

SECOND EDITION

PATHFINDER®



Blood Lords

ADVENTURE PATH

PLAYER'S GUIDE

By Ron Lundein

PATHFINDER

AUTHOR
Ron Lundein

DEVELOPER
Ron Lundein

DESIGN LEAD
Logan Bonner

EDITING LEAD
K. Tessa Newton

EDITORS
Patrick Hurley

COVER ARTIST
Natasha Nanook

INTERIOR ARTISTS
Dariusz Kieliszek, Robert Lazzaretti, Natasha Nanook, Ilina Naydenova, Leonardo Santanna

ART DIRECTION
Sonja Morris and Sarah E. Robinson

GRAPHIC DESIGN
Sonja Morris

PUBLISHER
Erik Mona



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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577



PLAYER'S GUIDE

HOW TO USE THIS GUIDE

Welcome to Geb, land of the dead!

If you're reading this Player's Guide, it means you and your friends have decided you might like to play the Blood Lords Adventure Path. In this campaign for Pathfinder Second Edition, you'll create a 1st-level character and take on the role of an aspiring troubleshooter in a nation run by both ageless undead and the cunning living people who rub shoulders with them. This nation is ruled by a ghost king named Geb (who, in a characteristic display of hubris, named his nation after himself), but the real work of running the nation is done by a fractious council of about 60 people called the Blood Lords. The Blood Lords are predominantly (but not exclusively) undead and are predominantly (but not exclusively) necromancers. Some of them have ruled Geb for thousands of years. Anyone can join this council if they have enough skill, tenacity, and luck—and your characters are destined to join them, scheming your way to the top! You'll need to vanquish foes, curry favor, and occasionally betray some of your NPC allies to succeed in Geb. If you die trying, well, the undead rule in Geb just as much as the living!

To play in this campaign, all you need is the *Pathfinder Core Rulebook* and a character sheet. With your Game Master's permission, you can also use Pathfinder Second Edition supplemental rulebooks, campaign setting books, and other accessories to further customize your character. While not required to enjoy Blood Lords, *Pathfinder Book of the Dead* is an especially useful supplement to have on hand, since it contains many character options and rules elements specifically designed for undead characters.

On the following pages, you'll find spoiler-free lore, campaign details, and specific suggestions to help you create a character tailored specifically for Blood Lords. This Player's Guide is organized into the following sections:

- **Graydirge (page 3):** A brief overview of the city in which this Adventure Path begins, and where you'll first make your home.
- **Factions (page 6):** A look at the many factions that vie for control over Geb's economy; earning favor with these faction is a key element of the Blood Lords Campaign.
- **Character Suggestions (page 8):** Additional guidance, practical advice, and specific tips for creating a character that fits seamlessly into this campaign.

WHERE ON GOLARION?

The Blood Lords Adventure Path starts in Graydirge, a city in the hinterlands of the undead-populated (and undead-ruled) nation of Geb. In Geb, living people are generally called "the quick" and undead residents are called "the dead." For more information about Geb, see pages 76–77 of the *Pathfinder Lost Omens World Guide*, pages 176–179 of *Pathfinder Book of the Dead*, and pages 130–139 of *Pathfinder Lost Omens Impossible Lands*.



GRAYDIRGE

Bone-shrouded Graydirge is a remote city located in the eastern foothills of the Shattered Range. Ancient and grim, the city has remained free of significant invasions or disasters for thousands of years, despite its distance from larger fortified cities like Mechitar and Yled. This is largely due to the city's impressive fortifications of bone and stone, sizable population of ghouls and necromancers, and the zombie-tilled fields that surround it for miles in every direction, providing a natural—or unnatural—barrier to any would-be invaders.

Graydirge once served as a remote military outpost positioned to intercept troops invading Geb along the eastern edge of the Shattered Range. The war between Geb and its rival Nex caused it to expand rapidly. The city's architects first decided to use bones to construct the city's buildings and fortifications simply because the material was so plentiful and provided an unmistakably disconcerting appearance. What began as a convenience quickly evolved into a tradition, then a respected architectural style.

Graydirge is ruled by a single high governor with absolute authority over all municipal decisions. In practice, the high governor can do little to enact

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changes in policy and serves mostly as the enforcer of existing laws. The city's civic administrators comprise a small coterie of functionaries that are appointed by (and can be removed by) this high governor; unsurprisingly, all of them are mere toadies who grovel before the high governor to maintain their sinecures. The current high governor, **Taf-Gekhta Seven Stomachs**, is as ineffective as those who've come before him and, as a ghast, smells significantly worse.

The nation's Blood Lords technically outrank Graydirge's high governor, but few have any reason to even visit the out-of-the-way city, much less intervene in its governance. The exception is Graydirge's only resident Blood Lord, **Berline Haldoli**. A halfling necromancer with close ties to the nation's Reanimators faction, Berline is responsible for food production in the zombie-worked farms that sprawl around her city.

NEIGHBORHOODS

Graydirge consists of five neighborhoods within its walls, plus two neighborhoods that more recently arose outside the south and west gates. Additionally, a sizeable portion of the city's center is dedicated to the public parade grounds, and Graydirge's only resident Blood Lord owns a massive estate within the city walls that's practically a neighborhood by itself.

Blood Lord's Grace: Berline has allowed significant construction outside the city walls on the hillside to the south despite the myriad laws that make expansion costly or outright prohibited. She insists that the city needs to expand beyond the walls to increase food production and that it faces no danger from invasion, but she has run up against rivals in Geb's capital who don't want the city to grow too much, too quickly, or at all. Most of this district, often just called "the Grace," is populated by halflings, humans, and zombies, the vast majority of whom are Berline's employees or associates.

Bonescrape: This district is one of Graydirge's oldest areas and was once the most opulent.

Most of Bonescrape's population lives in belowground residences, wedged between the buried walls of old fortresses from before the city's founding. Most residents here are minor undead or quick who've escaped the Meat Market. Bonescrape includes one of the city's most notable buildings: the Empty Threshold, a temple to Zon-Kuthon.

Court of Ghouls: This neighborhood is the city's largest market and artisans' district. Many of the market plazas are covered by roofs of meshed bones and canvas to block out the sun. A lot of residents are indeed ghouls, but the name is a holdover from a brief and forgotten period in the city's history when only ghouls were allowed in the district at all.

The Gnashes: This residential area is inhabited by Graydirge's middle class, including many undead who serve in the nearby wealthy homes of the Governor's Quarter and Haldoli's Estate.

Governor's Quarter: The city's most opulent district contains the high governor's residence and homes and shops for wealthy undead. The high governor functionaries who help run the city also live here, scheming against each other for wealth and influence.

Haldoli's Estate: This walled villa holds the residence of Graydirge's only permanent Blood Lord, Berline Haldoli. She maintains some of the city's only gardens and orchards. Only a few of her more

Berline Haldoli



GRAYDIRGE

400 FEET

GRAY WASTELAND

THE OVENS

GOVERNOR'S QUARTER

PARADE GROUNDS

COURT OF GHOULS

THE GNASHES

HALDOLI'S ESTATE

BLOOD LORD'S GRACE

5

BONESCAPE

MEAT MARKET





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trusted servants live here with her, and only a small minority of them are alive.

Meat Market: This poor neighborhood largely contains dismal residences for Graydirge's living denizens. There are stories of abandoned flesh rendering sites buried beneath the district, but the maze of tunnels and rumors of dangerous creatures and gangs dissuades most people from searching for them. Multiple tanneries operate on the surface, where the Reanimators employ dozens of workers to dye the massive quantities of leather produced on the farms of Graydirge's hinterlands. The method these tanners use to color leather, whether from animal or humanoid skin, hasn't changed in centuries.

The Ovens: One of Graydirge's recent high governors allowed several families of living arrivals to construct wooden dwellings west of the city, granting these new residents both amnesty and citizenship. After one month, that governor burned them alive in their homes. Now, decades later, the current high governor has ordered the district rebuilt, but he has yet to explain why.

FACtions

The day-to-day administration of Geb falls under the purview of about 60 Blood Lords, most of them necromancers, undead, or both. Each Blood Lord has ties to one of several formalized power groups that control specific aspects of life in Geb, from its military to trade and infrastructure. The five Great Factions have more influence than the more numerous Lower Factions, though each faction's prestige and influence ebb and flow as the Blood Lords' schemes play out. The Great Factions operating in Geb at the beginning of the Blood Lords Adventure Path are the Builders League, Celebrants, Export Guild, Reanimators, and Tax Collectors Union.

Your GM has information about how to track your reputation with the Great Factions (and with other factions that influence the campaign). Earning faction favor—and deciding when to throw your weight behind one faction at the expense of another—is a big part of the Blood Lords Adventure Path.

Builders League: The most traditional of the Great Factions, the Builders League is responsible for Geb's architecture, civic improvements, and public works. Any such project occurring anywhere in Geb, whether new construction or the expansion or demolition of an older building, must be approved in advance by the Builders League and thoroughly

inspected afterward. The Builders League wields its approval or rejection of construction projects like a weapon—sometimes like a slender knife, subtly modifying or redacting plans to further the League's agenda, and sometimes like a sledgehammer, blatantly banning construction projects in an entire settlement for no other reason than to show its disapproval of an upstart local authority. It's rumored that the Builders League specializes in buildings of occult significance and harbors countless ancient secrets in its holdings across Geb.

Celebrants: The Celebrants are the most recent faction to rise in status from Lower Faction to Great Faction, a transition due entirely to Geb's recent return to public view. The Celebrants honor their ruler and his victories by organizing immense processions, extravagant ceremonies, gruesome feasts, tournaments, and public holidays. Most Celebrants are priests of Urgathoa, and their devotion to a goddess of gluttony and undeath is evident in their macabre and frenzied festivities. With practically unlimited funding, the Celebrants have agents stationed across Geb who serve not only to spread propaganda at every opportunity, but to uncover and report any dissent or discontent.

Export Guild: The Export Guild governs Geb's foreign trade and, despite its name, handles all imports from other countries as well as exports. Many members are younger or less traditional than some of the other Great Factions, such as the Builders League and Tax Collectors Union, yet the Export Guild is filled with staunch loyalists and nationalists. In their minds, going against Geb's traditions is a good thing if doing so helps the nation extend its international reach or solidify its economic or political power. While they inevitably prioritize their own selfish interests in many dealings, Export Guild members frequently consider the costs and benefits to Geb as a whole in their decisions.

Reanimators: Many Blood Lords of other factions view the Reanimators, who are responsible for raising the dead to work Geb's farms, as the least desirable of the Great Factions. However, few question their importance to Geb, nor their necromantic might—though they don't frequently wield it outside their established responsibilities. Most Blood Lords recognize that the Reanimators control untold numbers of mindless undead spread across Geb's countryside. The possibility that they might one day use their "workforce" for something



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beyond farming isn't often uttered but is always at the back of other faction leaders' minds when they think of the Reanimators. Most of the Reanimators, and especially the Blood Lords who eagerly align themselves with the faction, are necromancers, but many serve the faction only in an administrative capacity or as corpse tenders out on the farms. Few engage in necromantic animation on a daily basis. The Reanimators also retain a small number of officers whose primary responsibility is to enforce the law requiring anyone who dies on Geb's soil to

be reanimated as undead to serve the state. In their patrols across Geb, these officers also watch for any signs of the use of positive energy, which they're authorized to stamp out by any means necessary.

Tax Collectors Union: In most nations, the wealthiest individuals come from the oldest families. This is especially true in Geb, where many members of such powerful families are more or less immortal. With no incentive to squander their fortunes in their later years or divide the family's assets among squabbling offspring, many of Geb's oldest families are so preposterously rich that the quick—and even younger undead—have difficulty comprehending the scale of their wealth. The Tax Collectors Union likes to keep it that way. Prominent aristocrats and bankers make up the upper echelons of the Tax Collectors Union, with most of the faction's other members being part of their extended families, their employees, or both. Nepotism is the norm in the Tax Collectors Union; exorbitant bribes aren't only accepted but expected, and the status quo is sacred. These bankers, financiers, and tax collectors are crucial to Geb's economy not only because they keep money flowing, but because they work hard to prevent drastic shifts in Geb's power balance. The recent rise of the Celebrants alarms Union members, despite the obvious benefits of Geb's return to public view.

Lower Factions: The delineation between a Great Faction and Lower Faction has less to do with a faction's area of authority and more to do with the degree of its influence and the whims and machinations of the Blood Lords. The most significant of the Lower Factions is the **Carters Consortium**, responsible for shipping and transportation within the country.

The Carters Consortium was a Great Faction until only a few decades ago, when rivals exposed their leaders as secret worshippers of Pharamsa, and the entire faction lost a significant amount of standing.

Other Power Groups: One of the only significant matters that Geb's factions don't control is the nation's extensive network of spies and secret police, which is instead orchestrated by **Seldeg Bhedlis**, a graveknight spymaster who reports directly to the ghost king Geb. The Warmaster Council, headquartered in the metropolis of Yled, is specifically charged with mobilizing the nation to resume war with Nex. The Warmaster Council is building its forces slowly but diligently, working toward a war they are charged with winning.

Corpse Tender



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CAMPAIGN TIMELINE

Key events leading up to the start of the Blood Lords Adventure Path are listed below.

Date	Event
-929 AR	The declining empire of Osirion formally cedes control of its southern reaches to the archmages Geb and Nex.
-892 AR	Nex and Geb go to war, unleashing dire magic against each other's nations.
576 AR	Nex magically destroys many Gebbites, prompting Geb to resurrect a vast undead army and march on Nex. Nex vanishes from his capital in Quantum during a Gebbite poison attack, and the war stutters to a stalemate.
577 AR	Geb's primary apprentices, 60 feuding necromancers called the Blood Lords, take control of the government as Geb retreats into solitude and despondency.
632 AR	A despairing Geb attempts to escape Golarion in an act of ritual suicide but arises as a melancholic ghost.
4329 AR	Geb petrifies an invading army from Holomog, forming the Field of Maidens.
4716 AR	The Refuge of Nex opens in Quantum, prompting rumors of Nex's return.
4719 AR	Geb's unwilling queen, the lich Arazni, abandons Geb to pursue her freedom. The graveknights pledged to contain her are destroyed by Arazni's machinations, other than the spymaster Seldeg Bhedlis.
4720 AR	Geb returns to more active management of his nation, turning his eye toward Nex. He elevates the Warmaster Council in Yled as his military commanders.
4722 AR	The current year. Promising agents in the distant town of Graydirge set upon the path to become Blood Lords.

CHARACTER SUGGESTIONS

Though you're free to make any kind of character you like for the Blood Lords Adventure Path, taking the following suggestions into consideration will help you get the most out of this campaign.

ALIGNMENTS

You and your friends will be taking on the roles of troubleshooters in a land ruled by evil undead. You aren't crusaders who seek to quash the undead

or topple the nation's power structure. You instead work within the existing structure and, as you work up to become Blood Lords yourselves, support it. The key threats you'll face are threats to the nation of Geb, which is your home and the land you seek to preserve throughout the adventure. Chaotic or good characters are generally a poor fit for the Blood Lords Adventure Path.

Although you'll work for and with evil people, you don't need to have an evil alignment to play this campaign. In fact, good characters might enjoy balancing the wickedness around them with a desire to do the best they can for people. You won't be tasked to commit overtly evil acts like torture or wanton arson. Most of your enemies won't be angels and paladins—they'll be anarchists, rival undead, and other evil creatures that good and neutral characters have a great reason to fight.

In short, Geb is a lawful evil land. The more steps your alignment is removed from lawful evil, the less suited your character is likely to be for this campaign.

ANCESTRIES

Geb has a wide variety of ancestries and ethnicities, although most people in Geb are (or were, in life) humans, particularly ethnic Garundi. The nation is millennia old, and in that time there's been a several successive influxes of humans—mostly Keleshites from Katapesh and Qadira or Mwangi from west of the Barrier Peaks. There are also many Vudrani from Jalmeray or elsewhere across the Obari Ocean.

Halflings are the nation's second most populous ancestry, and most are Jaric halflings whose ancestors came from the Barrier Wall mountains. Dwarves are also common in Geb, but most are Kulennet dwarves who inhabit the sprawling network of tunnels beneath the nation; few surface denizens of Geb realize just how many dwarves live beneath them. Elves, gnomes, and goblins are less well-known, but neither are they cause for alarm by their very presence. Some small bands of catfolk and gnolls also live in Geb, but usually far from populous cities.

The most common versatile heritages in Geb are dhampirs and changelings. Both vampires and hags inhabit the nation and have produced offspring over the nation's long history. A few other planetouched heritages, like tieflings and ganzi, are also present.



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Playing as Undead

The greatest percentage of the population, by far, are undead. The Blood Lords Adventure Path is a great opportunity to try out an undead player character. The skeleton ancestry is included starting on page 54 of *Pathfinder Book of the Dead*, and skeletons raise no more eyebrows in Geb than humans do—in fact, in some places, a skeleton might fit in even better. *Book of the Dead* also contains rules for playing several other types of undead by use of the archetype rules. As described in the Starting Out as Undead sidebar on page 45 of that book, your GM might let you begin play as a ghost, ghoul, mummy, vampire, or zombie character right from level 1.

Even if your character doesn't start out as undead, you might become one later in your adventuring career. The Blood Lords Adventure Path is a great opportunity for a second chance for your character—negative energy suffuses the land in strange ways. If your living character dies, your GM might allow you to retrain your most recent class feat into an appropriate undead archetype dedication feat and rise again to rejoin the party. The campaign's end might have a higher percentage of undead player characters than its beginning!

CLASSES

The overall theme in the Blood Lords Adventure Path is intrigue in an undead nation. Classes well-suited to the intrigue component of this theme include bards, investigators, and rogues. In Geb, necromancers are trusted and respected specialists, so any spellcaster with a good number of necromancy spells is a strong class choice. This includes wizards, of course—and ones with the necromancy school most of all—but also includes many clerics, oracles, sorcerers, and witches. These classes fit even better if you lean into connections with undeath, such as oracles with the bones mystery and sorcerers with the undead bloodline.

One important caveat about necromancy spells: in Geb, it's illegal to use positive energy, and the most common source of positive energy that player characters employ is the *heal* spell. Using this spell around anyone in authority is a bad idea, and even commoners in Geb will quickly realize they can curry favor by reporting illegal use of positive energy. It's safer to rely on other methods of healing, such as the *soothe* spell or alchemical elixirs.

The Blood Lords Adventure Path contains a lot of the exciting action and combat found in most

Pathfinder adventures. This means that classes that can hold their own in a fight are especially useful. This includes fighters, monks, and swashbucklers. Barbarians and rangers also make solid choices, although most of the campaign takes place in urban environments, so there's not quite as much of the wilderness exploration that sometimes makes those classes really shine. Alchemists are likely to be very useful to most groups.

Champions, as presented in the *Pathfinder Core Rulebook*, are often zealous crusaders of righteous causes. These types of champions make a poor fit for the Blood Lords Adventure Path. However, a champion with an evil alignment (as presented starting on page 116 of the *Pathfinder Advanced Player's Guide*) makes a better choice for the campaign. Druids aren't likely to have much of a satisfying wilderness experience in this campaign, but an urban-friendly druid might do well.

Clerics are among the best class choices for this campaign, but they're also among the worst. Urgathoa is the most widely worshipped deity in Geb, and a cleric of Urgathoa would work well. Abadar, Irori, Nethys, and Zon-Kuthon also have many worshippers throughout Geb. Due to Arazni's unique place as unwilling ruler of Geb for so many years, clerics of Arazni (*Pathfinder Lost Omens Gods & Magic* 54) are also fairly common, although the Blood Lords Adventure Path doesn't deal much with Arazni's past or with her current status. Most other neutral or evil deities make good choices for clerics, with the significant exception of Pharamsa. As Pharamsa's followers vigilantly strive to destroy undead, a character (of any class) that venerates Pharamsa isn't a good fit for this campaign. Most good-aligned deities encourage vanquishing undead or refusing to work alongside evil, and are thus also poor choices.

The investigator, oracle, swashbuckler, and witch classes appear in *Pathfinder Advanced Player's Guide*.

Other Class Sources

Several other classes appear in other books, and most work very well in the Blood Lords Adventure Path. Alkenstar borders Geb, so gunslingers and inventors (from *Pathfinder Guns & Gears*) can find the firearms and technological components available with only slightly less frequency than they'd find in that nation of clockworks and black powder. Gebbites value magic, so magi and summoners (from



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Pathfinder Secrets of Magic) can fit right in. Their magical abilities are likely to prove useful. Some of campaign's themes involve tracking down esoteric mysteries and exploring mental manipulation, so the psychic and thaumaturge (from *Pathfinder Dark Archive*) make good choices as well.

LANGUAGES

Despite significant exports (especially food exports) to all over the Inner Sea region, Geb is a fairly insular country. Osiriani has been spoken here for millennia, and it's still the common language throughout the nation. Due to the prevalence of undead, Necril is also an especially common language. Some undead in Geb speak Necril to each other, assuming that the living don't know that language—which is why so many living people in Geb learn Necril as quickly as they can. The nation's high percentage of Kulenett dwarves and Jaric halflings make Dwarven and Halfling reasonably common languages as well.

All player characters have Osiriani as their default common language. Any reference to "Common" throughout the Blood Lords Adventure Path (such as in creature stat blocks or otherwise) refer to Osiriani, not Taldane. All player characters also have access to Necril, as it's a language prevalent in the region. You can pick Taldane as an additional language, if you'd like, but you aren't likely to have a lot of use for it.

SKILLS AND FEATS

Skills and feats that complement your character concept are the best ones to take in any campaign. In the Blood Lords Adventure Path, interaction skills such as Deception, Diplomacy, and Intimidation are strong choices. You'll be negotiating with plenty of other people, some of them quite powerful, and these skills (and their associated skill feats) can be key to success. Society is an important skill to know who's who and how to navigate social situations, so consider Society and its skill feats as well. Performance is a situationally useful skill to impress others, and good to take if it suits your character concept.

Religion is a useful skill in this campaign for two reasons. Most importantly, it's the skill used to recall information about undead creatures. It's also the skill to identify religious practices and recall religious knowledge. Faith in Urgathoa is pervasive throughout Geb. All of Geb's major power players know how to properly acknowledge the gods who oversee undeath, even if they aren't particularly faithful.

In any campaign where healing spells aren't the most predominant form of healing, the Medicine skill becomes especially valuable. The Battle Medicine skill feat allows you to deploy healing in the middle of a fight, and the Stitch Flesh skill feat (*Pathfinder Book of the Dead* 45) allows you to heal undead allies.

Knowledge is power, and Arcana and Occultism can inform you about esoteric secrets and strange creatures you encounter. Lore skills can also be situationally useful; those focused on Geb's cities (Graydirge, Mechitar, or Yled) or terrains (forest, plains, or underground) are solid choices. Lore skills about common types of undead can also be very useful (such as Vampire Lore or Zombie Lore), as can Lore skills related to Geb's common deities and professions (such as Mercantile Lore, Urgathoa Lore, or Warfare Lore). Undead in Geb have stronger ties to some planes than others, so Shadow Plane Lore and Boneyard Lore can prove useful. Even a skill like Pharasma Lore can be useful, to learn about the nation's enemies.

Nature and Survival will have their uses, but they're probably the least-useful skills for the Blood Lords Adventure Path. Overcoming natural hazards isn't a big part of this campaign.

BACKGROUNDS

Characters can select any background they choose for the Blood Lords Adventure Path, as people from all walks of life (and unlife) end up in Graydirge. Page 82 of the *Pathfinder Lost Omens World Guide* has several suitable backgrounds for characters from the Impossible Lands region; of these, quick is an appropriate background, but Geb crusader isn't particularly in tune with the campaign's themes. Some of the best background choices in the *Core Rulebook* are artisan, charlatan, detective, emissary (best with the cities of Graydirge, Mechitar, or Yled), merchant, noble, and scholar.

The new backgrounds below are available for characters in the Blood Lords Adventure Path. Each of these provides a minor connection with one of Geb's powerful economic factions, adding 1 Reputation Point with the indicated faction to the party's score with that faction. A party might thus begin with multiple Reputation Points with a faction, if more than one character takes the same background, but it's also fine to have a party with ties to many different factions—leveraging competing faction reputation is important in this campaign.



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SUGGESTED CHARACTER OPTIONS

		Alignments	Ancestries (and Ethnicities)	Classes	Languages	Skills	Feats
Strongly Recommended	LE	Dhampir*	Bard	Necril	Diplomacy	Courtly Graces	
	LN	Human (Garundi, Keleshite,Mwangi)	Cleric (of evil or neutral deities other than Pharamsa) Investigator*		Lore (Geb or undead-related)	Group Impression	
	NE	Skeleton**	Oracle (bones mystery especially) Rogue Wizard (necromancer)		Religion	Hobnobber Streetwise Stitch Flesh** Deceptive Worship*	
Recommended	N	Changling* Dwarf (Kulenett) Halfling (Jalic)	Fighter Monk Sorcerer (undead bloodline especially) Witch* Wizard (other than necromancer)	Requian Shadowtongue Sylvan	Arcana Deception Intimidation Medicine Occultism Stealth	Battle Medicine Bon Mot* Charming Liar Intimidating Glare Lengthy Diversion Lie to Me No Cause for Alarm* Quick Coercion	
Appropriate	LG	Other common ancestries and heritages	Other common classes (except below)	Aklo Celestial	Acrobatics Athletics Crafting Performance Thievery	Other skill feats (except below)	
Not Recommended	NG CG CN	—	Champion (good aligned) Cleric (of Pharamsa or any good deity) Druid	—	Nature Survival	Express Rider* Forager Natural Medicine Survey Wildlife Terrain Expertise Train Animal	

* See Pathfinder Advanced Player's Guide

** See Pathfinder Book of the Dead

ABLE CARTER

UNCOMMON

You worked for many years as a hauler within Geb, either on your own or with a larger operation that shipped goods across Geb's ancient roads. In either case, you were loosely affiliated with the Carters Consortium, and you might have even been part of that faction when allegations of Pharamsa worship among its leaders caused the faction's sharp drop in significance.

Yet the goods still need to be moved from ports to warehouses or from town to town, and that was your business. You've seen a lot of Geb in your time, and you're good at interacting with the quick and the dead alike, but

BACKGROUND

you've given up the shipping business for more lucrative opportunities.

The Carters Consortium values your past work, especially because so few people are sticking by them today. Your party gains 1 Reputation Point with the Carters Consortium at the start of the campaign.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in your choice of the Deception or Diplomacy skill. You gain a skill feat: Charming Liar if you chose Deception or Hobnobber if you chose Diplomacy. You're also trained in a Lore skill with one of Geb's cities: Graydirge, Mechitar, or Yled.



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CONSTRUCTION OCCULTIST

BACKGROUND

UNCOMMON

You helped to build and design buildings and public works on behalf of Geb's architectural faction, the Builders League. You've been taught that creating bridges, gatehouses, roads, walls, and more is as much about planning as it is about brute labor. You learned that the Builders League has plans of occult significance for many of its construction projects and might have even aided them in the way you laid stones or designed walls (although you never learned the great design behind those secret plans). Although you've left construction behind, the skills in long-term planning and leveraging effort remain with you.

You are still well-regarded by the Builders League. Your party gains 1 Reputation Point with the Builders League at the start of the campaign.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in your choice of the Athletics or Occultism skill. You gain a skill feat: Hefty Hauler if you chose Athletics or Oddity Identification if you chose Occultism. You're also trained in Architecture Lore.

CORPSE STITCHER

BACKGROUND

UNCOMMON

The number of zombies working across Geb as farmhands, laborers, or shambling soldiers seems nearly uncountable. None of these zombies can do their work if they fall to pieces, so the Reanimators maintain legions of surgeons and tailors to keep zombies stitched together and suitable for service. You were one of these corpse stitchers, working long hours to ensure that Geb's mindless workforce could perform at its best. On the day you saw some of your friends come under your needle, you realized how expendable Geb's fleshy population



truly is, and you decided that you should seek out a different line of work.

The Reanimators appreciate your past service. Your party gains 1 Reputation Point with the Reanimators at the start of the campaign.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill. You gain your choice of either the Risky Surgery (*Pathfinder Advanced Player's Guide* 208) or Stitch Flesh (*Pathfinder Book of the Dead* 45) skill feats. You're also trained in Zombie Lore.

FOOD TRADER

BACKGROUND

UNCOMMON

In your past, you accompanied caravans, ships, or both hauling foodstuffs out of Geb for export. You might be a Gebbite or a foreigner who has decided to work in Geb because of the undeniable opportunities. In any case, you've traveled between Geb and other nations of the Inner Sea and seen firsthand that many nations view Geb with a combination of barely disguised revulsion and eagerness for its bountiful food exports. Even though you aren't in that line of business any longer, you understand how vital this international trade is to Geb's prosperity and appreciate the hardworking people who work in it.

You are still highly regarded by the Export Guild for your past journeys on the nation's behalf. Your party gains 1 Reputation Point with the Export Guild at the start of the campaign.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in your choice of the Crafting or Society skill. You gain a skill feat: Seasoned (*Pathfinder Advanced Player's Guide* 209) if you chose Crafting or Streetwise if you chose Society. You're also trained in Mercantile Lore.

MONEY COUNTER

BACKGROUND

UNCOMMON

The wealthiest of all the factions in Geb is the Tax Collectors Union, but it's the money counters in its banks and vaults that keep the numbers tallied. You used to work as one of these drudges who counted other people's money all day, until you decided to slip some unaccounted coins into your own pocket. You weren't caught, but you knew it would only be a matter of time before you felt the Union's wrath if you remained employed. You took the next opportunity to leave with both your official and unofficial final payments.

The Tax Collectors Union is unaware of your petty theft, and you remain in good standing



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with them. Your party gains 1 Reputation Point with the Tax Collectors Union at the start of the campaign.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in your choice of the Society or Thievery skill. You gain a skill feat: Eye for Numbers (*Pathfinder Advanced Player's Guide* 206) if you chose Society or Subtle Theft if you chose Thievery. You're also trained in Accounting Lore.

PROPAGANDA PROMOTER

UNCOMMON

The ghost king Geb has returned to a more active role in leading his nation after thousands of years, and it's shocking that some people in the nation haven't heard that. You helped the Celebrants plan parades, exciting displays like circuses, news missives, and more to help

BACKGROUND

push messages of loyalty to the nation. Even though most Celebrants are followers of Urgathoa, deity of gluttony and undeath, you might follow a different faith (or no faith at all); more important is helping Celebrants spread their message. You started to see that propaganda was often timed to help the Celebrants, in addition to the nation as a whole, and you saw just how powerful the right message at the right time can be.

You are still well-regarded by the Celebrants. Your party gains 1 Reputation Point with the Celebrants at the start of the campaign.

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You're trained in your choice of the Acrobatics or Performance skill. You gain a skill feat: Steady Balance if you chose Acrobatics or Impressive Performance if you chose Performance. You're also trained in Urgathoa Lore.



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