



The Andoran faction attacks its enemies from within, finding dissidents, freedom fighters, and revolutionaries among the populations of its foes and offering these allies the covert aid, equipment, funds, and intelligence they need to topple tyrants. Missions assigned to Andoran faction members tend toward helping sympathetic groups within the other factions, though anything that shakes a tyrant's power is a worthy cause for an Andoran to lend himself to. The leader of the Andoran faction is Major Colson Maldris, a member of that nation's prestigious Eagle Knights, who wields his greatsword against slavers and tyrants alike. The youngest ever to achieve the golden eagle on his shoulders and with many victories claimed in the name of freedom, this rising star has ruffled more than a few feathers along the way.

Goal: Freedom and Democracy for All

Andoran faction members seek to spark revolution in decadent old empires and to civilize and educate the ignorant peoples of lost and unknown lands. They press for the abolition of slavery and the punishment of those who perpetrate it. They bring the torch of freedom to the world's darkest places and banish mysticism, diabolism, and fear. A member of this faction often performs acts of sabotage and diplomacy while carrying out her duties and should be willing to bend the rules of tyrannical law in order to plant the seed of liberty, even when doing so requires employing questionable techniques.

Current Season Goals (Season 4)

Establish an embassy in Magnimar, and increase the city's influence in Varisia at the expense of Korvosa's.

Andoran Traits

Members of the Andoran faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Captain's Blade: You were born on board a ship and learned to fight beside the sailing men and women of the Andoren fleet. While on board any vessel afloat on water, you gain a +1 trait bonus on Acrobatics and Climb checks. One of these skills (your choice) becomes a class skill for you.

Explorer: Your family heritage is filled with proud and renowned explorers, and you are a natural trailblazer. You gain a +1 trait bonus on Survival checks, and Survival becomes a class skill for you.

Freedom Fighter: Your family has long waged war against tyranny, and you learned a great deal about guerilla warfare in your youth. You gain a +1 trait bonus on Stealth checks and a +1 trait bonus on attack rolls made during the surprise round.

Hunter's Eye: Your parents had you blessed by the god Erastil as a youth, and you are a prodigy with a bow. You do not take any penalties for the second range increment when using a longbow or shortbow, and you are always considered proficient with one of these weapons (your choice).

Indomitable: Your strong, self-reliant swagger has made you more resistant to domination and control. You gain a +1 trait bonus on saving throws versus enchantment spells and effects.

The Andoran Faction Leader



Major Colson Maldris

Major Colson Maldris would rather be out in the field, his greatsword drenched in the blood of tyrants and slavers, but the Eagle Knights have another use for him. As a member of the mystery shrouded Grey Corsairs, Maldris served bravely aboard the warship *Trident*, quelling slavers' efforts throughout the Inner Sea region. Maldris was the youngest to wear the golden eagle emblem upon his shoulders, and upon attaining the rank of captain he was reassigned to Absalom to cement Andoren ideals in the strategic city. In 4711 AR, he was elevated to the rank of major for his effective recruitment and command of like-minded Pathfinders who helped propel the Andoran faction to a position of prominence within the City at the Center of the World.

Gaining Fame

Pathfinders with allegiances to the Andoran faction often perform acts of diplomacy, sabotage, and proselytizing while carrying out their primary objectives for the Decemvirate. Whether providing moral support to the downtrodden, delivering messages to agents deep undercover in distant lands, or acting as a thorn in the side of slavers throughout the region, an Andoran Faction operative improves his reputation by spreading Andoren ideals wherever he goes. A member of this faction should be willing to bend the rules of tyrannical law in order to plant the seed of liberty, even when doing so requires employing questionable techniques.

Prestige Awards

Andoran has agents and operatives spread throughout the world, willing to assist the nation's allies as they are able.

Captain (Fame 40, 1 PP, Eagle Knight) Having performed valued and extraordinary service to Andoran as a member of the Eagle Knights, you are elevated to the rank of captain and become specialized in Perform (oratory).

Eagle Knight (Fame 20, 1 PP) You are invited into the ranks of the illustrious Eagle Knights with the rank of lance corporal. You become specialized in Diplomacy.

Gray Corsair (Fame 40, 2 PP, Eagle Knight) You serve aboard an Andoren naval vessel, and gain a +3 bonus on Profession (sailor) checks made while you serve on any Andoren vessels.

Knighthood (Fame 40, 4 PP) You become invested as a knight of Andoran, gaining the title "sir" if male or "dame" if female before your given name. You may also append "knight" onto any existing titles within the Eagle Knights if you are a member, such as "knight captain" or "knight corporal." You gain a +2 bonus on Diplomacy and Knowledge (nobility) checks within Andoran or against Andoren subjects.

Liberation (5 PP) In the event that you are captured and forced into slavery, the faction mounts a rescue operation, freeing you from servitude without any material or physical effect. Any cost or penalty normally associated with being enslaved (including magical effects such as *dominate person*) is negated at no additional cost to you.

Tiller (Fame 20, 2 PP) Your efforts to free slaves (especially halflings from Chelixa) have earned you a position among the secretive Belf lower Network, and you are considered a "tiller" in the organization. You gain a +3 bonus on Escape Artist checks to free slaves from bondage.

The Andoran Pathfinder

While many Pathfinders allied with Andoran hail from the nation itself, some come from distant lands only to find their ideals in conjunction with those of the Eagle Knights. Escaped slaves, indigenous peoples oppressed by colonists, and political radicals often fall in with Andoren crowds and soon find themselves working for Maldris while traveling the world on other business. Pathfinders with experience as sailors, prowess in the wilderness, skill in both diplomacy and subterfuge, and effectiveness in battle against those enslaved by undeath will find themselves most valuable to the faction. Most Andoran Faction Pathfinders are good-aligned.

Arizona Pathfinder Society

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