Curse of the Crimson Throne



Pathfinder™ Player's Guide


Edge of Anarchy
Point of Interest
Eels End
Old Korvosa
North Bridge
North Point
Thief Camp
Acadamae
All the Worlds Meat
The Heights
Trinias Flat
The Old Fishery
Jeggare River
N
Castle Korvosa
East Shore
Zellara's Home
Citadel Volshyenek
Blessbourn Road
High Bridge
Gray
South Shore
Jeggare Isle
The Dead Warrens
TROSKER EP SCYRK
City of Korvosa
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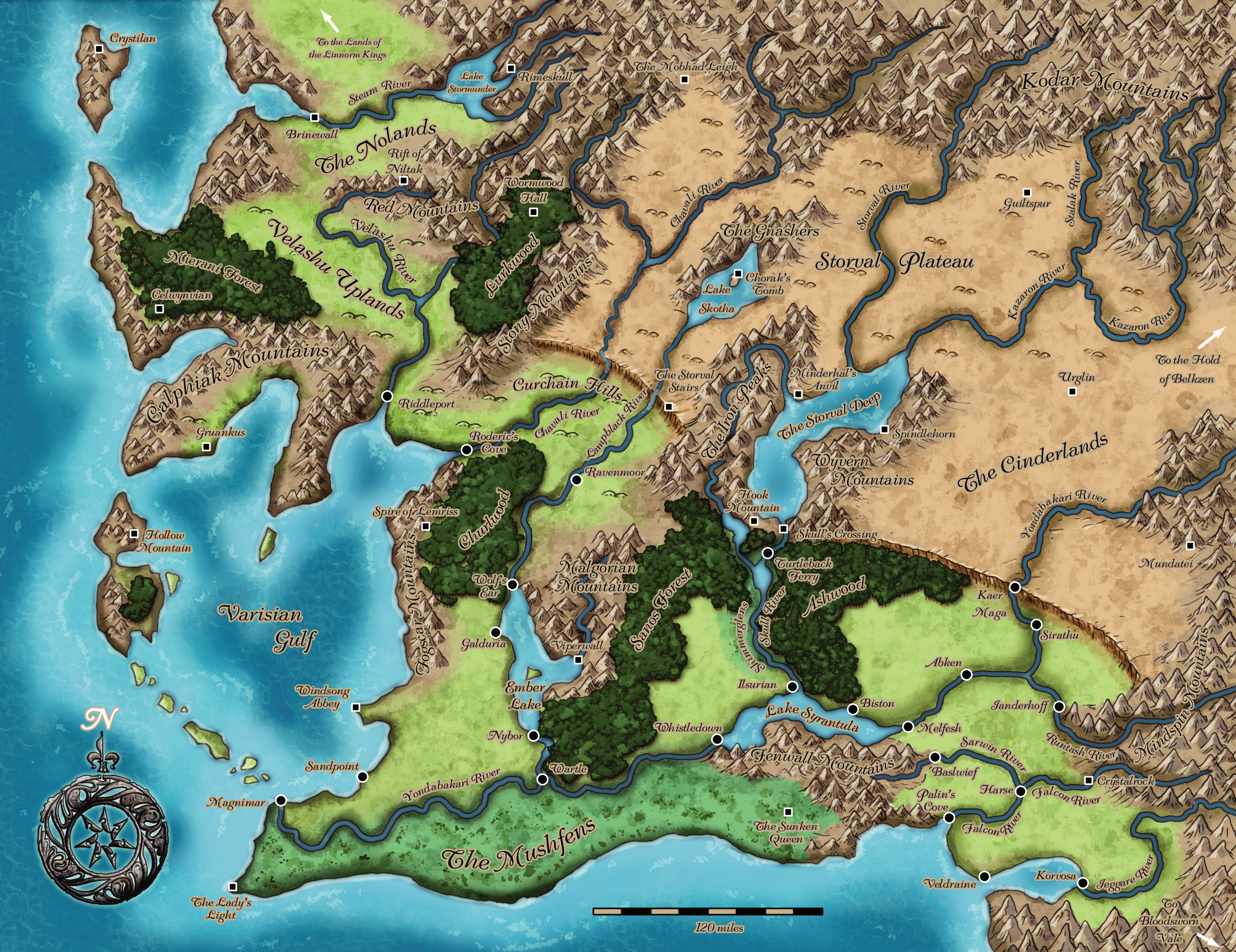
Crystilan
To the Lands of the Linnorm Kings
Lake Stormunder
Rimeskull
The Mobhad Leigh
Kodar Mountains
Steam River
Brinewall
The Nolands
Rift of Niltak
Wormwood Hall
Red Mountains
Velashu River
Velashu Uplands
Gurkwood
Stony Mountains
Chavali River
Storval River
Stalak River
Guiltspur
The Gnashers
Storval Plateau
Chorak's Tomb
Lake Skotha
Kazaron River
Kazaron River
Mierani Forest
Celwynvian
Calphiak Mountains
Curchain Hills
Riddleport
The Storval Stairs
The Iron Peaks
Minderhal's Anvil
Urglin
To the Hold of Belkzen
Gruankus
Roderic's Cove
Chavali River
Lampblack River
Ravenmoor
The Storval Deep
Spindlehorn
Wyvern Mountains
The Cinderlands
Hook Mountain
Skull's Crossing
Yondabakari River
Spire of Lemriss
Churlwood
Hollow Mountain
Fogscar Mountains
Malgorian Mountains
Turtleback Ferry
Mundatei
Wolf's Ear
Sanos Forest
Ashwood
Kaer Maga
Varisian Gulf
Galduria
Viperwall
Shimmerglens
Skull River
Sirathu
Abken
Windsong Abbey
Ember Lake
Ilsurian
Biston
Janderhoff
Lake Syrantula
Whistledown
Nybor
Melfesh
Mindspin Mountains
Sarwin River
Runtash River
Fenwall Mountains
Baslwief
Crystalrock
Sandpoint
Wartle
Harse
Falcon River
Yondabakari River
Palin's Cove
Magnimar
The Sunken Queen
Falcon River
The Mushfens
Veldraine
Korvosa
Jeggare River
The Lady's Light
120 miles
To Bloodsworn Vale
N

Pathfinder™

Curse of the Crimson Throne
Player's Guide

by James Jacobs and Mike McArtor

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The "Curse of the Crimson Throne Player's Guide" introduces new players to the city of Korvosa, setting for the second *Pathfinder Chronicles*™ Adventure Path. This Player's Guide is compliant with the Open Game License (OGL) and is suitable for use with the world's most popular fantasy roleplaying game. The OGL can be found on page 16 of this product.

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"Not only couldn't I imagine living anywhere else—I simply wouldn't. I'm a good man, a faithful husband, a loving father, and a responsible citizen. What I do has a purpose—and that purpose is to keep Korvosa safe. It might not be a glamorous job, but it's as important as anything else. So if you're looking for trouble, might I suggest Magnimar or Kaer Maga? You'll save yourself some hard labor and me a lot of paperwork if you do."

—Captain Tevigant Bereskan, Korvosan Guard, South Shore Garrison



WELCOME TO KORVOSA

Korvosa has long stood as the first bastion of civilization on the wild frontier of Varisia. Yet tragedy seems to haunt the city's royal bloodline. Few of her rulers rule for long, and none have lived to a ripe old age, dying instead well before their time. Heirs to the throne are few and far between—in its 300-year history, no king of Korvosa has directly inherited the Crimson Throne from his father. This is the source of much gossip and tale-spinning among the city's citizens, who speak in hushed tones of what they have come to call the Curse of the Crimson Throne.

HOW TO USE THIS GUIDE

Aside from introducing the Curse of the Crimson Throne Adventure Path, this guide is intended to aid players in the creation of characters native to the city. The information presented herein is common knowledge, especially to characters who call Korvosa home. This guide is organized to familiarize you first with this city. A map of Korvosa appears on the inside front cover of this book, while a map of Varisia appears on the inside back cover. Within the following pages, you'll find a gazetteer of Korvosa as well as notes on character races, classes, and equipment as they apply to the city.

The last section of this book introduces the background trait concept. This Adventure Path begins with the assumption that all new characters share one thing in common: they've been wronged in some manner by a local crimelord named Gaedren Lamm. Pick one of the traits that matches your character, and you'll not only have a built-in reason to join forces with the other PCs in your group, but you'll also get a nice bonus that'll help you along your way in the ordeals to come! Most of these traits assume that your character spent a significant portion of his childhood in Korvosa, although a few of them allow for more widely-traveled characters. For the most part, though, Curse of the Crimson Throne works best with PCs who are natives to Korvosa.

If this guide whets your appetite for more information about Korvosa, be sure to check out the *Guide to Korvosa*, a 64-page book that explores the city in detail. Beyond that, the *Pathfinder* website (**paizo.com/pathfinder**) and each subsequent volume of *Pathfinder* will reveal more information about this fantastic city and the world around it, as well as new options for players to further immerse themselves in the ongoing adventures. Rest assured, this guide is merely the first step, and your adventures in Korvosa are just beginning!

"Why do I live here? Why live in the most regimented, law-abiding, oppressive city this side of Bloodsworn Vale? Answer's simple, mate. With the Sable Company flapping around in the clouds, Hellknights stomping around on the streets, and the Korvosan Guard caught between them, no one knows who's got jurisdiction over what. You just gotta know when to hide and know when to bribe. Now, you wanna buy this magic dagger or not?"

—Corb "Birdtongue" Meever, Cerulean Society Fence

KORVOSA



Like the people of any other city, Korvosans concern themselves more with the day-to-day particulars of living than with politics, history, or macroeconomics. Still, Korvosa has a few particular nuances that make it and its citizens unique. The following overview only begins to touch on what it means to be a Korvosan.

At its height, just before the death of Aroden and the departure of the separatists who founded Magnimar, Korvosa just topped 23,000 inhabitants. It lost nearly 10,000 to the resulting chaos of the time, but in the last century it regained half that many. As a result of its rapid contraction and slow re-expansion, many of the affluent sections of Korvosa remain underpopulated. With the buildings it has and the area it covers, Korvosa could comfortably fill out to a true metropolis.

The dichotomy of Korvosa's underpopulated affluent wards with overcrowded Old Korvosa highlights the city's greatest failing: the vast gulf of separation between its wealthy, powerful elite and its dreadfully impoverished poor. This gulf between social classes colors the development of the city and led to the creation of some of the features unique to Korvosa.

Those who live in Korvosa respect and admire ostentatious displays of wealth, power, or knowledge. They consider confidence and competence the greatest of assets, and they deride or heckle those who display weakness, indecisiveness, or inability. Korvosans are quick to judge and slow to forgive.

In addition to power, Korvosans love predictability. Korvosans like to regulate their lives, creating strict regimens for themselves that they slavishly follow. Upsetting a Korvosan's routine can ruin his entire day and likely makes him angry. To this end, Korvosa strictly enforces its laws (which often have harsh punishments far in excess of the law codes of other non-evil governments) and rewards those who play by the rules. That said, Korvosa also recognizes that not everyone plays by the same rules, so it compensates by applying regulations to nonviolent criminals in the form of vice taxes and official recognition of the city's single thieves' guild.

By charter amendment, Korvosa does not allow merchants, laborers, or tradesmen to form guilds. Most workers within the city are self-employed or work for a master to whom they were apprenticed in their youths.

The city relies on these cottage industries and the skilled workers who make them profitable, so naturally it has one entire volume of laws and regulations devoted to the protection and rights of workers. And thanks to the Korvosan drive to succeed, the city's merchants do well for themselves.

CITY DISTRICTS

The city of Korvosa wears its Chelaxian heritage proudly on every building, tower, and rooftop. As the oldest human settlement in Varisia (a claim frequently challenged by Kaer Maga), Korvosa considers itself the founding seat of civilization in an otherwise lawless region. Thanks to it and the spread of its people, Varisia has become a relatively safe place to live.

Korvosa sits at the end of Conqueror's Bay, where the Jeggare River meets the sea. The city fills the spit of land formed by two sharp turns in the river, covers Endrin Isle (which splits the river at its mouth), and spreads to a few outlying areas on the far shore of the Jeggare. It stands on two hills: Garrison Hill on Endrin Isle and Citadel Hill on the mainland. The Narrows of Saint Alika separates Endrin Isle from the shore.



The city is divided into seven districts, many of which are further subdivided into wards.

East Shore: The only district beyond the channel of the Jeggare River, East Shore is home to a handful of noble houses closely tied to the military of the city, as well as the struggling Theumanexus College.

Gray: Unlike all other districts in Korvosa, Gray's residents generally keep to themselves and are well behaved. Of course, most of Gray's residents are dead. The only living creatures who reside in Gray belong to the church of Pharasma and live within the temple.

Heights: Standing atop Citadel Hill, the Heights District has a commanding view of the rest of the city, which its residents look down on—both figuratively and literally. Nearly all of Korvosa's power players reside in the Heights, including the monarchy.

Midland: When most people think of Korvosa, they think of the cosmopolitan and friendly district of Midland. As the home district of both the Korvosan Guard and Sable Company, Midland has the smallest number of gangs and gang battles in the city—although the thieves' guild does a brisk trade in the district thanks to the disproportionately high number of merchants, shops, and other commercial and financial concerns.

North Point: The first section of the mainland settled by the descendants of the city's Chelish founders was Mainshore, at the northwestern tip of mainland Korvosa. That ward houses many of the city's oldest non-noble families. The greater district of North Point covers the entire northern end of the city and holds Korvosa's seat of municipal power (City Hall), the city's courthouse (Longacre Building), and the Bank of Abadar.

Old Korvosa: As its name implies, Old Korvosa is old. It covers all of Endrin Isle, most of which is covered by Garrison Hill. Atop Garrison Hill stands the stone wall of Fort Korvosa, while the imposing black-marble Palace Arkona dominates the northwest corner of the island.

South Shore: The newest district, South Shore became a part of Korvosa only a quarter-century ago. It contains the Pantheon of Many, a massive temple dedicated to most of Avistan's most popular deities. South Shore's population consists mainly of the city's *nouveau riche* hoping to escape the cramped conditions found elsewhere in the city.

IMPORTANT LOCATIONS

Five major landmarks give Korvosa a distinctive skyline: the ancient and massive structures of Castle Korvosa, Pillar Wall, and Gatefoot, as well as the more practically sized Great Tower and Hall of Summoning, which have stood for less than 50 years. In addition to these landmarks, several locations unique to the city bear mention.

The Acadamae: Shrouded in secrecy, the campus's 30-foot-high walls only barely conceal the grand Hall of Summoning. Visitors and residents cannot hope to ignore the presence of the Acadamae, and since very few people unconnected with the college know what happens within it, the place births abundant (and sometimes ludicrous) rumors.

Castle Korvosa: The centerpiece of the city, Castle Korvosa towers over the Heights. Multiple lord magistrates, seneschals, and monarchs have added to the castle over the past three centuries. As such, despite a relatively consistent neo-Chelaxian styling, the castle's main towers and interior buildings are crammed together haphazardly.

The Shingles: Permanent and semi-permanent homes, roads, and safehouses appear on roofs throughout the most crowded parts of the city. These rooftop communities and the pathways that connect them are collectively known as the Shingles.

The Vaults: Most cities have sewers. Some can even claim dungeons beneath them. Yet few have as complex a system of subterranean tunnels quite like the Vaults of Korvosa. Modern Korvosa stands atop the remains of at least two other civilizations and integrates both of them in its design.

Military

Three military groups police and protect Korvosa: the Korvosan Guard, the Order of the Nail Hellknights, and the Sable Company. Each one focuses its efforts in different areas and interacts with the monarchy in its own unique way.

The Korvosan Guard serves the city of Korvosa first, the government second, and the church of Abadar third. It works closely with the city leaders and the high priest of Abadar to maintain order in the city, acting most often like a police force but turning into a military organization whenever the city is threatened by external forces.



The Sable Company does not answer to the king of Korvosa, but rather to the seneschal of Castle Korvosa. These hippogriff-riding marines defend the skies and waters of Korvosa and provide aerial and amphibious support to Korvosan Guard operations.

Hellknights are fanatics of law, adhering only to their harsh, Cheliax-born vision of order and their own unyielding sense of honor. Like most Hellknights, those of the Order of the Nail believe themselves to be above morality, caring only for the establishment of righteous order at all costs.

The Underground

The Cerulean Society is Korvosa's thieves' guild, and it monitors, controls, or influences almost all illegal activities of any noticeable size in the city. More than a dozen gangs work the streets, Vaults, and Shingles of Korvosa, but most of them answer in some way to the Cerulean Society (or else do not survive long). Hastily hushed rumors put one of the noble houses as the de facto leadership behind the thieves' guild.

Korvosa's History

Conflict, misery, and division define the history of Korvosa. Founded as an island fortress at the edge of a hostile and untamed land, Korvosa evolved over time into a bustling and energetic trade center. Several distinct periods define the history of Korvosa from its blood-splattered founding to its current turmoil.

Before the city's founding, the site on which Korvosa stands was sacred to the Shoanti, although most have forgotten why. They knew only that the large pyramid atop the hill at the mouth of the river was to be guarded at all costs and that no one was ever to enter it. For hundreds of years, they kept this promise.

In 4407 AR, Field Marshal Jakthion Korvosa rescued an abandoned group of Chelish marines trapped on a hostile island and founded Fort Korvosa. The settlement acted as a strong defensive position and trading post for settlers, pioneers, trappers, and explorers in the area. After much of the settlement burned during a Shoanti raid (an event known as the Great Fire), an influx of Chelish gold and tradesmen strengthened the settlement's defenses and allowed its residents to move onto the mainland.

An ill-fated insult against a very prominent Korvosan noble family sparked the Cousins' War, in 4502 AR. The war ended Korvosa's role as a military outpost and—with a further influx of Chelish nobility—made the settlement into a true colony.

A period of great wealth followed, leading to a steady increase in size.

Korvosa's prosperity came crashing down in 4606 AR, when the unexpected death of Aroden kicked off a civil war in Imperial Cheliax. Cut off from its homeland without a word, Korvosa survived these dark times. Today, the city prospers again, thanks to (or in some cases, despite) its self-appointed royalty.

The People of Korvosa

Buildings, infrastructure, and politics make a city livable (or intolerable, in some cases), but the people who live in a place truly make it a city.

Barely more powerful than the lord magistrates who preceded them, the monarchs of Korvosa must share power with the strict governmental entities existant at the founding of the monarchy. The command King Erodred II exerts over the city is constantly checked by the arbiters, magistrates, and

NEW FEAT: SABLE COMPANY MARINE

You graduated from the elite hippogriff-riding school of the Endrin Military Academy. Not only can you ride a hippogriff with great skill, but you may also bond with one.

Prerequisite: Ranger level 4th.

Benefit: You gain a hippogriff as your animal companion. You gain a +2 bonus on Ride checks made while riding your hippogriff animal companion. Whenever you are within 20 feet of your hippogriff, it gains a +2 bonus on saving throws made against fear effects.

NEW FEAT: SHINGLE RUNNER

As a child, you spent a lot of time in the Shingles, the interconnected rooftops that span much of Korvosa. You are particularly adept at climbing, jumping, and avoiding falls.

Prerequisites: Dex 13, Acrobatic

Benefit: You gain a +2 bonus on Climb and Jump checks, and may take 10 on Climb checks even when distracted. If you fall, you automatically reduce the damage taken by the fall by one die, as if you had fallen 10 less feet. This reduction in damage stacks with the Jump and Tumble checks to further reduce falling damage.

nobles, the city's most politically powerful groups. More than judges, the arbiters not only determine the guilt or innocence of defendants in a court of law, but also have legislative oversight. No one exactly knows what the 23 magistrates or their staffs do, but most Korvosans suspect the entire purpose of city hall is to waste the time and money of the city's people. Finally, two overlapping divisions define Korvosa's aristocracy: the five most powerful families bear the coveted title of Great Houses, giving their members special privileges within the city, and 21 noble houses make up the Dock Families, allowing them to charge berthing fees on one or more docks in the city.

NOTABLE KORVOSANS

Listed here are many of Korvosa's most well-known names, be they famous or infamous.

The Government

Korvosa's government is split into three groups. The arbiters serve as judges, trying criminal cases and settling civil disputes. The magistrates handle the day-to-day bureaucracy of city management. And the monarchy serves as Korvosa's diplomats and defenders.

Cressida Kroft: The current leader of the Korvosan Guard, Field Marshal Cressida Kroft is an even-tempered woman whose practice of openly encouraging adventurers and mercenaries to aid the Guard in the city's defense has earned her some unfair criticism by the city's elite.

Eodred Arabasti II: The King of Korvosa is a man whose spendthrift ways are moderated somewhat by the numerous good works he has spearheaded.

Ileosa Arabasti: Queen of Korvosa, Ileosa is barely a third the age of her husband. Rumors say that she holds much of Korvosa in contempt, and that she seduced the king into marrying her simply to advance her own wealth and riches.

Garrick Tann: Often called "the most hated man in Korvosa," Garrick Tann is the Magistrate of Commerce, the man who oversees the collection of taxes in the city.

Lolia Perenne: Once a priest of Abadar, the current Magistrate of Regulation is tasked with the maintenance of weights and measurements—much of her office's time is spent seeking out faulty scales, shaved coins, and other attempts by merchants and customers to cheat one another.

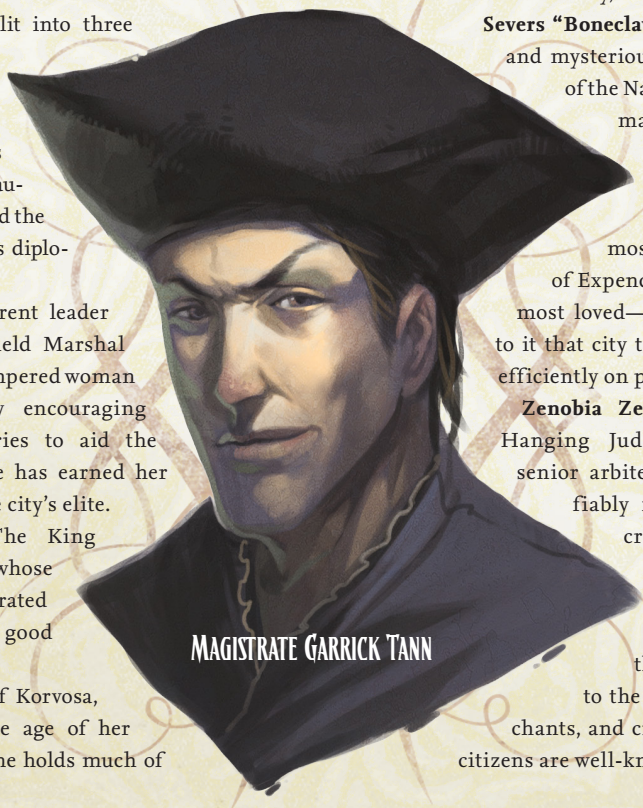
Marcus Thalassinus Endrin: Commandant Endrin is the current leader of the Sable Company, a man whose dedication to tradition and honor sometimes blinds him to what might be best for his own career.

Neolandus Kalepopolis: The seneschal of Castle Korvosa, Neolandus Kalepopolis commands the defenses of the castle itself, and is regarded as the second most powerful individual in the city, behind only King Eodred II.

Severs "Boneclaw" DiVri: The intimidating and mysterious commander of the Order of the Nail, Lictor DiVri is a towering man who rarely leaves his post at Citadel Vraid.

Syl Gar: If Garrick Tann is one of Korvosa's most hated officials, Magistrate of Expenditures Syl Gar is one of the most loved—his responsibility is to see to it that city taxes are spent properly and efficiently on public works.

Zenobia Zenderholm: Known as the Hanging Judge, Zenobia is Korvosa's senior arbiter. Her reputation is justifiably fearsome among Korvosa's criminals.



MAGISTRATE GARRICK TANN

Citizens of Note

From the lofty perches of the city's aristocracy down to the market's entertainers, merchants, and criminals, many of Korvosa's citizens are well-known figures.



Archbanker Darb Tuttle



Blackjack: One of the city's most beloved and reviled heroes, Blackjack is more of a symbol than anything else—a legendary masked hero who has fought for Korvosa's downtrodden for hundreds of years.

Boule: The guildmaster of the Cerulean Society, Korvosa's thieves' guild, Boule is feared by many and respected by few.

Darb Tuttle: The Archbanker of the Church of Abadar, Darb Tuttle is one of Korvosa's most powerful clerics.

Devargo Barvassi: Known to some as the "King of Spiders," Devargo runs Eel's End, a collection of ships that double as a brothel, drug den, and gambling hall.

Glorio Arkona: The patriarch of one of Korvosa's most powerful noble families, it is rumored Glorio has ties to most, if not all, of Korvosa's criminal underworld.

Keppira d'Bear: The Bishop of the cathedral of Pharasma, Keppira's stewardship over the city's Gray District has kept the presence of undead at an all-time low.

Pilts Swastel: Pilts owns and runs Old Korvosa's Exemplary Execrables, a playhouse that caters to those seeking perverse and morally-questionable entertainment.

Sabina Merrin: Many rumors surround Queen Ileosa's bodyguard, not the least of which is that she and the queen are secretly lovers, yet none can deny this imposing woman's loyalty to the crown.

Toff Ornelos: The Acadamae is the most prestigious school of magic in Varisia, and as its headmaster, Toff is one of the region's most respected and powerful wizards.

Vencarlo Orisini: Owner of the renowned Orisini Academy fighting school, Vencarlo's outspoken disdain for Korvosa's government has earned him trouble on several occasions.

Golarion's Calendar

Time travels on Golarion much as it does here on our own Earth. Sixty seconds form a minute, sixty minutes create an hour, and twenty-four hours make a day. The people of Golarion measure time much like we do as well, with seven days to a week and twelve 30-day months to a year. Years are marked since the founding of the last great empire by Aroden, the Last Man. Although the empire has collapsed, its calendar remains in use to this day. At the start of Curse of the Crimson Throne, the date is 4708 AR (Absalom Reckoning).

Days of the Week

The days of the week are as follows. Each day has a general purpose that most people in the Inner Sea region follow.

Moonday	Work, religion [night]
Toilday	Work
Wealday	Work
Oathday	Work, pacts signed, oaths sworn
Fireday	Work
Starday	Work
Sunday	Rest, religion

Months

The months in Golarion correspond to our own, with each new year starting shortly after the solstice. Each month is etymologically tied to a specific god—residents of Golarion see the gods reflected in the changing of the seasons, and their names for the months reflect this.

Abadius (January)	Erastus (July)
Calistril (February)	Arodus (August)
Pharast (March)	Rova (September)
Gozran (April)	Lamashan (October)
Desnus (May)	Neth (November)
Sarenith (June)	Kuthona (December)

ADVENTURERS

KORVOSAN ADVENTURERS

Korvosa is a cosmopolitan place. Wizards brush shoulders with barbarians in the city markets, fighters and monks work as guards and mercenaries, rogues and paladins vie for time among the city's elite, and it's even said that a sect of renegade druids operates in some of the waterfront districts. Yet with this diversity comes conflict—not every person in Korvosa is as welcoming as the next.

For additional information about the races and classes as they function in Varisia, consult the *Rise of the Runelords Player's Guide*. The following information supplements that, and gives particular details about how these staples of the game function in the city that serves as Curse of the Crimson Throne's foundation.

RACES

Look at any cross-section of the city's population and you will find that for every 10 inhabitants you see, 9 are human. Humans dominate the city in every way, and comprise an overwhelming majority of the population. Yet humans are not the only denizens of Korvosa, as any visitor soon comes to learn.

Humans

Most of Korvosa's citizens are the descendants of the original settlers from Cheliax, although today, only a very small number are Chelish natives. Most of Korvosa's humans are native-born, and while they don't share the indigenous Varisian's swarthy complexion or traditions, they are just as much of Varisia. A vocal subset of traditionalists preach for a return to Chelish values, yet the standard citizen of Korvosa is more concerned with practical matters like family and wealth than politics.

The largest ethnic minority in the city, pure-blooded Varisians, barely represent one human in 10, although more than half of the city's population possesses some Varisian blood. Many of Korvosa's traditionalists consider pureblood Varisians little more than brightly dressed thieves and murderers, and prejudice against the group sometimes flairs into ugly lynchings or quasi-legal evictions from homes.

Despite their proximity to Korvosa and the area's importance to their folklore, a surprisingly small number of Shoanti live in the city. Part of this owes to the constant wars between the Shoanti and the ethnic Chelaxians that continue even to this day and that color the perceptions and prejudices of both peoples. Another reason comes from Shoanti cultural tradition: as a semi-nomadic people, they have little interest in permanent settlements.



Dwarves

Because of their contracts with the city and the noble houses, dwarven merchants from Janderhoff always have buyers lined up for their wares. Once their contracted buyers choose the wares they want, the dwarves sell the rest in Gold Market (in Midland). The remainder of their goods, particularly magical weapons and armor, they sell in the Dock Trade (in North Point). Dwarven brokers exist in all of the city's major markets, and dwarves in general are often held to be the most reputable and honorable of the city's merchants and tradesmen.

Elves

Almost as rare as druids in Korvosa, most of the elven citizens of the city originally hail from the Mierani Forest. The leader among these elves, Perishial Kalissreavil, serves as the Mierani ambassador. He and a handful of his aides and family members have lived peacefully within the city for as long as the city has existed. A small enclave specifically built for the elves exists in South Shore, where they often serve as scholars, sages, and advisors for those who would seek magical or natural advice.

Gnomes

These small descendants of the fey possess magic abilities far exceeding their size. This natural inclination toward magic attracts the attention of the power-hungry and reputation-minded Acadamae. As such, most of the gnomes in Korvosa have plans to attend this magical school, or are

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, Rune, Strength	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, Healing, Knowledge, Repose, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, War	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, Destruction, Evil, War, Weather	greataxe

dropouts who found the methods taught there distasteful. Outside of the Acadamae, gnomes live as gnomes do, clumsily attempting to emulate the larger races and acting as menaces not to be ignored.

Halflings

In order to maximize its profits gained from ship-borne cargo, House Leroung began the practice of hiring halfling sailors (the house also experimented with gnome sailors, but that ended poorly). Halflings require less than half as much space and food, so House Leroung reasoned it could use that extra space for additional cargo. The other houses (with the pointed exception of House Arkona) bought these halfling-sized ships from Leroung and filled their crews with halfling sailors. Today, nearly half the ships that belong to the city's elite are sized for and crewed by halflings.

Half-Elves

Bored young women of the human noble families occasionally approach the Mierani enclave looking for an adventurous rendezvous with someone exotic and beautiful. Rather lustful himself, Perishial welcomes these trysts with bemused pleasure and claims each one strengthens the bonds between Korvosa and the Mierani elves. In his years as diplomat, Perishial has fathered countless half-elf offspring in this way, while the male members of his entourage have collectively contributed to dozens more. Half-elves in Korvosa are thus generally looked upon as unfortunates at best, or untrustworthy bastards at worst.

Half-Orcs

Many Shoanti live in close proximity to the orcs of Belkzen, resulting in an almost constant state of battle between the two groups. These battles sometimes grow exceedingly personal, resulting in the occasional half-orc. Few of these half-orcs survive to adulthood, and fewer still live among their human cousins, but despite that, a handful of half-orcs make their homes in Korvosa. Except for a bouncer at the Posh and Turtle, a bodyguard for Eliasia Leroung, and a few other notables, most half-orcs live in Old Korvosa.

CLASSES

As the largest city in Varisia, Korvosa has a little something for everyone. Further, there seems to come a point in every Varisian's life where something that can only be had in Korvosa demands a trip. As a result, all 11 standard adventuring classes have a certain level of representation in the city—some moreso than others.

Barbarians

Most of Korvosa's barbarians are visitors from Shoanti lands—those few who choose to stay in the city do so usually because they have little other choice, having been exiled or

forced to flee the Cinderlands for various reasons. Barbarians tend to find jobs as bouncers, dockworkers, thugs, or mercenaries for Korvosa's shadier operations, and are generally not welcome in the more affluent sections of the city.

Bards

Bards are well-loved or well-hated in Korvosa—it's tough to maintain a low-profile as a bard here, as the locals enjoy their entertainment almost as much as they enjoy their gossip about entertainers. Several taverns, inns, playhouses, and other establishments provide stable venues for bards. The Marbledome is home to Korvosa's opera (although managed by a tyrant named Valon Palastus), while Korvosa's largest inn, Bard's End, always welcomes traveling entertainers.

Clerics

Although the number of deities worshiped on Golarion is vast, the faiths of twenty deities stand head and shoulders above the others. It's generally possible to find clerics of any of these twenty faiths inside of Korvosa's walls, although in some cases (particularly those of the evil faiths), one might have to look long and hard. Certainly, the church of Abadar has the most strength in Korvosa, for he is not only the god of cities and merchants, but also the patron of the city's guards and protectors. The church of Pharasma tends to Korvosa's dead and maintains an imposing cathedral in the city necropolis. Many of the city's commoners prefer Sarenrae as a patron, and Shelyn has a strong following among the city's artists. A church of Asmodeus brings a bit of uncertainty and fear to religion, although this church's faithful are always careful to operate just on the legal side of the law, with sacrifices provided only on a volunteer basis. Beyond these faiths, the Pantheon of Many represents the majority of the 20 major deities of Golarion—only Gorum, Lamashtu, and Rovagug are not represented here, and even they have their adherents in certain parts of the city.

Druids

Druids are not generally trusted or thought of well by Korvosa's citizens, primarily due to the actions of a cabal of bitter and almost feral druids who frequent the waterfront of West Dock, where they act as nuisances and scoundrels. Even other druids tend to think of this group as troublemakers, and on the few instances where druids do need to visit the city, they keep low profiles. Although the Pantheon of Many doesn't officially recognize the druidic faith, it is always open to visiting druids who seek a quiet, friendly place to meditate.



Fighters

There are ample opportunities for fighters in Korvosa, although none more honorable and prestigious than induction into the city's protectors, the Korvosan Guard. Active members of the Guard barrack at the Endrin Military Academy, but the Guard also maintains a militia of inactive members who are expected to rally in times of need. Fighters can also find employment in countless other areas in Korvosa as private bodyguards, bouncers, or students and teachers in one of the city's many fighting schools.

Monks

Few monks dwell in Korvosa, although many have heard tales of Vudran mystics or martial artists from distant Tian Xia, and of the incredible feats they can accomplish with their bare hands. Although no monastic order is based in Korvosa, there is much to attract a monk's interest in her libraries and churches.

Paladins

Korvosa is an extremely lawful city, but one that isn't as interested, as a general rule, in the purpose of the law as much as its application. If anything, the city government's often impartial stance on matters regarding the law skew the general feel toward

NEW FEAT: CROSSBOW MASTERY

You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal.

Prerequisites: Dex 15, Point Blank Shot, Rapid Reload, Rapid Shot

Benefit: The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

Special: A fighter may select Crossbow Mastery as one of his fighter bonus feats. A ranger may select Crossbow Mastery in place of Manyshot for his improved combat style at 6th level.

NEW FEAT: ACADAMAE GRADUATE

You have passed the grueling Test of Summoning and graduated from the Acadamae.

Prerequisites: Specialist wizard level 1st; cannot have conjuration as a forbidden school.

Benefit: Whenever you cast a prepared arcane spell from the conjuration (summoning) school that takes longer than a standard action to cast, reduce the casting time by one round (to a minimum casting time of one standard action). Casting a spell in this way is taxing and requires a Fortitude save (DC 15 + spell level) to resist becoming fatigued.

evil. As a result, most paladins find Korvosa too stifling a place for them, and they often grow frustrated with the city's overwhelming bureaucracy and willingness to accept things like the Hellknight Order of the Nail or the church of Asmodeus in the city. Most of Korvosa's paladins ally with the church of Abadar and the Korvosan Guard, figuring that to be where they can do the most good.

Rangers

The most prestigious place for rangers in Korvosa is without a doubt the Sable Company. Members of this elite group of hippogriff-riding rangers can often be seen patrolling the skies above Korvosa, and entry into their ranks is difficult. Yet still, many who have grown up in Korvosa carry in their hearts a profound appreciation and awe for these flying guardians, to the extent that even rangers who aren't part of the Sable Company can generally command respect from the citizenry.

Rogues

Despite its fondness for law, Korvosa has a thriving underworld both above and below its streets. Countless gangs of thieves, thugs, and troublemakers rise and fall like the tides in the city's low-rent districts. The Sczarni, a loosely-affiliated extended family of Varisian crimelords, hold sway over many of these gangs and play a large role in the average citizen's poor opinion of the Varisian people. Korvosa's actual thieves' guild is known as the Cerulean Society, although the members of this group are focused primarily on protection rackets and smuggling.

Sorcerers

Most of Korvosa's sorcerers are Varisian, folk who have manifested the spontaneous gift of magic through some quirk of the bloodline. As a general rule, most folk blur the line between sorcerers and Varisians, and as a result sorcerers are often thought of as troublemakers. Certainly, the overwhelming efforts of the Acadamae, which maintains that the use of arcane magic without study and discipline can only lead to disaster, does not help the public opinion on these poorly-understood arcanists.

Wizards

Wizards are well respected in Korvosa, particularly if they can point to proof of training at the Acadamae, one of Korvosa's greatest prides. Certainly the largest and best-staffed wizardly school in Varisia, the prestige and honor of attending the Acadamae has recently begun to equal that of the venerable universities of Cheliax herself. Entrance into the Acadamae is difficult, and the courses taught there are often dangerous, but a wizard who graduates from the Acadamae gains more than a plaque he can hang on his wall. Other wizardly schools exist in Korvosa (notably the Anomanexus College, which unlike the Acadamae teaches non-specialized wizards), but they do so in the Acadame's shadow.



EQUIPMENT



KORVOSAN EQUIPMENT

Adventurers in Korvosa employ a wide variety of weapons, armor, and gear.

Barbarian Chew: The Shoanti make this bitter red chew by drying the leaves of the galtroot, a stunted bush found across the Cinderlands. It increases the duration of barbarian rage by +1 round as the stimulant increases aggressiveness. These effects last for 1 hour.

Doctor's Mask: Often stylized to look like bird masks, a doctor's mask consists of a pair of goggles attached to a wooden or ceramic "beak" that covers the wearer's nose and mouth. This beak can be filled with herbs, perfumes, and spices to aid in preventing the contraction of infectious diseases. While worn, the mask grants a +1 circumstance bonus on Fortitude saves made against airborne toxins and scent-based effects. In Korvosa, it is a minor crime to wear a doctor's mask in public if you are not a healer or physician.

Earth Breaker: These massive hammers, used by Varisia's Shoanti tribes, are common barbarian weapons.

Harrow Deck: This is a traditional fortune-telling deck of cards used by Varisian soothsayers and seers. Some Harrow decks are elaborately illustrated, but most are parchment or paper cards with hand-painted images. Harrow decks are often handed down through generations and treated with utmost care by their users as a result.

Hide Shirt: This light armor is typically made from the hide, bones, and thick scales of giant lizards.

Klar: You can attack an opponent with a klar, using it as an off-hand, martial slashing weapon. For the purpose of attack roll penalties, treat a klar as a light weapon. If you use a klar

EQUIPMENT OF KORVOSA

Item	Cost	Weight
Barbarian chew	15 gp	1 lb.
Doctor's mask	50 gp	2 lb.
Harrow deck	100 gp	—
Perfume, common	1 gp/dose	—
Perfume, exotic	10 gp/dose	—
Scarf, pocketed	8 gp	1/2 lb.
Scarf, reinforced	10 gp	1 lb.
Varisian idol	50 gp	—

Weapons of Korvosa

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Martial Weapons							
Light Melee Weapon							
Starknife	24 gp	1d3	1d4	×3	20 ft.	3 lb.	Piercing
One-Handed Melee Weapon							
Klar	12 gp	1d4	1d6	×2	—	6 lb.	Slashing
Two-Handed Melee Weapon							
Earth breaker	40 gp	1d10	2d6	×3	—	14 lb.	Bludgeoning
Exotic Weapons							
Light Melee Weapon							
Sawtooth sabre	35 gp	1d6	1d8	19–20/×2	—	2 lb.	Slashing
Two-Handed Melee Weapon							
Scarf, bladed*	12 gp	1d3	1d6	19–20/×2	—	2 lb.	Slashing
Ranged Weapons							
Shoanti bola	15 gp	1d3	1d4	×2	10 ft.	2 lb.	Bludgeoning and piercing

*Reach Weapon

Armor of Korvosa

	Armor Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed— (30 ft.)	(20 ft.)	Weight
Light Armor								
Hide shirt	90 gp	+4	+4	–3	20%	30 ft.	20 ft.	25 lb.
Shield								
Klar	12 gp	+1	—	–1	5%	—	—	6 lb.

* Reach weapon.

to make an attack, you lose its AC bonus until your next action (usually until the next round). Both segments of a klar can be enhanced separately. An enhancement bonus on the shield does not improve the effectiveness of the blade and vice versa.

Perfume/Cologne: Perfume and cologne are common accessories for those who hope to avoid offending through scent. More expensive, exotic scents are available for sale in finer quarters of the city. Exotic perfumes and colognes are typically sold in vials containing 10 applications, with a single dose lasting for 24 hours during, which its wearer gains a +2 circumstance bonus on Diplomacy checks.

Sawtooth Sabre: The signature weapons of the notorious assassins' guild known as the Red Mantis, sawtooth sabres are cruel but efficient weapons. Their curved, serrated blades are capable of making deep wounds and in the hands of a skilled user are treated as light weapons. A character without Exotic Weapon Proficiency (sawtooth sabre) can wield one of these weapons as a longsword.

Bladed Scarf: A bladed scarf is a reach weapon, so you can strike opponents 10 feet away with it. It can also be used against an adjacent foe. You can make trip attacks with a bladed scarf. If you are proficient with a bladed scarf, you deal 1d4 points of slashing damage to any creature who makes a successful grapple check against you. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with a bladed scarf sized for you, even though it isn't a light weapon for you.

Pocketed Scarf: This scarf grants you a +4 bonus on Sleight of Hand checks made to hide objects on your body.

Reinforced Scarf: Useful as a length of chain or manacles, this 8-foot-long scarf is reinforced with fine chain links and metal plates. A reinforced scarf has hardness 10 and 4 hit points. It can be burst with a DC 24 Strength check.

Shoanti Bola: The Shoanti often use special bolas carved from bones and weighted with stones. These bolas function as standard bolas but deal lethal damage rather than nonlethal damage. Most Shoanti bolas can also function as bullroarers—tiny holes carved in the weights cause them to emit a mournful keening sound when spun.

Starknife: This weapon has long served the church of Desna as a holy weapon. A wielder can stab with the starknife or throw it like a chakram.

Varisian Idol: These depictions of forgotten spirits can be used to augment summoning magic. If used as an additional material component for any *summon monster* or *summon nature's ally* spell, the summoned creature has an additional +2 hit points per Hit Die.

TRAITS

THE TIE THAT BINDS

Korvosa, like any city, has its share of undesirables. Cutpurses, thugs, thieves, burglars, assassins, and lowlifes of every sort can be found in waterfront slums, creeping in the sewers, or hiding in the tangled Shingles above. The Korvosan Guard does what it can to keep the city's criminals from causing too much harm, but the cold reality is that they will always outnumber the law. And that means some crimes go unpunished and some criminals see great success.

Worst of these, perhaps, are the city's crimelords. Dozens of them operate in Korvosa at any one time, from the sinister leader of the Red Mantis assassins all the way down to the Varisian Sczarni thugs who preside over a gang of a half-dozen friends and cousins. These minor crimelords are often, ironically, the ones who do the most damage to Korvosa's law-abiding citizens, as larger organizations have little need to bother commoners. One such undesirable is Gaedren Lamm, a despicable low-life who missed his chance at being somebody big in Korvosa's murky underworld. Well past his prime, the decrepit thief abducts orphans and forces them to support his despicable lifestyle with petty crime. Many of Korvosa's lower class have had dealings with Lamm, and even a few of the city's middle class and nobility have had their lives complicated by this foul old man. Yet no matter what he does, he always seems to slip away from the guards and avoid answering for his crimes.

Gaedren Lamm's luck is about to change, though. For among those his actions have recently touched are several men and women destined to become some of Korvosa's greatest heroes. And one of those heroes is you.

NEW FEAT: HARROWED

Numerous Harrow readings early in your life seem to have hit the mark precisely, increasing your belief that you are destined for a specific purpose in life; the Harrow deck and your destiny seem intertwined.

Prerequisites: Cha 13, must be chosen at 1st level

Benefit: You get a +2 bonus on all Will saves made to resist charm or compulsion effects.

Once per day, you may draw a card from a Harrow deck you own. At any one time for the rest of that day, you may apply a +2 bonus on any d20 roll modified by the card's suit. For example, if you drew a card from the suit of Wisdom, you may apply a +2 bonus on a Will save or a Wisdom-based skill check. If you drew a card from the suit of Dexterity, you could apply this +2 bonus on an Initiative check, a Reflex save, a Dexterity-based skill check, or a ranged attack roll. You may assign this +2 bonus after you make the roll, but you must do so before you know if the roll was a success or not.

If you don't have an actual Harrow deck handy to draw from to determine your bonus, you can randomly determine the ability score by simply rolling 1d6 (1 = Strength, 2 = Constitution, 3 = Dexterity, 4 = Intelligence, 5 = Wisdom, 6 = Charisma).

BACKGROUND TRAITS

Even before Curse of the Crimson Throne begins, you and the other PCs have a shared trait—you've all been wronged, in some manner, by the despicable Gaedren Lamm. The campaign you are about to begin starts as you and several other promising young heroes are brought together to do what the city guards cannot (or will not) do—to see that Gaedren Lamm answers for his crimes, be that in a court of law or at the edge of a vengeful blade.

Presented here are five ties to Gaedren you can choose for your character, historical snippets that explain how this detestable crimelord has affected you in the past. Each trait presents an unfortunate event, painted in broad strokes so you can customize it to your needs, that helped shape your character. Once you've selected a trait, pick a benefit that matches your own concept for your character. Feel free to adapt and rework the particulars of your chosen trait to fit your history. So long as you have a reason to see Gaedren pay for his crimes, you'll have a built-in reason to take up a life of adventuring and, more importantly, a reason to bond with your new companions.

Obviously, these background traits won't work well for new characters brought into the campaign after Gaedren's been taken care of, yet the flavor text can be easily changed. Talk with your GM, but it should be a simple matter for you to pick one of the following traits, change a few names, and have it focus on an entirely different set of circumstances. It's up to your GM to decide if your new higher-level character has already addressed these issues or if he wants to work them into future events in the campaign. The game benefits of the selected trait remain unchanged, and persist even after Gaedren Lamm is taken care of.

Drug Addict

Someone you know has become addicted to shiver, a drug distilled from the venom of dream spiders. The drug induces sleep filled with vivid dreams, during which the user's body often shakes and shivers, giving the substance its street name. Shiver is particularly dangerous for the desperate, for its promises of dreams and oblivion are often viewed as the only alternative apart from suicide for escaping a dreary life. You've always thought of shiver as a problem of the lower class, but then someone you know overdosed on the stuff. You've done a bit of investigating and have learned that the one who got your friend addicted in the first place was a crimelord named Gaedren. Unfortunately, the guards seem to be more focused on the bigger dealers. They don't have time to devote many resources to what they've called, "a bit player in a beggar's problem." It would seem that if his operation is to be stopped, it falls to you.

Addicted Friend: The addict is a friend or lover who might or might not have survived the overdose. Your research into the drug scene and local politics has given you a respectable education in street knowledge. You gain a +2 bonus on Knowledge (local) checks or Gather Information checks (choose one when selecting this trait).

Personal Addiction: You were the addict. You blame Gaedren for your brush with death and hate how his drugs are causing similar problems among other youths. Fortunately, your body recovers quickly from toxins, and you have a +1 bonus on Fortitude saving throws.

Framed

Someone you know and love was accused of murder. A supposed eyewitness account from a local fisherman seemed to be enough to seal the case, but the accused had enough alibis that sentencing wasn't immediate. Someone confronted the fisherman and discovered he was intimidated into providing false witness and forced into planting the murder weapon by the actual murderer—a local crimelord named Gaedren Lamm. Lamm's thugs killed the fisherman before he could recant his testimony. Although this removed the key witness and resulted in the accused being set free, the stigma was enough to badly damage his reputation. If you can find Gaedren, you're sure you can find evidence that ties him to the murder and can clear the accused's name.

Family Honor: The person framed was a family member, perhaps a father or brother. You managed to trick the fisherman into revealing the truth with your skilled tongue, and thus gain a +2 bonus on Bluff checks.

Dropout: You were the one accused. Although you were eventually freed when a friend confronted the fisherman and got the truth, the damage had been done. You were forced to leave your school (perhaps the Acadamae) or church. As a result, you were forced to self-train and promised yourself you would become better at your chosen profession despite the spurning of your peers. You gain a +2 bonus on Spellcraft checks.

Love Lost

Someone you loved was knifed to death in a dark alley one night. You were called to the scene by the Korvosan Guard to identify the body, and as rough as that was for you, you also noticed a ring was missing from the body. Whoever murdered your loved one stole that ring—you're convinced of it. You've done some investigation on your own and recently found the ring for sale at a local merchant. Although, to your great frustration, you can't afford yet to buy it back, the merchant did tell you from whom he purchased the ring: a man named Gaedren Lamm. It seems likely this criminal is the one who killed your loved one, or at the very least knows who did. The only problem is finding him.

Orphaned: The murder victim was your only surviving parent. You had to grow up fast to take care of your siblings or to handle your family's matters and were forced from an early age to support yourself. You gain a +2 bonus on one of the following skills: Craft, Perform, or Profession.

Widowed: The murder victim was a lover. With your lover's death, a part of you died as well, leaving you haunted, grim, and prone to dark musings. You gain a +2 bonus on Intimidate checks.

Missing Child

You suspect that a child you know has been abducted by Gaedren. Whatever the relationship, you've heard rumors



about Gaedren's "Little Lamms," and of how the old man uses children as pickpockets and agents for his crimes. You've even heard rumors that the child you're looking for has been spotted in the marketplaces in the company of other known to be cutpurses and pickpockets. Although the Korvosan Guard has been understanding of your plight, yet it has its hands full with "more important" matters these days, it seems, and has not yet been able to learn anything more about Gaedren. No one else is interested in bringing Gaedren down and rescuing his victims—that task falls to you. Yet where could the old scoundrel be hiding?



Missing Sibling: The missing child is a brother or sister. Although everyone else has given up hope, you believe your sibling still lives out there. Your constant search for the missing sibling has developed into great skill at rumor mongering and finding information from others. Gather Information and Sense Motive are always class skills for you.

Missing Son or Daughter: The missing child is your own son or daughter, a niece or nephew, or the son or daughter of your superior or employer and one you had been charged with protecting. The child was abducted during a trip to the market or some other daily event. Long hours spent searching for rumors and your stubborn will to continue grant you a +1 bonus on Will saves.

Unhappy Childhood

You spent a period of time as one of Gaedren's enslaved orphans. Maybe you were abducted from your parent's home or during a trip to the market. Perhaps the irresponsible matron who ruled your orphanage traded you to him in return for a desperately needed loan of money. Or perhaps you, like most of Gaedren's slaves, were merely a child of the street who succumbed to his promise of regular meals and a roof in return for what he said would be "a little light work." Whatever the case, you spent several years of your life as one of his "Little Lamms" before escaping. You've nursed a grudge for the old man ever since.

Tortured: Gaedren tortured you and left you for dead on a garbage heap after you made one too many errors. Your scars and memories have honed your reaction speed and make you rather jumpy. You gain a +1 bonus on Reflex saves.

Religious: You found a holy symbol of the god you worship today while on a job for Gaedren and, intrigued by it, you snuck off to attend services. When Gaedren found out, he beat you to within an inch of your life and broke your holy symbol. Your faith let you block out the pain, and you escaped his control and took shelter in the church, where you spent the rest of your youth. You gain a +2 bonus on Concentration checks.

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