



By Valeria V1.3 'drunkdate' edition

Golarion is a world of swords and sorcery. Of magic and monsters. Of guns and demons. Of all kinds of things really, if you look far and long enough. But while there are countless stories of adventurers triumphing against Genie armies, witches of the winter or strange machines fallen from the stars, they are not the tale this time. This time, you are travelling to the nation of Mendev, where the Worldwound bleeds.

The Worldwound is a bloody rift in reality itself, linking the material plane with the Abyss, from which evil demons flood forth. Mendev is the nation that surrounds the Worldwound, desperately trying to stem the tide of Evil. For over a century they have struggled now, slowly being pushed further and further back, despite repeated crusades and the support of kingdoms from across the globe. None want to see the demons succeed but few appear willing to fully commit.

The Crusades are led by Queen Galfrey, the original ruler of Mendev whose youth has not faded in a century. Originally, she was supported by the angels of the Goddess Iomedae but they have not been seen in decades now. Though many brave heroes aid her, they have seen naught but failure for many years now, with many betrayals only adding to the pain.

The Demon Lords that oppose her are three in number. Deskari, the dreaded lord of the swarm, and Baphomet, the ever cunning bull who hides away in his maze, as well as the Succubus-Queen Noctacula, whose realm is the gateway to the Worldwound. They each send armies forth, along with agents and insidious cults to hurt the crusaders from within. But not all is well between the Lords, as each competes for their own clashing goals.

Behind it all, Areelu Vorlesh schemes. The Architect of the Worldwound, its' creator, she has plans in place for some unknown goal. Already, she has begun the production of 'Mythic' power, which will make it all the more difficult for the Crusaders to win. But it does not seem her goal to support the Demon Lords. Something else drives her.

Into all of this, you enter. In a few days' time, an amnesiac Crusader will wake up in the city of Kenabres, a potential hero to change the course of the war. Deskari, Demon Lord, will invade the city only minutes later and kick off the final stage of the war. You'll be here for at least two years, though you may decide to stay a great deal longer if you like, and may have up to 1000 Crusade Points to spend in the following document.

Locations

Where you begin your journey. Choose one of the following locations.

Kenabres

The last line of defence before the capital. Kenabres is the last of the shield cities that once stood against the abyss in Mendev. The city has been protected for a century now by wardstones formed by the souls of many still living angels, keeping out demon incursions. But cultists infest the city, despite the best efforts of inquisitors and paladins alike. It'll soon be the site of Deskari's next invasion, as well as the gathering point of numerous fated heroes.

Drezen

A fortress city that seemed invincible, even to the demons. But the betrayal of its' warden, charmed by a Lilitu, allowed the demons into the city. Now it is a fortress for the forces of hell, blocking the path through to the rest of Mendev for any army. For any Crusader or unaligned member, you'll be in a hidden spot outside the city gates. Anyone else is right in the thick of it.

Wintersun

A village halfway through the wastelands of the Worldwound, far past the gates of Drezen. Despite the surrounding lands being tormented by demon legions, this place seems almost idyllic. Humans and demons live here in peace together. Yet they respond to any more humans approaching as if they were violent monsters, whereas demons are welcomed no matter the crimes they commit. A terrible thing has been done to this town but at least you're accepted as a resident for now.

Blackwater

Outside factions have plenty of interest in the Worldwound, even from just the material plane. This mine has been converted into a laboratory by the tech-cultists of Numeria, protected by their cyborg soldiers and array of advanced technology. Deep within, a madman from the land of fallen stars seeks to combine demons and technology to create an invincible army under his control. Thankfully, you begin just outside the gates, oddly unpatrolled.

Alushinryya

The Abyssal realm of Noctacula, a Demon Lord. This vast city of shifting streets is a crossroads for the Abyss, where both demons and mortals come to barter and compete for influence. It's also the most direct path into the Worldwound gate from the Abyss, meaning that Deskari and Baphomet's forces now flood through Noctacula's realm to invade the mortal planes. Not something she's pleased about.

Iz

The lost city from where it all began. Iz is the ancient Sarkorian capital where Areelu was once imprisoned. The portal that the Worldwound is sourced from is located just beyond the city limits. The ruins here are flooded with powerful demons and often stalked by the Demon Lords when present on the material world, making it exceptionally dangerous for anyone not loyal to the Abyss.

Origin

Choose one of the following. Your Age and Sex are up to you to decide, within reason for your race and backstory here.

Wanderer

A stranger with a mysterious past and an important future. You've made very little impact in your life here before now, if you have any memories of it at all, but fate has a great deal in store for you. Your humble beginnings might have you as a visitor to Mendev, a hopeful crusader, a bottom rung cultist or someone else that appears unimportant. But you might find the potential to become mighty further on.

Crusader

The Mendevian crusades are a holy mission, fewer causes more just in the world. It draws existing heroes and would-be ones from around the world, likely numbering in those ranks yourself. You're an established part of the crusade, as either a foot soldier or officer of a low rank. You've experience with the demons and likely no small amount of distaste for what they've done, especially if Mendev is your homeland. Led by the great Queen Galfrey, ever tightly gripping onto power, there are rumours that another quest to take back the corrupted areas will begin soon.

Cultist

The forces of Good long since turned their back on you. But the Abyss was welcoming. Or perhaps the Hells? Though not necessarily a cultist exactly, you've found yourself on the side of those considered to be Evil in these planes. A capable spy for Noctacula, a low ranking commander in the hordes maintained by Baphomet or Deskari, even an agent sent by a more distant faction like the Nine Hells or the Shadow Plane?

Scholar

There is more at stake than the paltry battles of Good and Evil here. There's magic to be done. Secrets to be uncovered. Power to be obtained. Good or Evil, you're a scientist at heart and one with a history of pursuing things not considered acceptable by your homeland. In some places, it might be a penchant for necromancy, in others demonology. In some, as in old Sarkoris, it might be the study of arcane magic at all. You've been drawn to the Worldwound after realising the potential for both knowledge and power.

Race

Choose one of the below tiers to decide your race or species in your time here. Decide on how it interacts with Alt-Form rules in your own way.

Mortalkind- Free

The mortals. For the most part. Your ordinary men and women of the Material Plane. The likes of Humans, Dwarves, Elves, Goblins, Half-Orcs, Tieflings and so on. Some may live longer or shorter, be somewhat stronger or weaker, smarter or stupider, but they're all relatively equal at the end of the day. Though their innate powers are limited and by far the weakest offered here, they have the easiest time progressing in what is considered their 'Class' abilities. They face greater challenges and risks but come out all the stronger for it. The death rate's a lot higher though. Just part of being a mortal.

Dangerous Enemy- 200

Monsters in truth now. These creatures possess abilities that put them well beyond any mature adult of the mortal races above. Brawny minotaurs who can crush a man's head in one hand, the feather-winged Vrock demons who possess unnatural speed and flight with their great size or even the ever-charming Succubi and their innate magics. Even the youngest of dragons, just barely hatched, could be counted in these ranks. A creature in this tier possess a significant physical or magical advantage over a basic race but are not an impossible challenge. They would be considered an above average soldier in a demon army but not an elite.

Terrible Foe- 400

The elite of the unnatural, monsters among monsters. This tier covers the creatures that are widely considered to be famously powerful and deadly, who would feature as the commanders in a demon army or perhaps the focus of an entire adventure in their own right. Among demons, creatures such as the hulking magical powerhouses called Nalfeshnee, the scheming and arcane-gifted Lilitu or the many armed whirlwinds of blades Marilith would all count here. Alongside them, most adult dragons and the more powerful variants of giants or other outsider races are also present. Almost all these creatures are extremely deadly in combat and through some sort of spellcasting or unique abilities as well.

Mighty Monster- 600

The mightiest of all species. These creatures can often challenge entire teams of heroes on their own through sheer natural advantages. Balors, the generals of the demon hordes, or Solars, the angels who lead the Host of Heaven, are the most relevant examples. Creatures of this level often have both immense martial might and a host of powerful magical abilities, if not being masterful casters outright. They are often the step below the Demon Lords and similarly ranked beings, of vital importance to their realms and factions. Outside of the Outsiders, elder dragons and towering titans are other valid examples. No matter your side, you'll be an important part of the war as something like this.



+Path to Immortality- 100 per

Change is power. Remain what you are and you'll be forgotten, just another mortal of no importance. But changing what you are so often comes at a terrible cost. The wizard who longs for immortality and seeks to become a Lich. The noble who joins the night as a Vampire to live forever more. The hateful soul who abandons their mortality to become one with the Swarm. Though they are no match for walking a Mythic path, there are ways to change what you are in this world. Each purchase of this option allows you to undergo a transformation like that of a Lich, Vampire, Lycanthrope or Worm-That-Walks. They offer a range of powerful abilities but can also come with weaknesses.

Be warned that many of these paths are achieved through particularly Evil means. While you need not bear the guilt of having actually committed such evil, others will fear almost all the creatures you could become through this option.



Class

The following section will allow you to pick what your general skillset, talents and abilities are in this world. Each Class presented details different skills, martial abilities or spells that you might have access to. You'll only start as a beginner in these areas, having finished basic training but having no real experience or refining of your skills. There's many variations on what kinds of skills each class can come to have, sometimes entirely different archetypes within, that you can pursue as well.

But the skills and abilities associated with the Class you pick here will be easy to train. You'll find progress smoother and noticeably faster than your peers. Enough to be noted as talented, even if not as a prodigy. You may purchase an additional class for 200CP each, representing talents or classes that grow alongside your primary one with ease.

Alchemist

Not only the masters of chemicals and potion-making, Alchemists possess inherent magic that they can quickly form into temporary potions. While they lack the versatility of more traditional spellcasters, they can achieve all kinds of powerful or strange transformations through their alchemy. They also tend to possess a talent for creating all kinds of powerful explosives and poisons. Not to mention the money to be made when you can learn to turn lead to gold literally!

Arcanist

The innate power of a Sorcerer with the studious nature of a Wizard. They learn spells in a similar fashion to wizards but can channel their innate powers towards a selection of these spells as needed, rather than having to always prepare ahead of time. Arcanists can also generate a small reservoir of arcane energy that further enhances or modifies their spells, learning many tricks over time to mix up their spells.



Barbarian

Savage warriors who fight in a deadly rage. Naturally attuned to the chaos of the world, Barbarians rip and tear their way through the demon hordes. Hardy and swift, they can enter a battle rage to gain increasingly mighty strength and endurance. Their rage will eventually gain unique abilities of its' own as well, taking on the ferocious traits of animals or allowing a Barbarian to easily resist magic.

Bard

Storytellers and musicians. Travellers who gather knowledge with ease, while turning their innate magic to song and performance. A bard's songs and dances can buff their allies with magical powers or weaken their enemies, while they can use a bevy of spells to confuse and charm others. In time, just their performances alone could leave people paralysed or even bring them to the brink of death!

Bloodrager

Similar to the Barbarian, the Bloodrager relies not on innate fury but the power of a special bloodline within. Their magical heritage gives them both a powerful battle rage and the ability to cast suitably fitting spells to their bloodline.

Cavalier

The classic knight in shining armor, as one variation of what the Cavalier aspires to be. Mounted warriors gifted in both charges and battlefield tactics, a Cavalier rarely fights alone. Even if they must, they can challenge their foes to duels and gain advantages from their honorable behaviour.

Cleric

The empowered priests of the Gods. Clerics are divine casters, wielding powerful magics to match Sorcerors and Wizards, but theirs are granted directly by the Gods they worship, spells decided at the start of every day's prayer. A Cleric's abilities vary significantly depending on the God they worship, a requirement in the world of Golarion where only divinities may give such magic. A Cleric of Urgathoa might become a powerful necromancer, while one of Sarenrae a superb healer and support worker.

Druid

Casters who work with the divine power of nature, protecting and nurturing it as it serves them in turn. Druids can command the forces of the natural world, along with summoning beasts as allies, and are often accompanied by a particularly powerful animal companion as well. They can even change their shapes, to match with animals and plants of wild forms. However, they must respect nature and its laws or face the loss of their divine magics, powerful as they may be.



Fighter

Lords of the battlefield, superb in mundane combat. Fighters are a general term for those who focus wholly on the arts of war, whether it be for archery or wrestling or swords and shields. Even the most specialised will have a much easier time with a variety of weapons or styles, and they become terrifying when working with their focused weapons.

Hunter

Wild wanderers who have formed a connection to one or more animal companions. Not only do these hunters fight alongside their increasingly powerful animal friends, they gain the magic to take on their traits or even turn into beasts themselves, as well as to manipulate the natural world they call their home.

Inquisitor

The deadliest servants of the Gods, who put aside morality in order to do what must be done. Interrogators, hunters, even assassins if need be. They can use their holy power not just for a moderate range of spells but also to pass down weakening judgements on their opponents. Deadlier in martial combat than most of their faith, an Inquisitor is rarely called to solve things peacefully.

Magus

The ones who combine martial talents with magical ability. Though they are no match for a Fighter or Wizard individually, a Magus can combine both arts seamlessly. For each blow with a blade, they unleash a spell in combination. They can even enchant their weapons while holding them, able to adapt to almost any threat with their wide array of combat spells.

Monk

Skilled warriors who focus on the perfection of their bodies, crushing all before them with fist and foot. They near universally follow a rigid, lawful code in how they train. This same code begins to grant mystical powers as they become more experienced, their martial arts starting to mimic the effects of many spells.

Oracle

Blessed and cursed by the divine, though not always by a specific god. Oracles cast divine spells innately, without a need to learn or pray for power, but in return they suffer from a malady of some kind. Blindness, a lame foot, bad luck and so on. But along with a growth in mystic power and strange abilities relating to their blessing, this curse will begin to confer unique benefits of its own.

Paladin

As classic a hero as you can get. Clad in shining armor and blessed by their gods, these are the champions of Lawful Good and protectors of the innocent. Powerful warriors who are gifted with healing abilities, protective blessings and eventually even divine magic of their own. There can be few greater opponents for the Abyss than a Paladin at the height of their power.

Ranger

Hunters, trackers and wild warriors. Rangers are skilled combatants who learn a smattering of divine magic related to nature. Talented trackers, they become unnaturally good at finding and killing a few specific kinds of foes as they grow. The favoured enemy of a Ranger in Mendev is almost universally a demon, of course. Alongside this, they are often accompanied by animal companions of their own. A wolf or eagle to better hunt alongside.

Rogue

The skillful and the sneaky. A Rogue can learn to become many things. A peerless thief and infiltrator, a charming spy and diplomat, a deadly assassin and saboteur. Whatever the case, they'll find themselves skilled at the tasks they focus on, talented at going unnoticed and exceptional at stabbing people in the back when unseen.

Shaman

Strange spellcasters who create contracts with the spirits and natural energies of the world around them. They draw their power from these deals, even manifesting a spirit animal that acts as a guide, while being able to much more easily direct natural forces than others. They must prepare their spells ahead of



time but their connections with nature give them a vast library to choose from, even before they rely on the spiritual hexes that come easily to each Shaman.

Skald

A combination of the furious spirit of the Barbarian alongside the inspiring music of the Bard. These are the storytellers of war and heroic adventures, who can draw on the inspiring feats of the stories they tell to enter rages or cast supportive magics. They can even learn to emulate other spellcasters through their stories, similarly with other barbarians.

Slayer

A specialised form of Rogue, who focuses only on hunting down and killing their target. They don't have or need magic, able to study a target to understand their weaknesses. Then, with their terrifying skill in combat and ability to kill from the shadows, they strike. More than even Fighters, these are the monster killers of this world.



Sorcerer

Those blessed, or cursed, by magical heritage. A Sorcerer has innate magic, allowing them to cast many more spells than a Wizard might, but each Sorcerer only knows a few spells revealed to them as they unlock their bloodline's power. Whether a literal dragon or a deal with a devil generations ago, a Sorcerer's power is almost always from a source outside of mortal reach.

Warpriest

The holy crusaders of a faith, not limited as Paladins are by their oaths. They combine divine magic, at which they are nearly as potent as a Cleric, with similar martial talents to a Fighter. They bless their weapons with all kinds of enchantments as needed in battle, while striking with shining fervour against their faith's enemies.

Witch

Feared and hated, a Witch is a caster who has made a contract with a greater power for their magic. Sometimes unknowingly. From forces of nature to powerful demons or fey, they are gifted magic in the form of an intelligent familiar. Theirs tends to be stranger spells than a Wizard might use, relying on curses and tricks and ailments than direct fireballs. They even learn special hexes, based on all the many stories of what a Witch is, that they can freely use even as they run out of carefully prepared spells.

Wizard

Masters of the arcane arts, wizards are studious spellcasters who seek out ever more magical knowledge to control the world around them. They do not tend to possess magic themselves and have little ability in melee but are among the most potent casters. Wizards can throw fireballs, fly or turn flesh to stone soon enough, while masters can turn into mighty dragons or even warp the fabric of reality itself for a time.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Chronicle of a Hero- 50

Each night, you hear a calm voice in your head, speaking of your struggles and adventures for the day. It's unknown to whom they speak but they attempt to recite your journey as an epic story, a tale mythic in scope. Each morning, you awake to find a well drawn sketch of an event from the previous day, seemingly by the hand of the narrator. This narrator might, some even say by default, be a version of Areelu Vorlesh herself, architect of the worldwound. Or maybe it's someone else from the world of Golarion. Even one of the Gods might be your personal storyteller each night.

Iconic Looks- 50

Distinct, eye-catching and with a style all your own. You're far from the sort to fade into the background, unless you're trying to. Be it a handsome face, beautiful features or a fear-inspiring countenance you've got an image to remember. Attractive or horrifying, your image isn't one easily tarnished by a month trekking through wastelands and battlefields, your features and clothes remaining generally the condition and cleanliness you'd want. Don't go diving into a blood pit and expect to come out smelling of roses but you'll certainly remain beautiful even after a vicious siege battle.

Early Start- 50

Something that might not fit what you're meant to be. A trick or ability that seems odd for what sort of hero you're supposed to be. You've gained access to a skill or ability that would normally require prior training or a specific sort of being to possess. In terms of gameplay, this would be a feat, class feature, extraordinary/supernatural ability or other character feature present in the Wrath of the Righteous game. Each purchase of this feat gives you access to one such thing, even if you otherwise don't meet the prerequisites. Maybe you're just special that way.

Veteran- 200/400

You've been on a few adventures before. Instead of some rookie who just came off the ship, you're already experienced. This option essentially allows you to skip ahead through the usual process of studying, training and going on adventures to improve yourself as a hero here. It won't affect your race nor any Mythic options you choose to pick, as you'll only have come into Mythic power recently.

For 200CP, you've got at least a few years experience with it all. You're capable and ready for battle but would not be considered a rare sight. The best warrior of a small army, the court mage of a moderately successful kingdom, an important cleric for a regional section of your faith. You'd be more than a match for most common soldiers, even those of the demon hordes. Casters will find their spell selection significantly expanded while martial or skill-focused types are much more adept with their specialties. This experience might give you a more detailed history with the crusades as well, with a reputation based on numerous engagements already being built up. Allies and enemies have already been made, unless you choose to still be a new arrival.

For 400CP, you can become a major player in the crusades from the start. Your skills in your Class are already the stuff of fables, though not yet enough to shake the world itself. Casters can fling around dozens of mighty spells before tiring, whereas warriors cut through even elite demons like Glabrezu or Nalfeshnee with ease. You're an elite even in the grandest kingdoms and only the most powerful

mortals would be above you. There's a few steps left between your current progress and true mastery however. This experience almost certainly results in plenty of existing connections in this world, particularly in Mendev itself. Unless you have no presence here at all, you're likely to be a commander of either the crusade or the abyssal armies that pour forth. A close friend to Queen Galfrey or one of the peers to Xanthir and Areelu in status here.

Legendary- 400

Mortals have a potential all of their own, in a way that Mythic can only hope to emulate. However it happened, you've become one of the legendary few to get in touch with genuine strength sourced only from yourself. Already, the sign of your natural excellence improves your body and mind significantly, increasing your strength and agility and charm and such by a few notches each.

You grow at a speed astonishing to even the most gifted of heroes, reaching the level of mastery by the time most are getting competent. When others begin to number among the greats of their classes, you've already surpassed what is considered the mortal limit. You both progress much quicker in training and study while also having a much higher limit in how far you can take such things.

Wanderer

Wandering In- 100

Why are you here, stranger? To join the crusade as many would be crusaders? To study the Worldwound? Were you always a citizen, even if no one knows you here? Or is it just none of anyone's business? Somehow, your presence as a stranger and nature as a mysterious wanderer with no true origin is...overlooked. Adventuring parties are willing to trust you mean well, businesses judge you on personal attributes instead of work history and the paranoid crusader city lets you in even if you seem mighty suspicious. This talent for explaining yourself and getting others to give you a bye only extends so far, don't expect to slip into secure facilities or join a secret cult with it alone.

Protagonist Centric Morality- 100

For many in Golarion, morality is much stricter than the complex moment-to-moment choices that mortals perceive it as. A Demon is bound by their very nature to be Evil, the overpowering instincts constantly pushing them to be villainous. Outsiders and many others suffer the same, struggling to resist the urge to be Good or Lawful. But be it through sheer will or an odd separation from the alignment axis here, you feel far less of such compulsions.



You are far less restrained by the alignment system and similar morality schemes, able to act as a hero despite being a Demon with only a little effort, instead of the epic struggle it usually becomes. You also find it much easier to consciously change your alignment in these systems, able to choose to quickly alter what morality others might feel or see through magic on you with a few appropriate actions. Burn a few innocents and you'll quickly count as Evil but help rebuild a destroyed town and you might count as Good again. It won't change opinions of you from those you've hurt but it will affect alignment magic and those who try to sense your morality.

We're Just Friends Lann- 200

Particularly given how unconscious the act is. You have a way of, often unintentionally, presenting yourself in a light most appealing to your allies and close companions. What is to you snarky banter with a smug oracle, might catch their interest as skillful flirting instead. A friendly spar might alight passion in a mongrel warrior. If they could have an interest in you, you'll almost trip over a way to get that interest going. However, it'll be up to you to both respond to that interest and develop it into a proper relationship. Ignore it and you'll only be considered an awfully charming friend, even when you don't mean to be.

Evil and Good versus Evil- 200

It is all too easy to lose track of the big picture. Yes, the commander may be an unholy abomination against all that is good and holy. A lich or demon who perverts the sanctity of life. But the worldwound is a greater threat by far. In times like these, you know the words and have the guile to convince others to work with you when they would normally not. You're a fairly persuasive sort normally now but it is in convincing current or former allies to team up with you despite your objectionable nature, alignment or actions that you excel.

Prove your worth as a leader and hero in the task you've all agreed to work together on, and they might even help cover for your wretched self. Like your captain hiding the serial murders one of your companions commits regularly, as she is of more use alive than dead to the crusade. But everyone has a limit. There are some actions, particularly if it is personal to someone, that no amount of honeyed words can excuse. And some monsters that no one will agree to work with, like the swarms who are inherently hostile to all natural life.

Mythic Companions- 400

How favoured is the hero, to receive all these blessings and awaken all this unknown power. But how unfortunate for his friends, who don't get special heritages or mythical weapons of their own. Your own circle of companions need not grow jealous, as destiny seeks to integrate them into your own tale. Your closest and longest cherished allies find that they are much more easily able to keep up with you as you advance in life. The fellow adventurers in your party, the rest of your sailing ship's crew or hand picked retinue that supports you as king. They happen on their own ways of growing in power and ability, sometimes entirely separate to your own. New teachers that wish to pass down skills that only your companions know, legendary items found when they split from the group for a time, even secret powers of their own. Though this almost divine guidance won't bring them to your level, it will help them remain worthy of being your fated companions. If they part ways or stop being your active companions, they'll keep any benefits they gained but they'll find the ease with which they kept up fading away quickly.

In The Grace of Time- 400

The fortune of the fated, to be at the right place at the right time. Even as you bumble and butcher your way through this warped nation, you'll be drawn onwards by fate to arrive just in time. In time for what? In time to be the one that makes a difference, if you can match up to the task. Rarely will you encounter the aftermath of some tragic tale, like a merchant caravan having been attacked by bandits, when you could instead arrive moments before the battle begins and be able to choose your own side.

For your own quests, it also helps you arrive within any time limits that have been set, even if they are terribly obscure requirements that someone forgot to write down anywhere. Like understanding which month is the correct one for a grand ritual to be successful. This lure of fate, which often sees you discovering shortcuts and finding quicker routes to your destinations, also helps guide you to interesting events and places. All the better to grow your story and increase the ways you change the world around you.

Progress of the Protagonist- 600

Mastery, to the heights of mortal ability, can take decades or even centuries of steady and arduous effort. Study, practice, experimentation, rest, new experiences and more all goes into the advancement of fighters, wizards and bards. And yet, you have expressed years of progress in the

course of a single adventure. Improvement in your skills and abilities comes swiftly when through the lens of a quest, allowing you to make leaps and bounds of progress just by using your general set of abilities in whatever dramatic task you've undertaken. Even if you're a wizard paying lip service to the absolute requirement of study and experimentation, you'll be able to quickly surpass sages far your elder this way. Even your close allies, companions that undertake these quests alongside you for long periods, can find themselves benefiting from the same alacrity in advancement.

The downside is that this form of heroic growth requires a steady increase in threat. Though you may progress faster than almost any mortal can match, it relies on your quests and adventures becoming more and more difficult. Stay safe with lesser threats and you'll quickly falter to be just another mortal but pit yourself against the abyss with Mendev's Crusade and you might become a master in just two years.

I Promise- 600

Strange dreams, a mysterious past, unknown parents, a bloody call to destiny. Maybe you do have some sort of classic role to play in this game after all. Your mysterious past holds many secrets, which often reveal to you previously unknown ties to people you meet, important events in the past and future plans. Much of the time, this only helps in making a favourable impression or being given consideration by powerful beings. Something about fate. But once every decade or so, you'll be drawn towards something of great significance for the world, deeply tied to your own history. Should you answer the likely obvious call to adventure, you'll discover a great deal about yourself. Grand rewards and power await you but also great risks and danger. At least for whoever you were meant to be in this world currently. There will be an awful lot of rediscovered family members along the way too but just take it in stride, it happens to all the heroes.

Crusader

Heart of a Crusader- 100

The crusades have become a long, dark night. This is no fiery counterattack from mankind but a grueling resistance against the endless hordes of the Abyss. It takes men and women like yourself, those with the strength of heart to keep hope alive despite years of no progress and failure to keep it all alive. You have the will to continue these long fights without faltering, even to withstand some of the worse demonic tortures should you need to, and can share some of this with your closest allies, keeping them from falling to despair. You won't keep the crusades going on your own but a hundred like yourself could make all the difference.

Heroic Countenance- 100

The very image of the heroic Paladin. Your handsome features contribute much to the overall aura of goodness, honour and righteousness that you seem to project. From your appearance, attitude and mannerisms, the first impression many will get is that of a man undoubtedly devoted to the forces of good. Your presence is not literally that of Good, like a true Cleric or Paladin might possess, but a sense that you are a genuine hero and worthy of trust. Hopefully, you can live up to the faith you engender and not use it for ill-ends.

Storyteller Eyes- 200

Time itself has brushed against your mind, allowing you to form a connection to whens and wheres beyond your own senses. You possess the ability of psychometry, able to glimpse the past and future through contact with objects of import. You do this by looking into the minds of those who once possessed these objects, hearing their thoughts and seeing through their eyes. Each object tends to focus only on their most closely linked owner, the one who had them for the longest and associates the most with them.

These visions are often unclear and difficult to control, tending to show the most important events those you look through have experienced and being muddled by their biases. Using multiple related objects to glean information from a single source can greatly aid in clarity. However, this psychometry can be tiring or mentally shocking, as you are exposed to all the emotions of those you peer through.

Divine Aid- 200

The Gods are real and for you, they are closer than most. For better or worse, you have been marked as someone of importance by the Divine. You'll catch their eye or ear more often, particularly any you personally devote yourself to. Such beings are much more likely to intercede and grant favour than with other mortals, sometimes giving a temporary boon in return for suitable deeds.

These can be useful, a powerful spell on your party to increase their strength from Gorum or a number of undead allies raised by Urgathoa in time of need, but may come with a punishment if you dissatisfy the God. Gorum may expect you use that power for a worthy feat of strength, for instance. Boons can turn to curses or bad luck if you fail. Even if you refuse these occasional divine favours, you'll find it far easier to make contact with any divine being, however you choose to do it.



Advisor Commander- 400

The Crusade is far more than a military venture alone. The whole of Mendev has become devoted towards this aim, linking political aims and its' economy into the war. Part of running a successful campaign has thus become understanding the political and economical interactions present. You've become an exceptionally adept advisor on these areas, enough to be worthy to any ruler.

You can sort out complex trade disputes, balance the competing interests of foreign kingdoms and help coordinate the internal economy, all the while turning these resources to support the efforts of the Crusade without hindering it. However, not everyone can always be pleased, and the most effective actions might still result in wounded prides or new enemies being made. It's your job to find out what prices can be paid.

Knight General- 400

The direct side of the Crusade. Military might is the core of the Mendevian resistance to Abyssal aggression. No matter how rich and stable the nation might be, it's for naught if the demons just murder everyone. You're now a high level strategist who can coordinate multiple armies with expertise, with great experience at taking on the varied hordes of monsters that the demons field. As well as aiding lesser generals in overall battle plans. Your talents lie particularly in rapid adaptation to strange situations, vital when the abyss always has a new threat to show, but also useful for quickly putting new and bizarre allies into the field.

Your gift for recruitment and training is a match for your gifts with command, especially when it comes to getting all kinds of troops to work together well. Crusaders come to Mendev from across the globe and it is your mind that sees Chelaxian Hellknights, adventurers from Absalom, machine warriors from Numeria and literal Beer Elementals all become a cohesive fighting force.

Great Redeemer- 600

It isn't always righteous fury and purging flames. Some elements of the Crusade argue that the path to victory can be made with kind intentions, instead of the sword. You have come to understand Good, Evil and why people are drawn to each. You see clearly into the hearts of others, even millennia old demon-queens, to comprehend what kinds of people they are and what they believe about morality.

But most importantly, you are able to bring healing and redemption to others. As long as there is even a shred of goodness or hope left in them, you can inspire with your words and actions the desire to change. Your heartfelt beliefs and sincere arguments pierce through contempt and amusement to leave even Evil Outsiders shaken. If there is a chance, however remote, that they can become Good, you can make it a genuine possibility. They still need to choose to take that step,

however tempting and easy you might be able to make it with your friendship and the wonders of being Good. And while you could guide even an evil demigod to ethics and morality, you can't guarantee them forgiveness from everyone they've hurt.

Declaring the Crusade- 600

What started as the sparks of one tiny nation resisting has grown into a blazing fire fueled by heroes from across the world. In the same way as the Crusade itself, you can draw in allies of great and varied natures to aid your struggles. Through magnetic personality, excellent advertisement skills and plain luck, you become a banner for those aligned with your goals and beliefs to gather around. It becomes easy to recruit ordinary allies or servants enmasse, making gathering soldiers for a crusade a relatively simple endeavour. You can easily advertise your cause to the wealthy who sympathise, making raising funds ever easier. Benefactors, outsiders, patrons of divine and strange natures, can all be attracted to give favour to your cause.

As long as you have a clear goal and can make yourself known, you can bring together a powerful faction on the scale of nations within just months. Actually managing the faction after you bring it together? You might need some worthy advisors, generals and skills to match.

Cultist

Bad To The Bone- 100

Evil is a little more natural to you than most mortals. Acts of violence and malice just don't provoke the same natural repulsion that many normal people would feel. In fact, you end up being rather talented at just about anything that would be considered an Evil act. Pillaging, torturing, murder, sacrifices to demons and devils. It's not hard to learn to do them well, better than the average farmer at least, and it is easy to let yourself sink into it all to enjoy it. You'll not need to worry about regrets, disgust at how far you've fallen or hesitation. At least, not if you take that first step willingly. Choose to be Evil and you'll be a model cultist in no time.

Hidden Threat- 100

With the prevalence of means to detect Evil and those who worship it, every Cultist must find means of disguising their true nature. You have access to methods magical and mundane to obscure your alignment and allegiances. This could appear as an innate ability to conceal your cosmic alignment to evil for a time or natural talent for spells that do this, in terms of magical concealment. On the mundane side, you are excellent at twisting words and providing justifications for evil actions or even being detected as Evil. Hiding and passing off your true convictions as more innocent or simply less objectionable has become a rote task. You're no worshipper of Nocticula, you're simply yet another hedonistic noble. You might be detected as Evil but it's just the result of a merciless approach to business, not a history of human sacrifice and murder.

Mayhem Making- 200

Tear them down from the inside out. As strong and perfect as they try to project themselves, the forces of Good are riddled with vulnerabilities. These things are clear to you, in their fortifications and their armies. You know where people and buildings are most vulnerable to sabotage, where an out of control fire or a small bomb can cause the most chaos and damage. A quick eye for weakness and a sense for when the best time to strike makes you hard to catch, as you can plant your traps and bombs without leaving much evidence of your presence. It'll only be more potent if you can sort out something a bit bigger than some alchemist acid and a few fire bombs.

The Rot Within- 200

Eager as they are to accept new recruits, the Crusade has a great number of eagle-eyed Inquisitors on the look out for demonic infiltration. Unfortunately for them, there are those like yourself. Infiltrating organisations like this is what you were born for. It takes a lot more than just concealing your alignment to get past these guards, so you know how to adapt to be just what they're wanting. You can put up a range of personas to fit different characters, create effective physical disguises without relying on magic and swiftly understand the character of varying factions. These traits make it possible to not just be recruited into the arms of your sworn enemies without them knowing, but to understand how to quickly gain their trust. Hiding your true abilities and intentions, you could



ascend to vital positions before stabbing them in the back, leaving them open for your demonic masters.

Demonic Bravery- 400

Evil always lives to thrive another day. Though your schemes may fail and your lies be uncovered, you remain as slippery as any eel when it comes to punishment or being put to an end. A great deal of it is ill fortune for your foes but you are indeed talented at fleeing, hiding and throwing your subordinates in front of the horse to give yourself a second chance.

A bigger threat might sometimes appear just as the adventurers' corner you, you might realise that a cowardly speech could let the goody two shoes heroes let you live, a worthless minion might take the blame for your political machinations and more. The more failures you rack up in a short time and the more severe these failures, the less you'll be able to benefit from good fortune in this respect. You'll just have to rely on your natural sliminess to get yourself free.

Bloody Promises- 400

Why do all the infiltration and sabotage yourself, when you get the enemy to do it to themselves? The flaws and vices of mortals lay themselves bare to your vision, showing all the twisted paths you could take to force them to depravity and Evil. Not that they need to realise they're being forced, with how tempting you can make it. You can seduce, bribe and torment others to falling to your level and side, through a variety of means. It may be the direct seduction of a succubus, trapping a mortal in false love and lust, or setting up a situation so that a man feels he has no choice to be Evil, isolating him from others by making him into a hated wretch, so that he comes to you willingly.

The other side to this is your talent for creating and managing demonic cults. Gathering those you corrupt together, aiding them in spreading their influence and teaching them to conceal themselves. Retaining the loyalty of these Evil and often foolishly ambitious mortals can be a difficult game, but it is one you've mastered. Whatever they might believe about demonic ascension, they only exist to serve your purposes.

Chosen of Evil- 600

What luck! What unholy fortune! One of the Great Evils of Golarion has chosen you as their herald, their High Priest. Though they expect loyal and effective service, they are generous with you as such a favoured servant. You enter service to one of the Demon Lords, Archfiends, Horsemen or similarly potent Evil outsiders of this world. You gain powers fitting to your chosen master, such as the ability to summon powerful Outsiders that serve that being or significant increases to abilities or magic you possess that matches your masters' nature.

They have a great deal of favour towards you, even those who normally have nothing but contempt for their worshippers. Rewards for good service and even protection or favours are possible for the worthy. Additionally, as High Priest, you have the ability to forcibly summon your master to your location regardless of their consent. Given their favour to you, they won't kill you for the act unless it is an obvious betrayal or a repeated annoyance, but they may well leave without aiding you if they consider it beneath them. In future worlds, you can devote yourself to a great Evil of the world to gain similar benefits and favour. The benefits of any master only last as long as they are present in the world with you.

My Mind is the Maze- 600

The lessons of a Demon Lord. A realisation of one of the laws of reality, allowing you to change the fundamental fabric of existence in a specific way. This is the understanding that a prison or maze is only such because you believe it to be. Once you broke free of that truth, it gave you power over such things. Not only can no prison or maze hold you, unlocking or revealing their true path to you, but you can take them for yourself with ease.

A fortress that imprisons you deep within can be easily conquered from within. Prison guards attempting to stop your revolt find themselves fighting against fate, as if you coming to rule your prison is just the natural way of things. Even mazes of a magical nature can be forcefully taken, placed under your own control as all its' functions are cut off from the hand of the original master. Even on the least scale, such as spells made to bind your movement or manacles clapped around your wrists, you can easily escape and turn these things on your would-be jailers. You have the freedom of movement to never be held down again.



Scholar

Play Both Sides- 100

Good or Evil, they're both always after an edge. An advantage to triumph over each other. You've had some experience in selling yourself and your various inventions to these morality bound fools. You've a deft hand when it comes to advertising yourself, as well as in showing off how useful and hard to replace you are to the more evil sorts. You're not so good at getting the good guys to accept evil experiments but if you can hide the immoral methods, they'll likely be quite interested in what you have to sell. With a merchant's mind for haggling, chances are you'll get a good price too.

Ritual Science- 100

Magic is more than just a way to cast fireball or heal wounded fools. It is a science, much as the backwater idiots in Mendev might fail to appreciate it as such. With a logical mind, you have an easier time than most in studying the arcane and the occult. While there's little potential in you now for the blasting magics an adventurer might wield, you have great things ahead in the field of rituals and more in depth workings of magic. Things that take a great deal more time and preparation than a pouch of components and a word of power. But such rituals are the key to enacting longer term and wider reaching changes in the world. Perhaps even on yourself.

Ascension Trials- 200

Why bother learning all this magic and science if you can't use it to turn yourself into a magnificent demon of unparalleled power and beauty? You've a great affinity for the transfiguration of the body and soul, easily seen in your exceptional skills with surgery and the ease you use transmutation magic with. Your knowledge of your own body is complete, with an understanding of how far you can push or change your being before breaking. Even once you change forms, it is simple to come to a deep understanding of your new capabilities, anatomy and psychology.

And to help you change forms, to apply these soul-deep magics to yourself, is an ever steady set of hands and an incredible tolerance for pain. Power does not come without pain and rarely will a mad scientist be able to trust anyone but themselves for such intimate surgical procedures.



Attend Me, My Minions- 200

Direct intervention is...perhaps not the best use of your time. There's all that danger, out there in the field. Better spend that time in your laboratory and let the minions take care of things. There's never much of a shortage on easily cowed, simpering mortals in your presence, almost attracting them like flies. You'll rarely have a shortage of somewhat stupid followers to draw on, humans and orcs and such that idolise you even if you have a reputation of killing your assistants in a rage. They might even find it more enthralling because of it.

They'll follow most orders short of the suicidal, though with their brains they can't often tell what is certain to kill them, and putting actual effort into their training can make them quite competent as guards or assistants. Go through them too fast and you might need to go on a recruitment drive yourself. It'll rarely take more than a few days to gather a couple dozen new idiotic mortals to aid though.

Precursor Art- 400

The secrets of our forefathers hold the key to many unique forms of power. Most of your peers these days are too focused on the present to put in the time but you have the mindset to unlock the secrets of the past. The connections that link magic and technology of the current day into the grand workings of the past are clear to your eyes, making it far easier for you to understand how these work. The spells of an archmage long gone or the technology of a once great empire that degraded into the current world can be rediscovered and even reverse engineered with your efforts. Even without the still lengthy process of fully understanding ancient magic or technology, you're still able to quickly repair and maintain such devices with little knowledge of their true workings. With proper study, you could restore the broken relics of old into their prime, possessing all the powers they once held.

Numerian Education- 400

The Technic League are loath to let the secrets of Silver Mount out of Numeria, yet you've managed a full education despite that. Part of the League yourself, maybe. These secrets you've grasped have shown you all the workings of the technology used by the Technic League, far in advance of what the rest of Golarion has access too. Electricity powered machines, computers, powerful robot guardians, cybernetics, laser weaponry, rudimentary artificial intelligence and more. The advanced extra-terrestrial tech is costly and difficult to obtain outside of Numeria, making your knowledge a valuable asset to many factions.

But while the deepest secrets of the God Machines are far from your grasp, you have realised methods to combine the arts of the supernatural and the technological. You can comprehend how to mix the two into working or even superior products. Adding cybernetics to the flesh of a Demon, powering electrical weaponry with magical energy or even affecting the soul with surgical steel. With the right knowledge, even the path to divine machines might not be out of sight.

The Science of Good and Evil- 600

The study of those that are called Outsiders. Beings of magic and morality. Though the world may revolve around the actions of mortals, it is these beings who are the purest expressions of power. Long years of research and gruesome experimentation have taught you a great deal about them. Their nature and biology, how their moral alignments intersect with reality. The magic behind morality itself, so closely linked to these beings. The mechanics of their inborn magic and the ability

to warp reality gifted to higher Outsiders. Most importantly, you understand how to affect Outsiders directly.

Through magic and mechanics, you can modify and warp such beings. Forcefully change their alignments, combine multiple Outsiders into new creatures, create wards to seal or reject their powers. Even creating new Outsiders becomes possible, a sample of one becoming many with enough power, and to twist their minds around to become playthings. Even the nature of the Gods themselves is somewhat understood by you, though you lack the skill and lore to interact with divinity directly. If only you could gain greater knowledge on the essence of power itself, you might find a path to godhood.

Nahyndrian Knowledge- 600

Through her direct tutelage or your own groundbreaking efforts, you've uncovered the same methods and ideas that Areelu used to create Mythic power from Nahyndrian crystals. This is the science of extracting power from mighty beings and converting it into new forms. The essence of Demon Lords was used for the Nahyndrian Mythic arts but you need not be so limited, as you can turn the same magics to extract from the corpses of other mighty things or even from inanimate sources.

The core purpose of this science is the creation of Mythic power, in its' various forms. This might be the basic empowerment that most demons have received or one of the more advanced forms of Mythic power. It combines well with other sciences as well, creating powerful energy sources, enormously enhancing magical rituals or easing in great transformations. This is the manipulation of what some might consider power itself, only found in the greatest of creatures and magical effects.

Mythic

A new threat to Golarion, never before witnessed, is the presence of the Mythic power. Demonic in origin, it has only just begun to appear in the depths of the Worldwound. But soon, more and more demons will emerge with this strange power. Along with a hero to match them, wielding the same amethyst energies.

Mythic power, in truth, is the product of Areelu Vorlesh's unholy experiments. The architect of the worldwound has been taking Nahyndrian crystals, the solidified remnants of dead Demon Lords, and transforming them into pure essence. This essence forms the basis of Mythic power, which has been granted to a wide variety of demons to enhance their power. But such is only the most rudimentary use of the crystals' energies.

Mythic power, as it has been developed further by Vorlesh, has come to manifest in various forms. It can be used for a single shot of enhanced power, to enhance the innate potential of a lifeform or even to imbue the inherently transformative Nahyndrian energies into a living thing to grant the same powers. But through all this, Areelu was not satisfied, and it is possible that the true purpose of Mythic power is to reach for something even greater. You may purchase one or more of the below options. Mythic Hero is not required and is redundant for Mythic Path.

Mythic Hero- 200

Mythic power blooms in your breast, unlocking potential you never thought you'd have. You've attained the same powers as those considered to be Mythic Companions or Heroes. Initially, this does not seem to change much. Instead, as you grow stronger and accomplish greater feats of skill or adventure, you'll see more and more Mythic powers unveil themselves. These most commonly come in two forms, Mythic Powers and Mythic Feats. Five of each, before your Mythic powers have fully matured.

Mythic Powers tend to be unique abilities or powerful extensions to your powers. Immunity to Magic, sonic blasts with every attack you make, endless rage to draw on, making support spells that last minutes last all day and more. Mighty abilities that break the rules and surpass what others consider physically possible.

Mythic Feats instead refer to improvements on your existing skills and talents, pushing mundane abilities to superhuman extents. Skill with a certain weapon reaching unnatural levels, lessening the weaknesses of your species, focusing your strikes to hit with devastating force or to move with extreme speed the moment before an attack hits. While not as powerful as the Powers above, they hone your existing toolset to a razors edge. Further details on examples for both kinds can be found in the notes section.

Mythic Path- 400

Mythic potential suited you well, an affinity for power found inside your soul. You are not just a mere Mythic Hero but one with a Mythic Path to walk. The potential of the energies within make you open to change in ways no mortal can claim to be. While you retain access to all the benefits outlined in the Mythic Hero option offered above, you also gain a Path or the potential for one.

By being exposed to unique energies and substances, you can stat upon a Path based on the source of those energies. Bathed in angelic light before you make the choice? Your Mythic Power will allow

you to slowly become more like an Angel over time. The same for the power of a Demon. Other methods might involve rituals to become a Lich or the bite of a Vampire, with your Mythic Potential allowing you to transcend into a far greater version than is normal. You may either begin on a Path already or leave it open, allowing you to choose after coming into exposure with an appropriate source. Listed below are several example Paths that illustrate the kinds of powers and processes involved.

Once you begin on a Mythic Path, you'll slowly develop skills and powers associated with your Path. These will begin as useful but not overpowering. As you progress, they'll slowly become mighty powers indeed. Each Path offers a wide variety of abilities that you might develop, often coming with inherent spellcasting, useful summons from your chosen faction and powerful passive abilities. Fully maturing your path will almost certainly allow you to undergo a powerful transformation. In many cases, this transformation is enough to put you on par with entities like Demon Lords or other Demigod-like beings. You'll certainly be a powerful member of whatever creature your Path draws from.

All Paths included will come with a sort of guidance by the world. You'll find yourself drawn into the story of the Worldwound, appropriate challenges and characters to your Path becoming encounters and potential allies or enemies. Choose to pursue the Path and you'll face great challenges with appropriately grand rewards awaiting.

As you mature, you can also share a fraction of your Mythic power with your closest allies. Enough bleed off in total will occur for around a dozen close companions to gain the benefits of the Mythic Hero option above, if they stay around and grow alongside you long enough.

Mythic Tiers- 300

A technicality but Areelu Vorlesh's Mythic Power is not really the full story. It is but one manifestation of it. Another version exists, though few would be familiar in these lands and times. Instead of a Mythic Hero or the power of Mythic Paths, you'll unlock the potential of Mythic Tiers. The source might be anything from the energies contained in the wardstones at Kenabres, the remnants of Aroden's power from a personal artefact or even inheritance from a divine parent. The results may be familiar. Like a Mythic Hero, you'll regularly gain new powers and feats as you accomplish greater feats and mature your potential, within a certain archetypal Class.

The Archmage, a master of all that is arcane and sorcerous. The Champion, a powerhouse on the battlefield. The Guardian, a bastion of invincible protective powers. The Hierophant, herald of limitless divine powers from both gods and nature. The Marshal, a peerless commander and leader in war and peace. And the Trickster, the phantom who can steal anything, even a few abilities from the other Classes.

Along with the Path abilities and Mythic Feats you might learn, there are a series of powerful traits all Mythic Tier holders will gain. They'll be able to expend their Mythic Surges, a replenishing source of energy within, to manipulate fate and chance in ever growing ways around them. They'll recover in an hour what might take others days. They react with great speed and come to easily shrug off effects from those not of Mythic or Deific power. Eventually, they even gain an Immortality of sorts, able to return from death unless killed by an artefact or being of surpassing power like a deity. But only the grandest of heroes, like those able to close the Worldwound themselves, would be able to grow to such a level.

Path of the Angel

Upholders of Law and bringers of Justice, Angels are the highest examples of Lawful Good. They seek to destroy all Evil, sometimes overzealously, and crusade forth from their realm of Heaven to do such work. Shining with golden light, even the least of the Angels are still seen as symbols of hope by ordinary folk. The mightiest, the Solar Angels, can sometimes match even a Demon Lord in power.

Holy Crusade

The light of Heaven still shines on the Crusade, Angels and relics littering the Worldwound. From these, you came in contact with holy power and took up the Good fight. A beacon of literal Good, you'll be a target for the demon forces even from early on. But the Crusaders will hold you up as an icon as well, putting their faith into you as their hero. Soon, powerful angels like the Hand of the Inheritor may descend to test your worth, perhaps even the Goddess Iomedae herself. It'll be up to you if you work alongside them or refuse their aid, finding your own path to Goodness and the salvation of Mendev.

Holy Power

An Angel gains four primary abilities. Their Sword of Heaven, the ability to imbue holy power onto their weapons and magic. Though only usable a few times a day, this Sword will gain new powers to protect the wielder with immunities or harm Evil with additional effects in time. They also have their Angelic Halo, a constantly present aura that protects the Angel and their allies. In time, this too gains new abilities, healing or protecting allies and damaging all unholy foes. Even evil magic will soon be warded by this halo.

Angels can also summon numbers of their Good brethren. Spiritual paladins, Movanic or even Astral Devas that fight alongside you. But the true power of an Angel is in their Mythic Magic. They gain a large number of Divine spells as they grow stronger, to heal the Good and harm the Evil. These spells must be prepared at the beginning of each day, similar to a Cleric. They can even combine this with existing divine spellcasting to become much more powerful at both. While keeping their spellcasting separate will allow more spells used each day, the combined power lets Angels cast high level magic much sooner than their peers and even to reach levels of magic few think are even possible.

Ascension

Save the world, end the crusade, and your holy power will show the true form of justice within. An Empyrean Lord, one of the leaders of all Good Outsiders, is your destiny. An Angel of unsurpassed power among your race, whose blazing light could scour Abyssal realms clean of demonic filth with ease.



Path of the Demon

Creatures of the Abyss' many layers. Demons are the Outsiders which represent and are made of Chaotic Evil. They are the fury and mayhem of Evil without limitations. Barbaric hordes, unrestrained hedonism, endless slaughter and hunger. They lack the rules of Devils or the purpose of Daemons. Demons obey only one thing, that the strong rule, and that strength is whatever let you get to the top. They take many forms from alluring succubi to swarming apocalypse locusts to the dreaded Balor.



The Journey

You've already been exposed to demonic taint. Along with mythic power, an inhuman fury is now within you. To give into it might grant power, raw and unbridled, but it may also give too much control to these demonic instincts. Your presence will soon be noted by powerful demons, likely the Demon Lords involved in the worldwound crusade themselves. They'll seek to use you as a pawn, offering rewards for service, in the belief that you'll be a powerful tool to be disposed of at leisure. But they'll not understand your potential for power and that gives you a chance to claw your way to the top. Even to dethrone a Demon Lord and take their place yourself. As long as you can keep a handle on that anger.

Demonic Power

The strength of the Demon is in its rage. By giving into your instincts, you'll become more powerful in body and magic. You'll retain your mind, unlike a Barbarian's rage, but be driven to almost sadistic extents in the violence you deal. As you grow, this Demonic Rage will confer unique powers beyond an increase in raw power. You might find yourself showering anyone who harms you in fire or acid, your combat skills being honed further by the rage or your appearance becoming distractingly seductive. You might become incorporeal as a spirit, deal constant unholy damage to all enemies nearby or find your speed of movement and attack increased to nightmarish levels as your power begins to peak.

Along with this rage, your skills will sharpen and abilities strengthen depending on which demons you decide to emulate, becoming capable of more over time. A Succubi aspect might make you more charming and deceptive, whereas a Balor would make your body unnaturally tough and hardy. The demonic power within would also be used for magic, even without any spellcraft skill yourself. From natural teleportation, the summoning of all kinds of demons to a wide variety of demonic magics. You'll not be the match of a true wizard but you could eventually transform into a mighty Balor, summon packs of demonic warriors or create storms of abyssal power.

Ascension

Reach the full extent of your potential and you'll move beyond the mortal coil. Your body falls away and left behind is pure Chaotic Evil, power shaped into the form of a new Demon on par with a Demon Lord. You might lack a realm of your own but the power gained would match up with Nocticula or Deskari, even if you yet lack experience in its' use.

Path of the Trickster

Something outside the rules and bounds of the world. A Trickster is someone who seeks to make a mockery of everything serious, to play jokes on mighty villains and pranks on earnest heroes. They refuse to be bound by rules, mortal or divine, and gain great power as such. Most closely associated with the fey, those chaotic beings of neither good nor evil, but even they are still wrapped up within this story.

Comedy Routine

You played a great joke at just the wrong moment. It averted a terrible tragedy or prevented a destined miracle. You threw things off the fated track for a lark and just as your Mythic power reacted to this act, so too have greater beings. A secretive council, formed of powerful members of various Outsider factions, will soon invite you to the table to aid their goals. They seek to wrest control of the Worldwound, to close or control or open as befits each individual. But for you, there lies a never ending stream of jokes to make, silly encounters to find and ancient figures to play jokes on. The more chaos you make, the closer you feel to the end of your path.



Bag of Tricks

A Tricksters' power lies in his tricks. Little and large ways that the rules of reality are bucked and confounded. You'll learn a great deal of minor tricks as you go along. Seeing so well that you pierce illusions and spells of concealment or slipping into an invisible state from sheer skill at sneaking. Talents that verge on the unnatural. Soon, you'll start breaking the rules entirely. Flexing your way out of being petrified or poisoned. Revealing hidden magical benefits on magic items that were *totally* there before you checked. Using magic items with such care that the magic items don't realise they were used, not losing any charge or power by use. Your greatest and fewest tricks? Trick the world into thinking your diary is a wizard's spellbook and thus cast as a powerful wizard would. Sneak around the effects of spells' that others target you with. Become such a skilled outdoorsman that you know how to find trees that sprout gold and magical items.

Your tricks are the primary ways you bamboozle reality. But you have some magic of your own to help play jokes on those around you. A range of spells that confuse others, conceal your presence, trip people up or control them. Some spells are jokes themselves, teaching you to summon beer elementals and crotchety old wizards or release hallucinogenic clouds and fish missiles. Your connection with the fey, who grow quite fond of you, also earns the right to summon members of their plane to aid you. Even the Wild Hunt itself, at greater power.

Ascension

However you finished your tale, tearing the Worldwound open to connect all planes or some other grand practical joke, you became something stranger in the process. You might have turned into a great power in the Fairy Lands, a match for even an Empyrean Lord in your own chaotic right. But more likely is something sillier. A living tall tale, someone who can lean out of a story to rewrite their own death after the fact. Closing the Worldwound might have cost your life, true, but that was just a prank on reality itself. One of the many you'll come to play.

Path of the Swarm

A Swarm That Walks is a hateful gathering of insects, a hivemind of tiny creatures directed by a single intelligence. Most often the work of Evil spellcasters, who transform themselves this way to become near impossible to kill. But unknown to the planes is the secret world of these little bugs. They are not without intelligence nor without hate for how they are so heartlessly crushed. Every so often, a leader appears to lead these insects. A true Swarm to devour all. An Evil not born of Law or Chaos or mortal minds but of the all-consuming hatred of insect-kind.



Gestation

You hear a million little voices, crying out to be loved and fed and have vengeance. A grander song in the distance, of other Swarm-minds that seek to rule all. The bugs will guide you, eager to serve the Swarm, to eat and eat and eat. Insects especially, as powerful examples of such will be the greatest aides to progressing your Path, especially other Swarm-minds. A good thing, given how disgusting most normal creatures will find your presence as you evolve towards perfection. Your rivals won't notice you for a while, as you need time to shed your mortal form for that of a Swarm, but you'll need to be careful once they do. Deskari, the Demon Lord who leads the Worldwound campaign, is a Swarm unto himself. He'll not tolerate competition. A holy swarm he may be, but you'll need to devour him in full to reach your own potential. Him or other exemplars of the insects, as he is far from the only great Swarm. Not even the only one in Mendev.

Chitinous Perfections

Command over insects is the core of your powers. Summoning swarms of various kinds, as well as taking on the traits of certain insects that you feel affinity for. While you are weak, you might only blind foes with flies and find yourself hardier to poison or edged weaponry. As you grow more powerful, you'll be able to summon stronger insect creatures and swarms or gain useful abilities like spitting acid and brutal pincers to scythe into foes. Eventually, you'll grow enough to transform into a Swarm That Walks, using a favoured insect species that you have gathered enough of, whether common worms or deadly vespers. In this state, your powers will grow greater as you feed on more life and progress the path. Your insects become stronger, begin to regenerate, gain cunning minds that increase your intelligence and even learn to turn into clones of yourself, somehow spreading your abilities and magic across. You'll be able to infest and feed on all those around you, becoming an ever-growing monstrosity who has no need of allies.

Ascension

There's no great transformation in store for you. You've already become perfect. There's only more to eat, more to grow. You'll grow greater without end as you devour the worthless mortals enmasse and as you gobble up beings of great power. To say little of what happens when it comes breeding season for the beloved bugs that make up your beautiful form. Adapting to take on the traits of other insects you encounter and spread such through your swarm will become a natural process, your mind extending through every buzzing fly that joins your glorious kingdom. Soon, even the Gods themselves will look to you in fear, the Swarm That Devours.

Items

All 50CP items are free for their origins and other items are discounted for associated origins. You are additionally provided with a +300CP stipend to spend on items in this section.

Class Equipment- Free/100

Few wander around naked and afraid in these times. Even the poorest wizard will have a ratty robe and battered spellbook ready. Whatever talent or profession you've chosen for your Class, you'll find yourself armed and outfitted with an appropriate set of gear. Both for the Class and for adventuring in general. A fighter has a trusty weapon, a simple set of armour and a variety of useful tools for dungeoneering. The same for others, whether it be spellbooks or holy items needed, along with an outfit and various tools for exploration. They won't be terribly magical but merely of decent quality, better than what the average Mendevian soldier could expect.

If you've taken purchase of Veteran, your starting gear will change appropriately. An experienced warrior or mage likely has several magical items to aid, whether it be a flaming longsword and reflective armor or a crown of intelligence and useful wands. A famed hero is almost certainly fully equipped with decently powerful items, perhaps even one or two of great power. There'll be no artefacts, even at your most experienced.

For 100 points instead, your equipment will be abnormally valuable for your level of experience. Beginners might start with two or three magical items, whereas the most experienced are utilising potent arcane tools on every point of their body. It'll certainly improve your abilities, but it can leave you a much bigger target in battle and for thieves.

Otherworldly Cookies and Other Treats- 25

An odd competition has arisen, between various beings that might one day advise a certain Mythic commander. Sweets and the creation thereof. It all started with Chadali's homemade cookies from Elysium, so sweet and sugary that they even make their eaters a little faster for a time. Jealous of such culinary achievement, the devil Mpehistopheles created a chocolate fondue that renders the imbiber just a little more charming for a while. The demons sent over the sourest hard candy they could create. No one seems interested in the tiny bugs that Deskari swears are considered a delicacy though, even if they do heal the body to eat. Every morning, you'll find some sort of Mythic treat or dessert waiting with whatever your first meal is, sent from one of the many factions or creatures of importance here. They'll be strange but often carry some very minor magical effect for a few hours.

Personal Figurine- 25

A little model made in image of you, by a group with a great deal of admiration and respect. It's that faith in you to keep doing whatever you are doing, or even just that you're a good person at heart, that gives it special powers. It slightly reduces any sort of corruptive effect on your person and even, very slowly, cleanses you of lesser forms of corruption. You'll be able to travel much more safely in the Worldwound while keeping this in your bags. It works on you and your allies as long as it is near.

Bismuth- 50

Who would make a jade statue of a Triceratops? Who even knows what a Triceratops is these days? It fits in the palm of your hand and is stunningly life-like. Enough that sometimes it turns into a person sized Triceratops and starts smashing up all your enemies. It's not particularly hardy but is very happy to be ridden around, cheerfully stomping and charging into whatever you direct it

towards. As you get more experienced, Bismuth will get larger, tougher and stronger. He might even pick up Mythic traits of his own if you have those powers. Being destroyed will only keep him down for a little while, he'll be back in a few hours.

Bodyshop Potions- 50

Permanent transformations are difficult, even with the most powerful magics. Great casters can get away with occult rituals for this but for the normal folk, being trapped in the wrong body can be a troublesome curse to be rid of. This series of potions, terribly expensive, allows for these permanent changes. The collection together allows for the adjustment of species, sex and various physical traits within what is considered the norm for non-magical humanoid races. One could turn from a Half-Orc into a Human for a chance at a life without being feared or alter sex to feel more comfortable in ones' body. The potions have no effect on the age of your form and are only designed to work with races considered the most common humanoid types in this world.

Inn of Beginnings- 100

A homely inn and tavern, popular in the local area. If there's any patrons left to serve, at least. It may have been in the family for generations or been a personal acquisition, but you own a well-run and well-reputed inn. A cheerful bartender with an eye for gossip, attractive servers to draw customers back, a brawny bouncer or two and a seemingly endless supply of various beverages from magical containers down below. There's a sturdy stables next door, rooms for a few parties of adventurers to stay the night and even a jail cell down below for the rowdiest of folk. All sorts tend to pass through here, even if it's located out in some tiny frontier village, and it's no rare occasion to meet mighty heroes or important nobles in hiding here.

Wealth of Power- 100/200

A different sort of might than the one used by adventurers. Why put yourself in the line of fire when you can hire a band of strapping young men to do it for you? A legion of men-at-arms should hold back the demons just as well, surely. From either noble birth or mercantile interests, you've ended up quite the wealthy sort. For 100, this is enough to make you a minor power within a city, a mover and shaker living in relative luxury and safety. You could hire a small band of mercenaries at some cost and likely have links to various political figures in the nation.

For 200, you lead operations on a national level. A leading member of a trading organisation or powerful noble, you could make up a not-insignificant portion of the upkeep of the crusade on your own. Or simply hire a small army yourself, for whatever ends you desire. Either choice will continue appropriately into future worlds.

Sword of Valor- 200

A powerful artefact that once belonged to Iomedae. You have a version of your own, dyed in your colours and power. This banner is a symbol of hope for all those that follow you, inspiring them to fight harder and onwards despite terrible wounds and opposition. It heals lesser wounds of those who fight under its' aegis, even your own wounds slowly close automatically when it is not far from you. Additionally, the banner can project a field across an entire fortress and beyond that suppresses any and all teleportation effects from those hostile to you. Even the mightiest demon will be unable to escape with a blink.

Wanderer

Promised Bracers- 50

An accessory of choice with the words 'I Promise' engraved somewhere on them. They might be bracers, a necklace, a ring or some other minor piece. It has several minor powers, along with a feeling of content and protection when you wear it. The accessory increases your strength of will, your ability to react at speed and your physical fortitude slightly. It also provides a minor enchantment of luck, letting you have an abnormal amount of lucky escapes when you fall just short on your own. There's no hint on where the promised tool comes from or who made it for you, even if you do have a history here.

Retraining Bar- 100

A shop never too far away from any town you visit. It may seem like a humble bar but within is a veteran adventurer who claims to be a member of the Pathfinders Society. He'll always have some interesting story to tell of his adventures but the primary service he offers is 'retraining'. He's able to help you quickly relearn pretty much anything you gained from actual learning, training and growth and transfer that experience into something else that could also be trained. A master wizard could become a master fighter and vice versa, though the lack of acquired equipment or copied spells might leave both slightly inferior.

The first few instances of this are free but afterwards, the man will charge a fairly hefty price. He can help your allies the same way but he'll only be able to retrain you in one thing at a time. It might be your adventuring class here or a similar skillset from another world, but he can't help you reallocate your entire life at once.

Mercenary Hangout- 200

The Pathfinders supply an awful lot of dangerous mercenaries. One wonders why they haven't just taken over themselves if they can do all this. A similar set up to the above and, if you purchase both, even the same one. This time, the old man offers a special service. Mercenaries, he says. Pathfinders from across the world, of all different walks of life. Different beliefs, classes, skillsets and more. They don't really seem to have goals of their own. Or personalities. But they work hard and they come in whatever shape is ordered. Almost any kind of mercenary could be recruited, as long as they're not more powerful than you are here. Of course, they get terribly expensive even at the weaker levels, with valuable materials and items being requested by the old man. Almost like they're being manufactured...

Seat at the Table- 400

A secret group who rule behind the shadows, directing the affairs of the world below. That's the idea, at least. Although made of powerful members of various factions and races, this secretive council isn't quite in control of everything. Instead, they seek to work together to keep everyone satisfied and nudge respective factions in desired directions. The Mendevian War for instance, has room to benefit the Heavens, the Hells, the Abyss, the Fae and all sorts of others. Not every faction even knows they have a representative here. A seat at this table is a chance to strike deals and politick with many of the most important figures in the world, sometimes even including deities or their second-in-commands.

You've, somehow, sneaked your way onto a chair here. Someone just left the portal open in your closet. Your new peers are a little doubtful of what you might offer but seem willing to accept you as an equal, at least in this room. It can be accessed from any closet or wardrobe you find and always has various figures of power from this world. Not every faction is always present, even at important meetings, but you'll have a chance to convince, bribe, threaten and charm them into helping your goals. Even in future worlds, against what might be logical, the council will persist. None of the important people in other worlds appear to find it strange to meet up like this.

It should go without saying but the council is under a pact of non-aggression. Breaking it will dissolve the ritual room, preventing you or any other from returning in your current world.

Crusader

Rusty Relic- 50

A dusty old sword, chipped and battered, but no less sharp than any longsword you've found before. It may not even be a sword, instead some other melee weapon you are proficient with. It doesn't look like much but it has a quiet presence that reinforces the will of those Good in spirit. A bit of care and work on the blade, from someone of worthy nature, might reveal it to be a decently powerful magical sword. No great artefact but a valuable treasure for most knights or paladins. If more secret powers hide within the sword, it'd take an expert at lost relics to uncover or a true hero in hour of need to awaken.

Teleportation Rings- 100

Of all the structures built by Mendev, this is likely to be the most popular. A teleportation ring can be connected to a network of similarly constructed rings, allowing instant transportation even across entire countries. Each ring requires a small building to contain arcane workings and components but these buildings appear to spring up from nowhere alongside any keep, settlement or other major property that you are considered to own or command. The network has seemingly no limit on range but can only be used once every few hours, limiting the way it might affect any unlucky economies.

Potions of Youth- 200

Among the greatest achievements of alchemy are the potions of youth. Ruinously expensive, each one gives back decades of vitality to the imbiber, extending the prime of their life by twenty or thirty years more. Queen Galfrey, famed leader of the Crusades, has had these potions bought by the nation of Mendev so that she might continue her believed necessary leadership. How fortunate you are, to have one potion delivered to you at the end of each year. Each one is considered a hefty sum even for a small nation to pay but the knowledge that you can seemingly create them may make you a target.

Fortress Commander- 400

The Crusade is not quite so down on it's luck as one may have thought. Drezen is not the last of the fortress cities and the Mendevian army is looking larger than ever. The city standing before you is under your command, designed to be a bulwark against the worst the demons could throw. Drezen, the sister city, was only felled by betrayal from within despite the best efforts of the Abyssal horde. This large, multi-layered city is easily locked down by several rings of walls and magical fortifications. Helmed by a small army of veteran crusaders already, it is the perfect place to launch a new crusade from. You've all the men, equipment and specialists needed to make a deadly strike into the demon-held lands. And even should the forces of evil turn back on you, their greatest armies would be hard pressed to take the fortress without months or years of siege.

Cultist

Little Friend- 50

An amulet made from a small creatures' skull. An odd bauble for a noble to have but with a useful enchantment. It hides the wearer's alignment from others, preventing them from seeing an evil nature. Not the strongest protection, more powerful beings will pierce through, but this necklace has something a little more unique. Unlike another of its kind, the skull's spirit does live on. A tiny spirit lives within the amulet, hungry for blood and acts of evil. Feeding it will help the protective enchantment grow, perhaps even beyond concealment alone.

Summersun- 100

The perfect place to get away from it all. An idyllic village in a peaceful valley, seemingly untouched by the corruption of the Worldwound. Mortals live here in happiness, farming and laughing without a care. They even consider you a leader of sorts, the founder of their community of a few hundred. The people here are also incapable of seeing anything wrong with the actions you take and can easily have their perceptions altered. In case you wanted to turn this into a vacation town for demons, where they are seen as helpful human friends regardless of their violent actions towards the townpeople. You can even have them see actual humans as monsters, keeping them trapped by their own fear.

The House of Ten Thousand Delights- 200

A palace of delights, stolen from out of the Abyss. A mansion stands before you, the mere sight of which brings a blush. The House of Pleasures holds ten thousand temptations within, staffed with many succubi and experienced demons. The rooms within are ever-changing, each offering a new kind of excess or depravity. From the simple pleasures of the body or the intoxication of chemicals, to shapeshifting slaves that take the form of those you want to kill the most to let you live out fantasies in reality.

The staff consider you as the owner of the mansion at present, using their prodigious skills to charm and interrogate any you desire. They can even leave and bring some of the delights with them if you have a target not able to be brought in. The mansion itself is somewhat of a fortress, with powerful magical wards and a great many demon guards, even before getting to the various potent demons who are fond enough of the mansion to defend it. You could draw on such important figures for favours, exchanging the services of your servants for influence in the Abyss.

Lesser Realm of the Abyss- 400

A slice of the Abyss, all for yourself. A part of the Abyssal plane generally acknowledged by other powerful demons as belonging to you. It might appear as a city of hellish pleasures, a hive of buzzing insects or some vast temple devoted to your worship. Not the equal of Alushinrya or Baphomet's labyrinth but a more than acceptable starting place. Contained within is a horde of demons, styled to match the theme of your realm, and more than a match for an entire army of the Crusade. They appear to generally acknowledge you as a worthy lord and that image won't change unless you prove yourself pathetic. Try not to do too many acts of Good in their sight or lose too often. In other worlds, you'll be able to access this realm from anywhere with ease but here, you'll be subject to the same difficulties of opening gates as other demonic realms encounter.

Scholar

Vescavor- 50

A writhing example of the Abyss' deadliest insect. A Vescavor is the nightmarish combination of demonic power with a preying mantis, spider and hornet. They can strip armies to the bone in a swarm and each has the chance to grow into an even scarier Queen. Your little pet is only a hatchling but displays surprising affection for you, even acting as a familiar for any spellcasters. It's little danger on it's own but might hold the key to certain rituals, for the swarm-minded.

Midnight Bolts- 100

Crossbow bolts fashioned with the power of Nocticula, a Demon Lord. Designed to draw out the power of demons, even Demon Lords, the black bolts can draw blood from any creature they hit regardless of power. The damage they deal is minor, as the Midnight Bolt instead siphons some of their essence into the form of a Nahyndrian Crystal. You receive a quiver of five such arrows, each capable of siphoning power from anything they stab into, and each arrow can only be used once before fading away. A new arrow appears in the quiver every three months.

Secret Laboratory- 200

An atelier from which any number of unholy creations can be unleashed. A private laboratory, hidden not just in the abandoned wilderness but behind puzzles and teleporters. Within is an advanced research facility, meant to study both magic and technology, even at their most obscure levels. A wide variety of useful tools, materials and chambers await. Even a library of books written by your peers and predecessors on various subjects, from demon surgery to the anatomy of a vescavor. The laboratory is filled with traps and magical barriers to both seal in prisoners and keep yourself safe. A hidden teleporter even conceals a private home for yourself, a place to rest and keep your most valuable materials. There is a staff present, trained or broken into loyalty, fitting to whatever alignment you profess.

Fresh Crystals- 400

A shining purple crystal, fresh from the body of a true Demon Lord. Vast power is contained within, both the potential for Mythic strength and that of the Demon Lords themselves. Or something greater. The gem before you was taken from a Demon Lord of choice, somehow without their knowledge, and new gems will appear at the beginning of each year. Considering the extreme danger in creating even a single fresh crystal, that each must be from wounding a Demon Lord directly, it'll certainly save time and effort. Each one holds a not insignificant fraction of a Demon Lord's power, though with this alone there are no means to utilize that energy.

Companions

Fellow Pathfinders- 3 Free, 50 per

A chance to bring in the allies you already have or to make some new ones to your own designs. Every purchase gives the right to import a single existing companion into this jump or to design an entirely new one from this world. Either option grants an Origin choice, a Class choice and the Mortalkind Race choice. Both sets of companions also gain 600CP that they can spend on choices in this document. You receive three purchases of this option for free.

Fated Allies- 50 per

Every pick of this option gives you a ticket of sorts, a slot that can be used for a single existing character in the world of Golarion. If you can convince them to come with you, they'll be able to become a companion at the end of your time here. There's no limit on who you can convince but be aware that the more powerful sorts usually have more things tying them down here.

A Rusty Fool That Rarely Talks- Free

Isn't this a lucky find. A visit to a local weapon store, perhaps half looted already, led you to find this magical blade. It seemed like nothing more than a low level enchantment, up until it said hello. It introduces itself as a proud crusader, a human fighting the good fight, and appears totally unaware that it is actually an object. Little will convince it otherwise, even hard proof, but he is eager to help. Unfortunately for the sword, it can't really tell crusaders and demons apart, making it easy to turn against its' former allies.

While weak for now, the sword can change shape to fit any simple melee weapon you might desire. As the sword experiences more combat, it'll grow not just in the power of magic bound to it but also in what kinds of weapons it can turn into. Sadly, for a talking sword, it rarely has all that much to say. Only occasionally will it pipe up with a conversation to shed light on what it's actually meant to be. Maybe the sword's creator forgot to fill in all the words.



Drawbacks

Take drawbacks from the following list.

A Promise Made- +0 (Requires Mythic Path)

You begin in Kenabres, or a little outside of the city if it would be hostile to you. You wake up bewildered and confused, with an irregularly bleeding hole in your chest. You've no memory of how you got there and what memories of this land you do have feel hazy, as if false or not quite right. In truth, you are the current subject of Areelu Vorlesh's experiments and the reason for the Worldwound's existence. She seeks to bring her long-dead daughter's destroyed soul back into existence. Whether you are that child reborn, a combination of two like souls or entirely your own person is up to you. What isn't is that Areelu will seek to awaken your Mythic potential, even if it means putting you through great trials and tests, acts that will gain the attention of both the Crusade and the demon forces. For better or worse, you'll be dragged into the tale of the Worldwound.

As an unfortunate side effect of this all, though perhaps unknown to you yet, is that the Mythic Power you've been granted is now linked to the Worldwound. Closing it will require you to give up your life or the life of someone else similarly linked like Areelu. Leaving it open will eventually cause your death as well, the wound growing ever larger over the years. That is, unless you can find another way or leave before it becomes an issue.

Roll The Dice- +0

While this world is intended to be treated as a real world where things such as levels and points do not exist, you may take this option to customise it more to your liking. Whether you want some or all of the various rulesets associated with Pathfinder to be realised is up to you. Do keep in mind that options have been balanced around the world as a story, rather than as a game, and that this may not be the best experience. It may change some options context, such as additional classes becoming 'gestalt' or further hybrids of classes.

Mongrelized- +100

No great heroic figure, are you? Twisted and malformed, you're one of the uglier sights to be found even in the Worldwound. To both mortals and demons, you're quite unappealing, likely as some twisted mix of races from each side in appearance. Not scary, just unfortunate. Even changing your form won't avert this, as any state you take on will be disappointingly unappealing and poorly designed. The worse bigots of various races might take this as reason to hunt you, if you hope to be part of the forces of 'Good', but at least the demons will just mock you.

Arachnid Attitude- +100

Power's all that matters. Not Good or Evil or Magic. If you're strong, you matter. If you're weak, who cares. You have an obsession with the survival of the fittest and a desire to always be the fittest, no matter what you need to do for it. Power, riches, influence, followers and more are what you desire. A common trait in villains but your fanatical beliefs make you fairly easy to tempt, a poor weakness when against the Abyss. It also leads you to some flawed beliefs, like the idea that friendship is a weakness and the only right way of thinking is sheer dominance. With time and care, someone might be able to guide you to a tempered version of this, but they'd need to put up with your violent persona long enough.

Pride of Galfrey- +100

You have to be the winner. It's alright for others to help but they need to remember who the main character is here. Your pride and need to be the centre of the attention might not cause problems when you're in charge and respected, but start falling behind and you'll act out. If others take the attention and the victories from you, you might start to try and sabotage or knock them down so you can shine again. Even if that means hurting your own causes in some way. Not to speak of how reckless you can become when you feel you have something to prove.

Mythic Romance +100

A talking fae-dragon, a succubus, a devil, a weird hivemind insect, a overly noisy goddess; that nature attracts the attractive like flies to a light. Something has cursed you, directly or as byproduct or your mythic nature, to ceaselessly gather attractive suitors. But such suitors, as the curse explains, may never be normal. All sorts of non-core humanoid races will latch onto your presence and most of them will expect the lion's share of the attention for themselves. Perhaps not so bad for the ordinary stalkers you gather in your wake but just wait till you catch the eyes of those more powerful. What sounds like a dream may very well end up your worst nightmare yet!

Jumper the Redeemer +100

Jumper is a good soul, a pure hearted hero. Surely there can be no other reason that so many demons, devils and monsters approach in search of redemption? The eviliest of the evil believe that you are their ticket to salvation, causing you to be often approached by evil outsiders and mortals alike, all having the spark of good inside. Each one truly could be turned Good, provided you spend the time and effort needed to solve their deep personal traumas and issues. If you can't, they inevitably go bad or react with grave offense, turning them hostile against you. Ungrateful demons never appreciate the work that goes into absolution. Thankfully, the evils that seek you out are usually around your scale of being or weaker, though that might not be so comforting as you get stronger.

Kickstart the Hunt +100

People are out for your blood already. It might be a rogue pirate who always seems to escape from his 'charming' misdeeds or a dour elf from Kyonin who believes you've aided a traitor from his lands. Whatever the oddly annoying and ill-fitting lead hunter is like, they've got a small faction of their own as support. They'll start by just trying to track you down and confirm your location, before steadily ramping up the attacks. A few bandit level foes at first but over the months that come, soldiers or even trained assassins may come in numbers. They're not the most powerful, even the lead hunter wouldn't rank near the best the Crusades have to offer, much less the demons, but they do tend to complicate existing battles. Kill the lead hunter or enough of your assailants and they'll likely back off for good.

You'll Find Me Helpful +200

Seeing the life leave their eyes...there's something about it that pleases you like nothing else. Sadistic impulses rear their heads within you like starving beasts, driving you to murder and maim the living. Indulging brings great pleasure and a feeling of extreme rightfulness, as if you were fulfilling your purpose in life. But society at large frowns on murder and torment of others, forcing you to hide your new true nature from others or risk persecution and execution. Perhaps you can rein in

your instincts for the greater good, even when the knowledge of how good it'd feel to give in prods at you constantly.

Far Corner Alignment- +200

All that matters is the Law. Freedom is the only important thing. Evil always wins. Good will prevail. You've taken one of these moral directions to an extreme and even violent level. Your mind is largely focused on furthering what you see as the goals of this alignment, blinded to all but the most high-minded interpretations of your new faith. A lawful adherent will almost always uphold the law, dealing out brutal punishments to those who break even blatantly unfair laws, whereas a chaotic believer would wish to tear down even Good and beneficial institutions solely because of their orderly nature. Even those who profess Good would find themselves in great danger, as they both struggle to understand Evil actions like lying and often over-zealously punish anyone for failing to be as Good.

I Am A Genius- +200

As competent as your foes and rivals may be, your allies cannot claim the same. You're surrounded by morons at every step, your genius dragged down by simple folk. Allies and even those simply not hostile to you act like they've barely got a brain in your presence, tripping into your experiments, accidentally alerting those you try to sneak by, messing up your plans and worse. Only a few of your closest allies are largely immune to this and even then, they won't be offering stimulating conversation while you're here. You'll just have to do things yourself or come up with some kind of plan that's genuinely foolproof.

Door Locked Content- +200

Get ready to have a satisfying conclusion to your long questline. What is it? A puzzle, of course. What else could be more exciting? Puzzles constantly block your path, from simply finding the right key to progress beyond a seemingly unbreakable door to complex traps threatening your most vital allies or schemes. But they're mostly just finding the right keys for a door. Unfortunately, the solutions to the puzzles that constantly interrupt otherwise fun adventures you have are often spread far and wide. Keys might be hours of travel apart! Thankfully, the various solutions tend to be quite obvious, once you happen to move into the same area as them.

Stories to Tell- +200

You can't remember a thing of your life here. That might not be surprising, if you planned to drop in unannounced, but you do have a history here. One stretching over the centuries, even millenia, and threading through the stories of heroes and gods alike. Though you may not remember and require a lengthy quest to recover such memories, you've made more than a few rivals and enemies already. You're sure to find at least a few of them seeking revenge against you, sometimes lethally and sometimes in humiliating fashions. If only you could uncover your past, what a tale it'd be to tell and how much useful knowledge it might reveal. Both about the enemies seeking to interfere with your current life and various ways to improve your skills and abilities.

Cracked Keystone- +300

Your corruption is a central piece in the plans of a dastardly figure here. Not just acting in an evil manner but the total deprivation of your morals, the utter perversion of what you were before, the complete warping of your character into something vile. A creature of grand scale, equal to that of Mephistopheles in cosmic importance, has decided that your path must lead to such evil. They might not even be evil themselves, perhaps a particularly vast Aeon of some kind, but they will seek to

manipulate you and the events around you to create such a dark ending. They'll conceal themselves at first, making it seem as if fate itself is leading you to evil, but enough resistance and they might try to force the issue with all their strength. Maybe you'd be easier to corrupt dead than alive.

World Wounded- +300

A hole on your chest has opened up, slowly dripping blood. Its' gotten worse overtime already, at times even spurting out the red fluids. Though you've not gained any mythic power, you're now connected to the Worldwound in a similar way as the Knight Commander. Your wound will worsen over time, resisting all efforts to slow or remove the damage. Only closing the Worldwound permanently can save you from a certain and final end here. You won't be able to leave this world until it has closed too, no skipping out on the call to action.

Demonbound- +300

Devils and Demons both love their deals. But where Devils at least have a code, Demons will betray you at any moment. Sadly, you didn't catch on in time. A poorly thought out deal with the Demon Lord Baphomet landed you in his Labyrinth, imprisoned in a cell that not even the great Runelord's of old could escape from. The Labyrinth was once designed by Asmodeus himself to contain Baphomet and is near impossible to escape from, bound by countless magical, demonic and physical wards. But, as Baphomet and others have since proven, near impossible is not impossible. You'll need to escape from here before ten years have passed or you'll be trapped forever. Sadly, the method of mastering the Labyrinth that Baphomet used will no longer work here.

Mythical Talking Sword- +300

Through fell magical arts, you've been sealed into a special tool. A weapon that can take on any form the wielder desires in time and grow in power with experience. But also one that cannot move or act on it's own, except to speak to the wielder. You're forced into this shape and lack access to most of your powers, except the ability to share them with your wielder. At first, this'll be limited to your weakest abilities but as the two of you work together and gain experience as one, you'll share more of your power.

To ensure you're not left gathering dust in some shack, you'll also be provided with a single free companion that acts as your wielder, unless you already have one in mind. This free ally may be created with a basic race and class of choice but receives no points. They're an earnest young member of their alignment and faction, out to prove themselves with the magic sword they found.

Toot Toot- +300

The Inheritor has made her will known to you. You are her chosen champion, expected not only to act as befitting a chosen of Iomedae but also to prove your worth far beyond what any other worshipper would be expected of doing. You are to be a hero, one who adheres strictly to Iomedae's tenets, with the close gaze of the Hand of the Inheritor and even Iomedae herself judging you. Deviations from her scriptures lead to bad luck, angelic disfavour and even personal punishment from her heavenly trumpets. Favour will allow you to continue unhindered, though who knows what the goddess might bestow on her favoured champion if you managed to fully close the worldwound. Surely, a grand reward is in store.

Ending

The end of your jump is now. You have three choices to make from the following options.

Go Home to your original world.

Stay Here in your current world.

Continue On to another world.

Notes

Special thanks to my NuBee for all the encouragement and advice. Thanks as well to all friendly folk that gave suggestions or advice from the thread. Also credit to songless for some great ideas!

Classes- In regards to classes, archetypes and various other options not in the game itself, it is up to you what you want to include. You can stick with just what is in the Wrath game or you can include anything else from the Pathfinder system.

Legendary- This refers to the Legendary 'mythic path' that is not actually a mythic path. As a clearer example of the scale of the perk, this allows the main character in game to level up beyond level 20 and hit level 40 by around the time their non-legend companions are reaching level 20.

Progress of the Protagonist- It's basically letting you level like the Knight Commander or another CRPG protagonist. Becoming a master wizard in the two year timespan of the story, when it'd normally take decades of careful study, and not just fighting demons constantly. It's not well suited towards training up neglected but related skillsets to what you start out using but you could probably swap to something totally different and prevent yourself from relying on what you already learned to level almost as quick from easy challenges.

Retraining Bar and Mercenary Hangout- the two of these are basically the retraining and mercenary mechanics from the game. Retraining can't be used on everything from every jump you've done at once, just generally similar skillsets. Mercenaries can be recruited in other worlds and will be fitting to those worlds but keep in mind the costs, they don't come cheap, even for the money an epic hero can bring in. They're also not companions or followers. They're really more like robots.

Toot Toot- Maybe it's a romantic reward, the goddess raising the ideal partner, maybe it's just something grand and fitting for a great hero. But do something fantastically good and suitable for a lomedae chosen and the drawback will mostly calm down and you'll get something really cool. If it's lovey dovey, lomedae can be a companion too,

Given the sheer variety available as powers, feats and path abilities, not everything can be described in brief here. Linked below are the examples from the original game on various Mythic abilities you can take. They'll be translated into a 'real' form instead of gameplay mechanics, though.

<https://pathfinderwrathoftherighteous.wiki.fextralife.com/Mythic+Path>