



Characters in the Pathfinder Society may choose to follow this pantheon by downloading the pdf version of the pantheon and including it with their character sheet. Sanctioning valid as of 25 June 2020 via the Battle of the Pantheon Winner Announcement blog at Paizo.com.

The Path of the Heavens

Areas of Concern celestial bodies, navigation, travelers

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Survival

Domains moon, stars, sun, travel

Alternate Domains darkness, void

Cleric Spells 1st: *longstrider*, 2nd: *flaming sphere*, 3rd: *gravity well* (*Lost Omens Gods & Magic* 108)

Edicts guide travelers; observe the movements of the moon, planets, and stars

Anathema mislead a traveler, permanently blind an enemy

Favored Weapon starknife

The Path of the Heavens is well known to those who make their way in Golarion. Looking down from above, these deities help travelers and voyagers find their path. Their guidance can be literal, or for others, more spiritual—some worshippers seek to know the progress of Sarenrae (the sun), Tsukiyo (the moon), and Desna (the stars) and through this knowledge gain enlightenment. Nocticula, the last member of the pantheon, for her part uses the cover of the darkness, the gaps in between the others, to shelter travelers and outcasts. Some who worship her as their primary deity in the pantheon seek to use the void between the stars to defend voyagers on the road. Though this is frowned upon by the other members of the Path of the Heavens, it does not seem to disrupt the harmony between the gods.