



Taldor's strategy for seizing control of Absalom lies in turning its enemies against one another. Misdirection and psychological warfare are the orders of the day. Taldan missions might involve sparking old enmities between Qadira and Osirion or driving Cheliox and Andoran to rekindle their old war. "Sick the wolf on the tiger and the hunter's work is done" is an old Taldan saying. After Baron Jacquo Dalsine's disastrous leadership of the Taldor faction, Lady Gloriana Morilla has taken control and has concentrated efforts on restoring the prestige of the ancient empire, rather than pursuing trinkets.

Goal: Glory Once More

Petty differences and ancient feuds have slowly ground Taldor down from a great polished stone to a whittled nub. The key to restoring the empire's sense of purpose lies in finding a suitable goal to galvanize Taldor's splintered factions—an endeavor worthy of rediscovering the nation's past glory. Lady Gloriana believes seizing the political reins of Absalom is the perfect medicine for the wasting disease deep in Taldor's bones.

Current Season Goals (Season 4)

Establish a new aristocracy in Varisia with loyalties to Taldor.

Taldor Traits

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

Expert Duelist: In your youth, you spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class for touch attacks or when you are denied your Dexterity bonus.

Fashionable: You spent your formative years as a young blade in Oppara and learned the ins and outs of using fashion to improve your relations with others. So long as you are wearing clothing and jewelry worth more than 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) becomes a class skill for you.

Impressive Presence: Your grandiose posturing often makes it difficult for anyone to concentrate around you. Once per day as a full-round action, you may attempt to distract adjacent foes with a lengthy display of your martial prowess. All adjacent foes must succeed at a Will save (DC 10 + 1/2 your level + your Charisma modifier) or gain the shaken condition. This condition persists for 1 round.

Performance Artist: As a youth, you were involved with the avant garde theater scene of Oppara. Your performance skills have been known to bring even the toughest crowd to their feet. Choose one type of Perform skill. You gain a +1 trait bonus on Perform checks of the chosen type and this skill becomes a class skill for you.

Vindictive: Your family is prone to endless feuds, and you were raised by people who simply do not forgive a slight easily. Once per day, you can declare a creature that has dealt you hit point damage to be your vindictive target as an immediate action when the damage is dealt. You receive a +1 trait bonus on damage rolls against this target for 1 minute.

The Taldan Faction Leader



Lady Gloriana Morilla

A full-figured, splendidly dressed Taldan woman of Absalom's most influential Taldan house, **Lady Gloriana Morilla** has recently taken control of her nation's ongoing efforts to gain control of the City at the Center of the World. After several years under the flagging leadership of Baron Jacquo Dalsine resulted in Taldor losing more influence than it gained, Lady Gloriana has learned from his mistakes. With a pragmatic eye, Lady Gloriana knows that Taldor cannot simply rest on its perceived laurels and pretend to be the empire it once was, all the while allowing more of its mighty influence to slip away. Despite her increasingly realistic approach to the shadow war for Absalom, the Taldan noblewoman never goes anywhere without looking her best, and enjoys the social benefits her station grants, if only to hear firsthand the juiciest gossip among her rival nations' elite.

Gaining Fame

While her predecessor often sent Pathfinders on missions to recover opulent art to decorate his many palaces and manors, Lady Gloriana knows that Taldor must reclaim its position as the bastion of humanity through constant vigilance. Pathfinders in her employ should be skilled at the arts of deception, misdirection, and stealth, while also knowing how to navigate Absalom's complex aristocratic landscape. Those with the ability to speak honeyed words to a rival noble while simultaneously pilfering damning documents from his satchel will go far.

Prestige Awards

The nation of Taldor is well known for its extravagance and ostentatiousness, and the faction of Pathfinders working to forward its concerns certainly benefits from this, whether through being granted noble titles, receiving invitations to exclusive gatherings, or earning positions in one of the empire's many illustrious institutions.

Height of Fashion (Fame 20, 2 PP): Your contacts among the Taldan aristocracy allow you to constantly update and adapt your fashion so as to never appear out of style—be it at court, on the road, or even in combat. You gain a +3 bonus on Diplomacy checks against nobles, politicians, and aristocrats of your race.

Lion Blade (Fame 20, 1 PP) You are invited into the exclusive organization known as the Lion Blades. You become specialized in Disguise.

Noble Title (Fame 20, 1 PP) You gain one of the following noble titles: baron, baroness, dame, earl, lord, marquis, marquise, visbaronet, visbaronetess, viscount, and viscountess. Among the many hereditary nobles in Taldor, your title means little and grants you few benefits other than an official writ declaring it a legitimate title in the Empire of Taldor, signed by Prince Stavian III himself. You become specialized in Knowledge (nobility).

Ulfen Guard (Fame 20, 2 PP) You have proven yourself a loyal servant of Taldor and are asked to become the blood brother of a member of the Ulfen Guard. If you're Ulfen, you receive the title "huscarl." If not, you gain the title "leidang." You gain a +3 bonus on all Intimidate checks when in Taldor or dealing with Taldan citizens abroad.

The Taldan Pathfinder

Pathfinders allied with the Taldan cause often hail from the nation itself, though sometimes foreign agents find themselves working for the empire because they share the modus operandi of using courtly intrigue to their own advantage. While many Taldan natives in the faction claim some noble blood, just as many come from the nation's poorer classes and hope that if they increase their nation's influence in the Inner Sea region, some of the inevitable prosperity will trickle down to them and their families. Pathfinder allies of Taldor should be willing to spy, coerce, blackmail, cheat, lie, and publicly humiliate their enemies. Most Taldor Faction Pathfinders are neutral-aligned.

Arizona Pathfinder Society

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