

ADVENTURERS OF VARISIA

Adventurous spirits from every walk of life seek their fortunes in Varisia. Those who wish to survive in these dangerous lands might consider the following advice.

BARBARIANS

Numerous barbaric peoples inhabit the lands of northern Varisia, most notably the proud Shoanti, the feral-born of the Mierani Forest, and foreign raiders from both the orcruled Hold of Belkzen and the brutal Lands of the Linnorm Kings. Upon the Storval Plateau, the raging warriors of the Shoanti prove the most numerous, with the barbarians of the Lyrune-Quah, Shadde-Quah, and Sklar-Quah being especially renowned for their abandon in battle. Many of the Shoanti's greatest warriors exhibit ties to their tribal totems and draw upon those spirits for aid in battle (see the Totem Spirit feat).

Beyond the Shoanti, the sea-raiders of the Linnorm Kings and orc marauders of Belkzen sometimes wander Varisia, either questing to prove their prowess or to escape the brutality of their people. Some elves of the Mierani forest also embrace the feral ways of beasts, living like animals to better understand their land and drive out the taint that festers within.

BARDS

Performers of all types travel to Varisia in hopes of making names for themselves and studying the unique performances of the land's native people. Among these populations, entrancing Varisian dancers spin to the boisterous pace of their peoples' traditional songs, while Shoanti thunder callers sing down the heroics of the departed. Among the non-human races, the elves weave rich traditions of dance, music, and song into hypnotically beautiful displays, dwarven forge ringers craft wondrous works of art with the songs of their hammers, and gnome storytellers fascinate any who listen with their elaborate tales. The puzzle masters of Riddleport and performers at the Echohall of Magnimar and Her Imperial Majestrix's Melodeum also travel widely to demonstrate their talents.

Aside from performers, well-traveled bards learn much of Varisia and its history. The tales of countless monuments, natural wonders, and bygone mysteries prove invaluable in a land so haunted by its own past. Those who cultivate these skills—especially Knowledge (arcana), Knowledge (history), and Knowledge (nature)—gain great insight into the land's seemingly endless secrets.



BEASTS OF VARISIA

Numerous animals unique to the region make Varisia their home. Any druid or ranger native to these lands is familiar with these beasts and might befriend them as animal companions.

Auroch: Powerfully built herd animals that range across the northern Storval Plateau and western hills, aurochs refuse to be mere prey animals. With thick, mottled gray hides and forward-curving horns (reaching 2-1/2 feet in length), adult aurochs often weigh well over a ton. Aurochs have the same statistics as an advanced 7 HD bison.

Cindersnake: These giant red-patterned vipers hide amid the crags and fine silt of the Cinderlands, crippling prey with a painful, burning venom. Cindersnakes have the same statistics as Medium vipers.

Donkey Rat: Snowy white rodents the size of small dogs (in some places known as capybaras or giant guinea pigs), the donkey rats native to Varisia's coast are popular pets (and meals) throughout the southern lands. Donkey rats have the same statistics as dire rats (without the disease ability) and are CR 1/4.

Fire Pelt: These black-and-red-furred mountain lions stalk much of northwestern Varisia. The color of their pelts changes from predominantly black to a range of autumnal colors with the seasons. Fire pelts have the same statistics as leopards.

Giant Lizard: Geckos the size of ponies prowl the moist sea cliffs and forests of southern Varisia, feasting on rodents, giant insects, and even the occasional goblin (see *Pathfinder* #1). Upon the Storval Plateau, aggressive horned spirestalker lizards hide among rocky outcroppings and fearlessly attack anything that comes in sight.

Storm Roc: Proud raptors with wings the color of thunderheads and crownlike crests of tousled feathers, storm rocs are said to live for hundreds of years and eventually grow to the size of the true rocs. Storm rocs have the same statistics as eagles.



CLERICS

Worldly hunters of Erastil, mindful priests of Irori, seductive followers of Calistria, and marauding fanatics of Rovagug: the faithful of nearly every religion known to Golarion are found in Varisia. While the rare temple might appear in the villages and cities of the southern lands, religion most often comes to the people informally, either in the hearts of devoted worshipers or in the words of wandering ministers. Pious towns too small to host multiple temples often build communal places of worship dedicated to deities of local importance.

DEITIES OF GOLARION

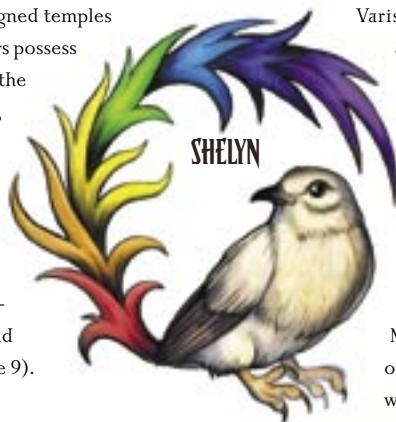
Deity	AL	Portfolios	Domains	Favored Weapon
Erastil	LG	God of farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	Goddess of valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Torag	LG	God of the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Sarenrae	NG	Goddess of the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	Goddess of beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Desna	CG	Goddess of dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	starknife
Cayden Cailean	CG	God of freedom, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Abadar	LN	God of cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	crossbow
Irori	LN	God of history, knowledge, self-perfection	Healing, Knowledge, Law, Strength, Rune	unarmed strike
Gozreh	N	God of nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Pharasma	N	Goddess of fate, death, prophecy, birth	Death, Knowledge, Healing, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, Water	greatsword
Calistria	CN	Goddess of trickery, lust, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Asmodeus	LE	God of tyranny, slavery, pride, contracts	Evil, Fire, Law, Magic, Trickery	mace
Zon-Kuthon	LE	God of envy, pain, darkness, loss	Darkness, Death, Destruction, Evil, Law	spiked chain
Urgathoa	NE	Goddess of gluttony, disease, undeath	Death, Evil, Magic, Strength, War	scythe
Norgorber	NE	God of greed, secrets, poison, murder	Charm, Death, Evil, Knowledge, Trickery	short sword
Lamashtu	CE	Goddess of madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Rovagug	CE	God of wrath, disaster, destruction	Chaos, Evil, Destruction, Weather, War	greataxe

Beyond the typically good- and neutral-aligned temples of the south, the region's Varisian wanderers possess a strong traditional belief in Desna, while the Shoanti revere abstract powers of nature, their ancestors, and tribal totems. Many of the monstrous races of Varisia perform blood sacrifices in the names of Lamashtu and Rovagug.

The civilized peoples of Varisia most commonly worship one of six deities: Abadar, Desna, Erastil, Gozreh, Sarenrae, and Shelyn (see Faiths of Varisia sidebar on page 9).

DRUIDS

Defenders of nature wage a subtle war in Varisia. For decades, outsiders have come to plunder the land of her wild treasures and take advantage of the native races. The druids of Varisia have ever fought to confound such efforts. Among the Shoanti—already fierce protectors of the land—some follow the path of the druid, using their magic to aid their people and live at peace with nature. Within the Mierani Forest, the region's eldest druidic circle works to overcome the malady that afflicts the heart of that wilderness. Small communities and individuals guard many other natural holdfasts, with the druids of the Churlwood, Sanos Forest, Mushfens, and Stony Mountains being the most active. Beyond these groups, many of Varisia's druids are, in fact, strangers themselves, natives of other lands or agents of larger druidic circles who view Varisia as spoils and deserving of protection.



Varisia's druids are keenly sympathetic to the moods and whims of the land. To assist them, most local druids befriend creatures native to the region, typically beasts of the vast forests and hills, dire animals of the mountains and plateau, or the numerous indigenous creatures unknown beyond Varisia's border mountains (see sidebar).

FIGHTERS

Many live and die by the blade in Varisia, and numerous breeds of warrior do battle upon its soil. The warrior tribes of the Shoanti teach their children the basics of the hammer and sling, giving them the knowledge to hunt for and defend their tribe. Savage raiders from the Hold of Belkzen prove their prowess through their scars, raiding and fighting in the Warpits of Urglin for the love of bloodshed. The Mierani elves cultivate their people's ancient skill with bows and long blades to defend their forest homes. In Janderhoff, wall wardens heft the axes of their fathers and wear armor as thick as fortress walls to guard their mines and forges. The pirates of Riddleport clash their rapiers against the axes of raiders from the Lands of the Linnorm Kings. Lone sheriffs and constables keep the peace in numerous southern communities, while the soldiers of Magnimar and Korvosa ever seek to spread the colors of their city-states. And wherever there is such need, mercenaries and adventurers sell their swords to anyone with the coin to pay.

