEPTION OF THOSE WHO

REMAIN, THE GODS WERE BORN

INTO THIS COSMOS, ADAPTED TO IT,

AND LEARNED THEIR OWN PERSONAL

TRUTHS THAT THEY HAVE IMPARTED

TO OTHERS EVER SINCE. THE IMMORTAL

PATERNALISM BEGINS WITH THEM

AND SURVIVES AS UNASSAILABLE TRUTH

IN SHYKA'S ARCHIVES, THE FALLEN

FASTNESS, THE GREAT LIBRARY OF

HARMONIOUS SCRIPTURE, AND EVEN THE

AKASHIC RECORD. EVEN SO, THE GODS

QUIETLY ACKNOWLEDGE THAT THEY

LACK OMNISCIENCE.

FROM THIS LACK CAME MY ORDERS

TO LAY BARE THE TRUTHS OF THE

GREAT BEYOND.

I DEPARTED FIRST FOR HELL, SURVEYING

ITS REALMS, INTERVIEWING THE ELDEST

EVILS, CROSS-REFERENCING ACCOUNTS WITH

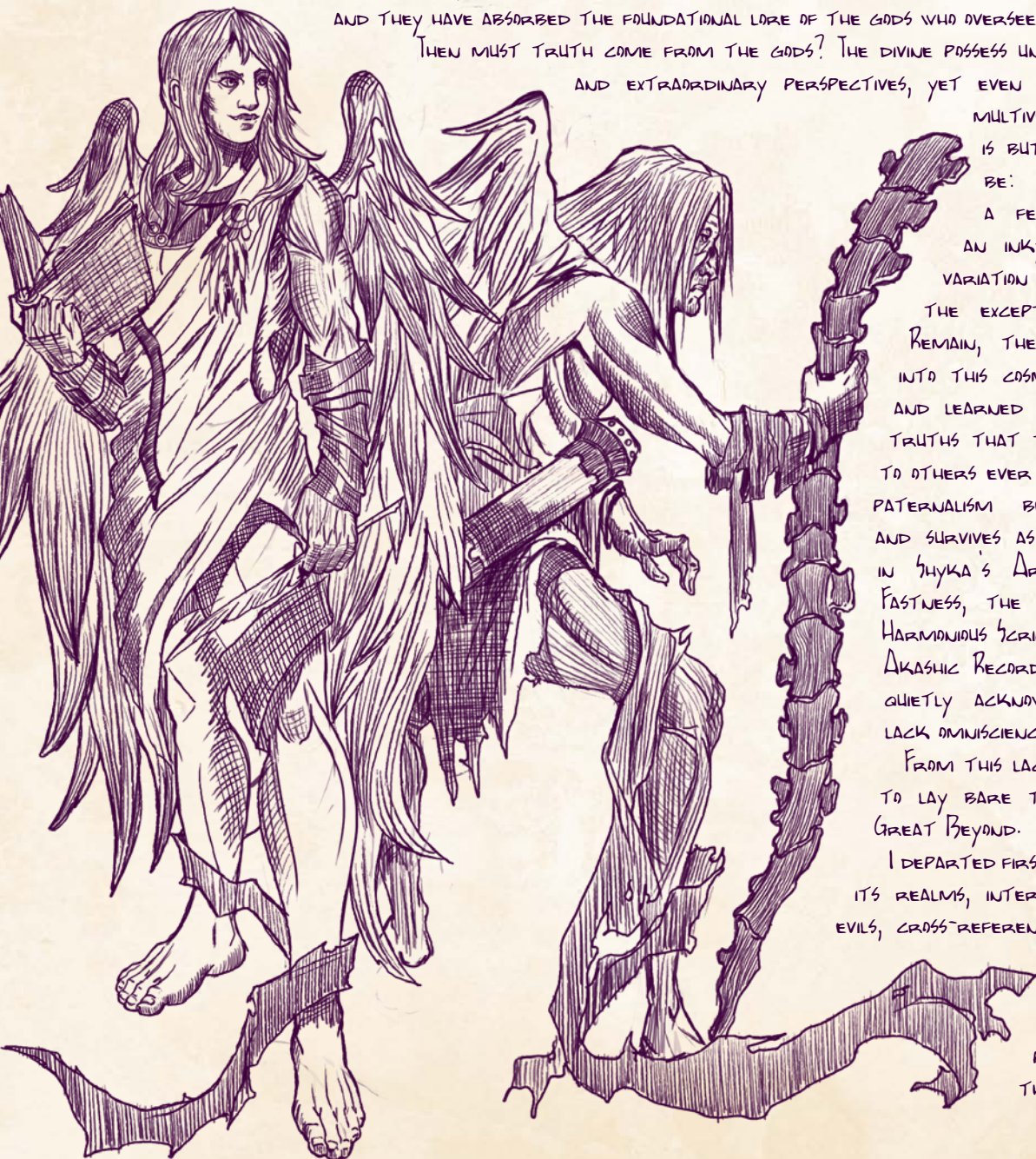
SURVIVING RECORDS,

AND CHECKING

THESE AGAINST THE

PHYSICAL EVIDENCE

THAT ESCAPED REVISION



SIMPLY TO PRESERVE THE VANITY OF ASMODEUS. I STUDIED THE DESOLATION OF ABADDON, FISHED MEMORIES FROM THE RIVER STYX, HEARD THE WAILING OF LYUTHERIA THE PARASITE QUEEN, AND COMMUNED FOR ONE PAINFULLY ENLIGHTENING MOMENT WITH THE PINODAEMON ITSELF. I PARSED THE SINISTER NARRATIVES OF HIKESH, READ THE WEEPING EPITAPHS WITHIN THE RIFT OF REPOSE, AND HEARD THE TITANS' GRIEVANCES. ALL OF THIS I FAITHFULLY RECORDED AND INTERPRETED, UNCOVERING SECRETS EVEN THE GODS WOULD PREFER BE FORGOTTEN.

YET FOR ALL FIENDISH PLANES' TERRORS, I COULD SENSE SOME GREATER TRUTH: NOT SOMETHING THE ARCHFIENDS WERE MERELY HIDING, BUT ONE THEY SIMPLY COULDN'T GRASP. MY ANGELIC INTUITION, A VIRTUE I HAVE WISTFULLY DISCARDED SINCE, INSISTED THAT MY REPORTS HAD NEGLECTED THE JOY AND JUSTICE OF THE CELESTIAL REALMS. HOWEVER, THE MORE I CATALOGED HEAVEN'S SLOPES, NIRVANA'S NATURAL WONDERS, AND ELYSIUM'S MOST SUBLIME SONGS, THE MORE I FELT THE HAUNTING CERTAINTY THAT SOMETHING MORE PROFOUND EXISTS BEYOND MY PERCEPTION.

MY INVESTIGATIONS CONTINUED INTO AXIS'S INFINITE STREETS, WHERE RIDDLE-SKINNED PETITIONERS AIDED ME AS THEY COULD. THE BOUNDLESS INTROSPECTION OF SOULS AWAITING PHARASMA'S JUDGMENT OPENED COUNTLESS INTELLECTUAL AVENUES, AND THE BLISSFUL INVENTIVENESS OF PROTEAN CHOIRS SANG OF SIMULTANEOUS POSSIBILITIES I WOULD HAVE NEVER CONSIDERED. NONE OF THEM DIRECTLY SPOKE OF MY ELUSIVE TRUTH, YET IN THE SPACES BETWEEN THEIR PHILOSOPHIES, I GLIMPSED IT. IN AN AWESOME, OVERWHELMING, JOYOUS, TERRIFYING MOMENT, I WITNESSED IT: THE TRUTH THAT AT ONCE OPENED UP INFINITE POSSIBILITIES BEYOND OUR OWN REALITY WHILE ALSO CRUSHING THE VERY REALITIES WE NAVIGATE.

I HAVE NEVER GRASPED IT SINCE.

WHEN I REGAINED MY SENSES, I WAS SITTING OVER MY MANUSCRIPT WITH DOZENS OF PAGES FILLED WITH REVELATIONS MY MIND COULD BARELY GRASP. AT FIRST I COULD DISCERN WORDS YET NO MEANING. THEN I COULD IDENTIFY ONLY MY HANDWRITING, YET NO WORDS. WITHIN MINUTES, THE CONTENTS OF ENTIRE PAGES SEEMED TO FADE. THESE ALL FOUND THEIR WAY INTO THEIR RESPECTIVE VOLUMES, YET EVEN AFTER PERSONALLY BINDING EACH TOME, I HAVE FOUND THAT EACH HAS FEWER PAGES THAN I HAD INCLUDED. IT IS AS THOUGH OUR REALITY SIMPLY IS NOT EQUIPPED TO PROCESS THE CONCEPTS.

AND NEITHER AM I. JUST BRUSHING AGAINST THIS DISCOVERY HAD DRAINED ME OF MY ANGELIC LUSTER, AND EVERY TIME I'VE APPROACHED REDISCOVERING WHAT I HAD FORGOTTEN, MORE OF ME HAS FADED AWAY AS I'M PULLED IN A DIRECTION I DON'T UNDERSTAND. IT HAS LEFT ME FEELING HOLLOW, AS THOUGH WHAT MADE ME A CELESTIAL IS BEING REPLACED WITH SOMETHING ELSE ENTIRELY. I AM NO LONGER WHOLE, YET MY JOB WAS DONE. IT WAS TIME TO RETURN.

ACCOUNTS VARY AS TO MY HOMECOMING. MY FRIENDS' SMILES AND MENTORS' FACES WERE AS BRIGHT AS BEFORE, YET SEEMED OVERLY SIMPLE, AS THOUGH THEY EXISTED IN A SHADOW OF THE SPACE THEY THOUGHT TO OCCUPY. MY WRITINGS LEFT THE EMPYREAL LORDS STAGGERED. THEY HAD FOUND THE MISSING PAGES, AND LIKE ME, THEY COULD NOT COMPREHEND THEM. SOME PERCEIVED ONLY PAINFUL GIBBERISH. OTHERS GRASPED AT THE CORNERS OF WHAT I HAD SEEN AND FORGOTTEN, INTERPRETING THE EPHEMERAL MESSAGE AS BLASPHEMY. NONE UNDERSTOOD.

I HAVE SHOWN THESE TOMES TO IMMORTAL BEINGS OF ALL TYPES, NONE OF WHOM HAVE GLEANED THE SAME MEANING THAT I ONCE DID. WE ARE TOO TIGHTLY BOUND TO THE SAME MULTIVERSE THAT BARELY SUFFERS THE FORBIDDEN PAGES' EXISTENCE. IF THAT IS SO, IT MAY FALL TO MORTALS TO UNRAVEL THIS MYSTERY. WITH THESE LAST WORDS, I SHALL CAST MY TOMES INTO THE MULTIVERSE, THAT THEY MIGHT FIND SCHOLARS ABLE TO DECIPHER THEM AND SAVE US ALL.

IF YOU ARE READING THIS, YOU MAY BE POISED TO SEE BEYOND THE EXISTENCE INTO WHICH YOU WERE BORN. EXPLORE, LEARN, DECIPHER, AND DISCERN. ABOVE ALL, REMEMBER THAT YOU ARE THE SUM OF THE LESSONS IMPARTED BY COUNTLESS GENERATIONS, BORN BY THE GODS' WILL AND CREATED WITHIN A FLAWED FRAMEWORK. SO TOO WAS I FORMED AND FED THE ANGELIC MANDATES THAT GUIDED SO MANY OF MY YEARS. ONLY BY CHALLENGING THE PREMISES THAT CREATED ME DID I LEARN GREATER TRUTHS. SO TOO DO I ENCOURAGE YOU TO CHALLENGE EVERYTHING. WALK IN MY FOOTSTEPS BY FORGING YOUR OWN PATH.

-TABRIS

CURATOR'S NOTE

THESE FINAL PAGES ARE STITCHED INTO THE BOOK AFTER THE ORIGINAL BINDING, SUGGESTING THAT THESE REPRESENT THE FINAL THOUGHTS OF THE AUTHOR—POSSIBLY THE LEGENDARY CHRONICLER HIMSELF—AFTER THE TOME'S COMPLETION. THEY ARE DOUBTLESS OF THE SAME PAGE MATERIAL AND HANDWRITING, AND TO MY EYE THEY ARE AS GENUINE AS ANY OTHER SECTION.

REVIEWING THIS BOOK HAS LEFT ME WITH GREATER QUESTIONS THAN WHEN I BEGAN. EVEN SO, I BELIEVE I HAVE UNCOVERED PROMISING LEADS TO VERIFY SOME OF THE MORE MAGNIFICENT CLAIMS HIDDEN WITHIN THESE CHAPTERS, INCLUDING SEVERAL PAGES THAT CURIOUSLY LACK ANY REFERENCES IN THE TOME'S APPENDIX. HOWEVER, THIS IS NOT A PURSUIT I CAN HANDLE ON MY OWN. NOW BEGINS THE DIFFICULT TASK OF FINDING ADVENTUROUS SOULS UP TO THE TASK.

- DJAVIN VIREST, CURATOR OF APOCRYPHA
FORAE LOGOS, ABSALOM

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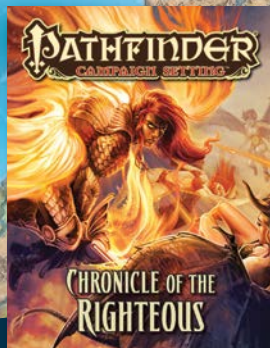
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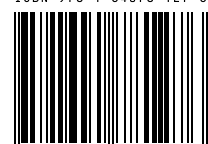
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