Pathfinder Runelords

And other Varisian Adventures!

A Jumpchain Compliant CYOA by Deep Sea Jumpmaker

Long ago, before Ancient Azlant sunk beneath the waves, the powerful wizard king Emperor Xin founded the Thassilonian Empire. What originally started as an empire built upon seven great virtues eventually decayed and became corrupted, with Xin-Shalast falling to paranoia and his disciples, the Runelords, being corrupted by the seven deadly sins, committing all manner of wickedness and atrocity with their newfound powers of Sin Magic. When the Aboleths called down the destruction of Azlant from beyond the stars, the Runelords chose to hide away from the world, hibernating in their Runewells and leaving their empire to crumble to ruin during the Age of Darkness. Now, this land known as Varisia, is threatened as the Runelords and their wicked magics have begun to stir awake once more, and other forces of evil make their own designs for the land of Varisia/New Thassilon

You start this jump in the year 4707 AR. It is the Age of Lost Omens, and already Karzoug, the Runelord of Greed, has begun to return from his ancient slumber. On this day the town of Sandpoint is poised to celebrate the consecration of their new Temple, unaware of the terror about to return to their doorstep to reap a revenge years in the making. Take these **1000 Rune Points (RP)** to arm yourself and define who you are in the magical world of Pathfinder, and hopefully help you survive in this world of ancient empires, subterranean conspiracies, dark dungeons, and wicked dragons.

Background

So, lets get straight into your backstory here. Each of these backgrounds denotes your history in this world, Though you may choose to be a **Drop-In** and forgo any background history and memories associated with a past life in this world.
For each background, you may also choose a starting race/species to be. **Common Races** are common for your background, and may be chosen free. **Uncommon Races** are less common, and instead cost **100 RP** to choose for your background. **Rare Races** are truly exceptional species that are part of your background, and can be selected for **200 RP**. You may choose a race listed in another background, but doing so costs an **additional 50 RP** on top of its normal cost. You may choose to be whichever sex is appropriate for your race and background.

Local

You're a local to the lands of Varisia. For as long as you and your family remembers, you've always dwelt in these lands of lost lore, whether it be the cluttered streets of Magnimar, to the docks of Riddleport, living their lives and plying their trades. While foreigners may come from the north and south, or savages stream in from the Mushfens and Storval Plateau, you have always stood your ground, meeting them with a smiles on your faces and a daggers behind your backs.

Common Races: Human (Varisian, Ulfen), Half-Elf, Goblin, Elf, Dwarf, Aasimar, Changeling

Uncommon Races: Trolls CR 5 and under, Centaur, Wererat,

Rare Race: Caulborn, Naga under CR10, Gargoyle

Foreigner

There are many peoples with interests in the lands of Varisia. From raiders and traders coming south from the Land of the Linnorm Kings, to the Chelish and Taldanes seeking to colonize and expand their imperial influence in places like Korvosa, to the odd Pathfinder from off the boat from Absalom. Regardless of where you're from, you are a foreigner to these lands, and will need do much to earn the locals trust and respect.

Common Races: Human (Chelish, Taldane, Tian, Vudrani), Halfling, Gnome, Aasimar, Tiefling, Kitsune, Wayang, Catfolk

Uncommon Races: Centaur; Any Devil, Rakshasa or Oni Rakshasa under CR 5

Rare Race: Any Devils, Rakshasa, or Oni under CR10





Tribal

Not all of Varisia is civilized. From the goblins and bugbears in the Mushfens, to the Shoanti and Giants on the Storval Plateau, these are the people who for whatever reason eschew the ways of the "civilized" races and live a simple and hardier lifestyle.

Common Races: Human (Shoanti), Half-Orc, Orc, Kobold, Goblin, Tiefling, Changeling

Uncommon Races: Boggard, Ogre, Any Troll CR5 and under, Ogrekin, Harpy, Troglodyte.

Rare Race: Any Giant CR10 and under, any Troll CR10 and under, any Hag CR10 and under

Darklander

Deep down below the nation of Varisia lies the Darklands. An unending sprawl of subterranean caverns and realms, with alien biomes and alien peoples, many of whom are quite hostile to the surface dwellers. From the Drow who scheme and raid, to the Caulborn who feast on mind and memories, you are one of these beings of subterranean menace.

Common Races: Duergar, Drow, Orc, Munavri, Svirfneblin, Tiefling,

Uncommon Races: Charda, Ghoul, Troglodyte, Khaei, Demons under CR5

Rare Race: Drider, Seugathi, Caulborn, Demons under CR10

Thassilonian (100 RP)

Thassilon. A once mighty empire, forged by the exiled wizard Xin, who fled Azlant to make his own nation shaped by his ideals. Eventually, those ideals were corrupted and perverted, and after Xin was slain, it was ruled by the wicked and bickering Runelords. When Earthfall came, these Runelords went into hiding, seeking to wait out the apocalypse, and so the ruins of Thassilon remained, sleeping and waiting for when their age would come back again! You are one such Thassilonian, who through some means has managed to escape Earthfall and appear now in this strange future, ripe for you to exploit! Unlike the other backgrounds, this one costs Rune Points to take, for much of Thassilon and its secrets contained power that would boggle the mind of modern man.

Common Races: Human (Azlanti, Varisian, Shoanti), Skulks

Uncommon Races: Sinspawn, Fleshdreg, Any Fiendish outsider CR 5 or lower

Rare Race: Axiomite, Denizen of Leng, Any Lamia CR 10 or lower, Any Fiendish CR 10 or lower, Any Giant CR10 or under with the Runeslave template (template doesn't count for CR when choosing a giant type), Any Dragon CR10 or under with the Thassilonian Ravener Template (Template doesn't count for when choosing a Dragon)

Starting Location

Every adventure needs a starting location. You must now either roll 1d10 to determine which of the following starting locations you start in, or you may pay **50 RP** to instead choose one of these places without a dice roll. Some locations can be chosen **For Free** for certain **Backgrounds** instead.

1. Sandpoint

A Small coastal village around halfway between Magnimar and Riddleport, home of the Kaijutsu Glass-making factory. Unbeknownst to the locals, deep below the city lies one of Alaznist's research facilities as well as a lesser Runewell of Wrath, which to this day continues to stoke the wrath and sin in the hearts of those above. **Locals may start here for free.**

2. Magnimar

The City of Monuments. Built around a large ruined Thassilonian structure known as the Irespan, Magnimar can be considered to be the metropolitan heart of Varisia, and is filled with all manner of gangs and groups hidden within the massive sprawl of warrens, monuments, and pilings.

3. Korvosa

Sheltered in a bay in the southern edge of Varisia, Korvosa is a city originally established as a Chelish colony atop of an ancient Thassilonian structure. To this day, despite being technically independent, Korvosa remains a stronghold of Chelish culture and influence, and a prosperous metropolitan titan which many foreign merchants and ships use as their gate to the rest of the land. **Foreigners may start here for free.**

4. Riddleport

Located where the mouth of the Velashu River empties into the Varisian Bay, this sprawling port town is Varisia's very own hive of scum of villainy, being home to many pirates and Sczarni gangs. Overlooking is the city's namesake: The Cypher Gate, a large Thassilonian structure resembling a massive semi-circular gate lined with runes and glyphs. Unbeknownst the the mages of the Cypher Lodge, who have been attempting to study it and other Varisian ruins, the Cyphergate was originally meant to be the magnum opus of the Runelord Karzoug, and was designed to allow the Runelord to peer into the past and future.



5. Kaer Maga



In the days of Thassilon, this large structure was meant to act as a prison for those the Runelords wanted to lock away and forget. After the events of Earthfall though, it was soon repurposed and became an anarcho-capitalist polity and the gateway to the Storval Plateau (as well as between the Surface and the Darklands). Anything can be found in Kaer Maga, for a price, and as long as you keep to your own darned business! **Darklanders may start here for free**.

6. The Mushfens

Along the southern coast of Varisia lies a massive swampland known as the Mushfens. This long expanse of marshes and woods is home to all manner of hermits, witches, goblinoid tribes, and other monsters. Hidden here is also a group of degenerate spellcasters known as The Bloatmages, who engage in profane rituals and leechings to swell their body with blood until they become corpulent masses of sorcerous power.

7. The Cinderlands

Upon the Storval Plateau lies this nearly inhospitable plain. Prone to massive thunderstorms, expansive brush-fires, and regular volcanic activity paired with blizzards of ash. Very few people choose to live here, save for the Shoanti of the Sklar-Quah, Lyrune-Quah, and Skoan-Quah, who hunt the great predators and follow the auroch herds that migrate across these burning sands. **Tribals may start here for free.**

8. Jorgenfist

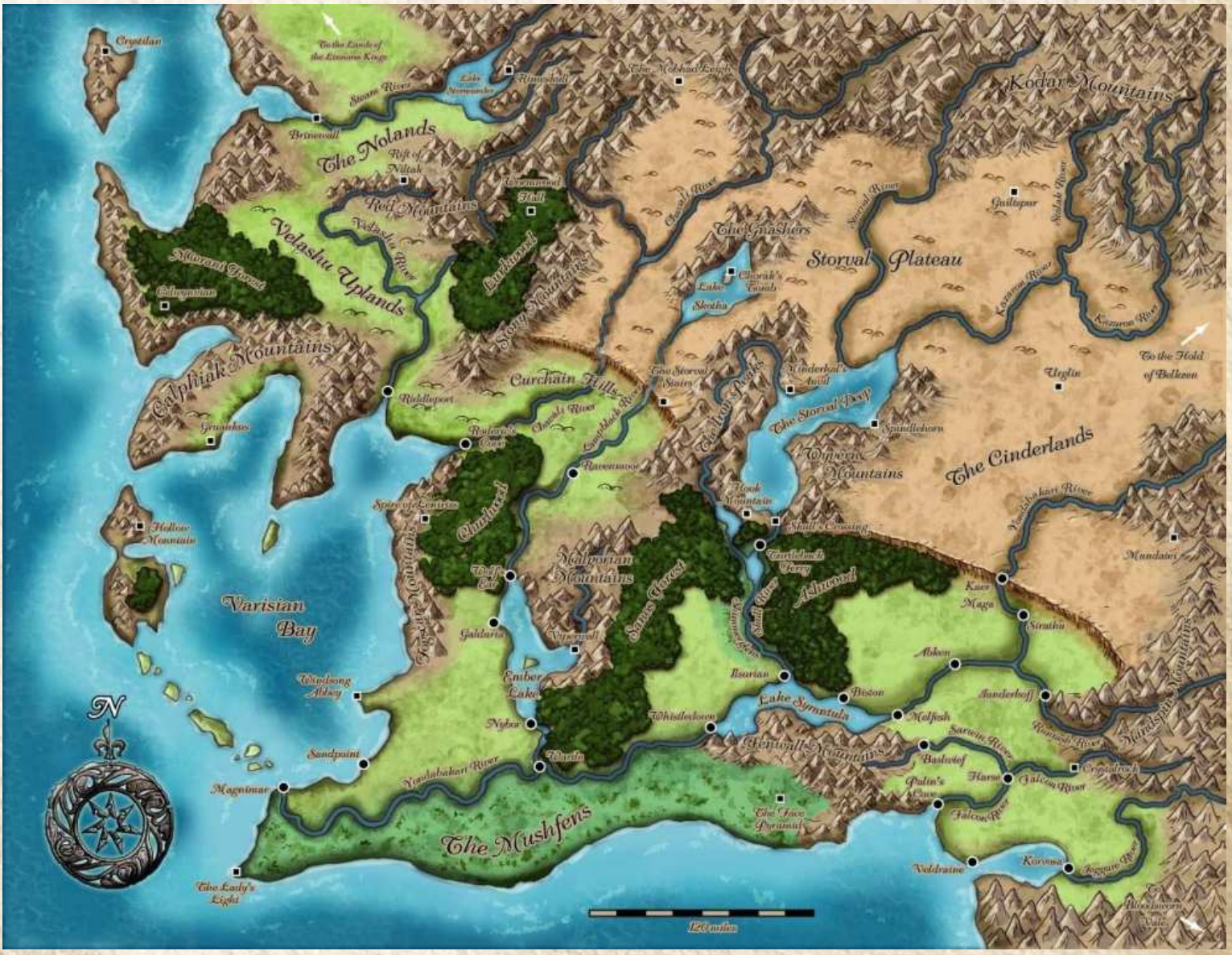
The Black Tower of Jorgenfist was not always fortress. In the days of ancient Thassilon, this tower amidst the Iron Peaks was known as the Therassic Library kept by an order of wicked monks known as the Therassic Order who swore to maintain and keep safe the library and archives found within. Currently, this fortress is under the control the stone giant warlord Mokmurian, the new sworn champion of Karzoug.

9. Xin-Shalast

Once the capital of Karzoug's realm of Shalast, Xin Shalast is remarkably intact...if you ignore that half of the city was lost to pyroclastic flow. Today, Xin-Shalast, hidden deep within the Kodar Mountains atop the peak of Mhar Massif, is a semi-settled ruin, where Rune Giants, Lamia, and Skulks still live and await the day when their Master returns to conquer all of Varisia. **Thassilonians may start here for free.**

10. Free Choice

There is more to Varisia than just these choices provided here. Perhaps you wish to visit scenic Turtleback Ferry, or wish to visit the Amber Island wherein lies Lost Crystilan. Or maybe you're an Elf who wishes to start with their kin in the Mierani forest. With this option, you may instead choose to start in any single location found within Varisia.



Perks

Below are some perks to spend your RP on. Perks listed under their associated Background are discounted 50% off, with the 100RP perks instead being free for that background. Some perks have alternate forms of pricing, so pay attention!

Undiscounted/Special Discount

Browse The Bestiary (50 per CR): Don't like the available races listed for your background? Wanna be a more obscure race, like a skinwalker, or even some great and mighty monster? For every 50RP spent on this option, you may choose to instead be a race or monster with a CR of 1 per every 50RP spend (rounded up, so player races and housecats would cost 50RP, while a Kirin would cost 350RP). This monster must be a non-unique/non-individual being (so no Empyreal Lords, Kaiju, Tarn, Tarrasque, or similar individuals), and any Mythic creatures require that you also possess the Mythic Power perk (see later).



Class Up (free): If you're going to be adventuring across Varisia, you're going to need some basic skills down pat. Choose a particular Class (Archetype optional) available for Pathfinder 1e (no 3pp or homebrew). You gain the basic abilities associated with that class at first level, as well as an increase to your physical and mental capabilities, at least enough to be competent in your class (increased Charisma if you're a Sorcerer, increased strength if you're a Barbarian, skill with a sword if you're a Swashbuckler, etc). While these skills and abilities may be modest at first, they have the capacity to grow and develop over time. By how much? If you follow an AP's story and manage to survive you're likely to advance at the expected pace of the adventure, whereas if you instead live only a moderately active lifestyle (not totally sedentary though, you lazy bum!) you may eventually reach anywhere from level 15-20 after your traditional 10 years of your time in this jump.

Level Up (50RP Each*):...I see, you're the impatient type. Don't wanna wait until you're a high level wizard bending reality with your fingers? For each purchase of this option, increase the effective "level" of your class skills by one, up to a maximum of level 20. No, this won't let you level up any higher during your time in this jump. Yes, that does mean you may experience diminishing returns. That's the price of taking the short route to phenomenal cosmic power

Gestalt (200RP): Well aren't you a filthy cheater, or are you just used to running solo adventures? With this perk, select a second class like you did for the Class Up perk. This class will now progress in parallel to your other chosen class, in a way similar to how the fan favorite "gestalt" rules work. Further, should you spend RP on Level Up, this class will also be affected by the level up. Perfect for Mary Sues such as yourself, Jumper.

Mythic Power (200RP): Varisia is no stranger to the influences of Mythic Power, for many of the Runelords themselves possessed Mythic Power like Xanderghul and Sorshen. With this perk, you gain a single rank of Mythic Power in a Path of your choice. With enough heroic feats and experiences, you too may eventually grow in Mythic strength and gain further ranks of Mythic Power.

Divine Favor (200RP): Did you choose to be a Cleric or Inquisitor, but didn't wish to lose contact with your patron after this jump? Or maybe you're a witch on exceedingly good terms with your Patron. With this perk, not only will your divinely gifted magics and blessings continue to work in future jumps, but you will also allow your patron's influence to spread into future worlds and jumps, allowing them to contract with more disciples in future worlds and continue to watch over and aid you as you continue on your journey.

Redeemer (200RP): Its kinda crazy how so many great villains are seemingly capable of being redeemed of their villainy in this land. Even seemingly irredeemable and wicked monsters like Sorshen and Nocticula can potentially be brought out of the darkness into somethings more...passably decent. Something about you seems particularly skilled in drawing out this desire for redemption in others, as not only do you have a sixth sense for who is or isn't irredeemable, but also you tend to get some intuition into what it is you would need to say or do to get a chance to talk down a villain from the path they've taken. Further, even if you fail to win them over fully, your attempts at appealing to their shame and humanity could even still help you in disorienting them, allowing for the regrettable violent confrontation to swing in your favor.

Rune Magic (200RP each, Special Discount*): Rune Magic, first introduced to the Azlanti by the Goddess Lissala (or perhaps their secret Aboleth masters) This field of magic, and its various descendant forms, was the basis of not just the magical arts of Thassilon, but also the various peoples who came to dwell in the lands of Varisia after the events of Earthfall. For every purchase of this option, you may gain training and experience in <u>one</u> of these forms of runic magic. Furthermore, should you purchase the style of rune magic associated with your Background, you may choose to forgo the discount for one of your 200RP perks, allowing you to instead apply that discount to your associated magic. The forms of Rune Magic (and their associated backgrounds) available for purchase are Thassilonian Rune Magic (Thassilonians), Aboleth Rune Magic (Darklander), Tattoo Magic (Local), Cypher Magic (Foreigner), and Shoanti Runic Shamanism (Tribal).

For details on these magic disciplines, see notes.



Local

Slick as the Sczarni (100RP): While the Varisians may be consummate traders and travelers, they also have a tendency towards clannishness and trickery, often holding the truth from outsiders, especially those involved in less-than-legal behaviors like the Sczarni. You're very good at lying, or at the very least omitting certain details to others. So long as you aren't being outwardly malicious, or actively contradicting yourself, most people are willing to give you the benefit of the doubt, and may even assume that your deception may in fact just be an honest mistake. Don't push your luck though, get caught one too many times, and eventually you'll find yourself bereft of any more good will.

On The Caravan (100RP): It may be true that while many Varisians have begun to settle down in the various cities and towns, many more still choose to live nomadically, traveling the wild roads in merchant caravans or as wandering entertainers. Having lived such a life, you've got good stamina when it comes to traveling long distances, and you possess basic skill and training in how to organize and pack up a caravan and get it on the road. Just keep an eye out, all manner of unsavory types tend to stalk the back roads.

Deadly Dealer (200RP): Amongst the various bravos, card sharps, and dilettantes of the Varisians, there are those who have learned to fight and defend themselves with a seemingly innocuous household item: Cards. Whether it be Harrow cards or trading cards, you know how to throw them with all the precision of a throwing knife even in the thick of combat. Further, you've picked up a minor magical trick, allowing you to, with some focus, imbue the cards with a small amount of magical energy, allowing the cards to strike with the force of a throwing dagger. Furthermore, should you be skilled in some form of magical art, you are able to treat a deck of cards as a weapon for the purposes of enchantments and other weapon effects.



Harrowing (200RP): One of the Varisia's more interesting occult traditions is The Harrow, purportedly able to lay the past, present, and future bare using naught but a special deck of cards. Like many a Varisian, you too are trained in this method of fortune-telling, allowing you to use a deck of Harrow Cards to gain insights into the past, present, and future. Not only will a Harrowing give you a vague insight into the past and present, but it may also allow you to "reinforce" the future to a certain extent, with the reading providing a nebulous pool of energy to allow you to very lightly nudge fortune in favor of the results you divined. Furthermore, this method of fortune telling synergizes with other forms of magical divinations, allowing you to use your harrowings to improve the accuracy and veracity of such magics…to a certain extent. For more rules on how to perform a Harrowing, either consult the Notes section, the published Harrow Handbook, or read from the Harrowing appendix in the Curse of the Crimson Throne Anniversary Edition.

Misgiving Haunts (400RP): Haunts are an interesting phenomena. Born of strong emotions and a saturation of Negative Energy, they are forces not quite coherent enough to form as fully realized undead, but have just enough power to manifest and subject those that trigger them to some breed of torment borne of the memories and emotions that spawned them. Varisia is a haunted land, and has no shortage of haunts manifesting across it...so why not make some more?

You have a great knowledge of haunts, and know just the rituals and utterances needed to generate more. So long as you can find a place stained deeply in negative emotions, or scarred by some traumatic event, you can figure out how to twist those lingering sentiments into a dangerous and violent Haunt. Furthermore, you gain greater insight into Haunts in general, allowing you to recognize them at a glance, resist their influence better, and even figure out how to deactivate them from a glance.

Mystery Cultist (400RP): In addition to the major pantheon of the Inner Sea, Varisia is also home to dozens of smaller cults and congregations dedicated to a myriad of lesser divinities, such as Empyreal Lords, Demon Lords, Qlippoth Lords, or even beings like Groetus. And even in places like Magnimar, you'll often find dozens of small shrines or monuments dedicated to various different such beings scattered about, which has led to those Varisians not dedicated to their Patron, Desna, to have a more pantheistic view of faith.

You are now one such serial-cultist. You tend to have an easier time making short term deals with various divinities, exchanging service for favors and staying on their good side. So long as you aren't actively going against the teachings and goals of a minor god, they'll be keen to mostly ignore any dalliances you have with other non-adversarial divinities, just so long as you remember to aid and help them on occasion, whether this be Pharasma giving you a boon for stopping a powerful Astradaemon, or Cernunnos revealing tracks in your dreams after stopping some poachers. Just be careful though, scorning a deity once embraced may invite even greater ire.

Tattooed Mystic (600RP): While there are plenty of tattoo "sorcerers" and wizards who learned and study the arts of tattoo magic, you are such magic made manifest! Your body is now covered in a natural-born magical tattoo. This tattoo is living rune magic, allowing you to cast through your own flesh without needing any material components or foci. As you grow in power, the tattoo grows in size and intricacy, and will even function as a repository of the magic and spells you know, allowing you to scribe them quickly and easily from your flesh to paper and parchment. Furthermore, should you also be trained in Tattooed Sorcery (whether it be via a class or a perk), you can reshape and convert your innate tattoos based on your training and skill in that field, whether it be turning them into Mystic Tattoos, or Magic Item Tattoos, and can easily store a single creature at a time in stasis in your tattoos (so long as the creature isn't more than your size). This creature must be bonded to you in some way, whether it was summoned by you or is a familiar/companion/something similar.





Varisian Free-Style (600RP): The Varisians as a people can best be typified by one major trait: adaptability. Whether it be changing to and fro from nomadic to sedentary life styles, adapting the customs and teachings of foreigners, dwelling in a large stone city alongside various monsters, or even transitioning from a bunch of scattered villages to being part of a renewed Thassilonian Empire, the Varisians will always adapt and integrate new teachings and customs to make themselves stronger, with an “anything goes” mentality.
Just like the fighters of the Price of Freedom school in Kaer Maga, you can blend different styles and techniques with frightening ease. Whether it be mashing together multiple martial arts to keep your foes on their toes, synthesizing disparate magical traditions to reach greater arcane mastery, or creating new and novel forms of art and music. It could even be combining all such things, in much the same way Kapenia Dancers combine traditional Varisian dance with magic, combat, and legerdemain. All that’s stopping you is your proficiency with each discipline you follow, and your creativity and competency in figuring out how to mix and match these different ways of being.

Tribal



Cinderwalker (100RP): Once, the Shoanti tribes had dominion over most of Varisia, roaming the various wilds as they pleased, occasionally trading with the scattered Varisian settlements. But then the foreigners came, and now many of the Shoanti have been pushed out to the Storval Plateau. Forced to eke out a living on its burning plains. Like those Shoanti tribes, you have the knowledge and skills needed to survive these harsh lands. You know how to find water, stalk and hunt large beasts, notice and avoid the even larger beasts, navigate the expansive plains, and how to tell when the harsh weather will change for the worse. With this, you can hopefully survive this harsh land.

WE BE GOBLINS! (100RP): AND YOU BE FOOD! Despite being innately quarrelsome breeds, most of the primitive tribes and species in Varisia share a certain degree of xenophobia. One that can be channeled by a charismatic leader to rally against a common foe. You are now that charismatic leader. As long as you and whatever group or tribe you're a part of has some outside enemy, you're very good at rallying support against outsiders and enemies. Just a few words to remind your brothers and sisters who the real foe is, and they'll be excited to follow you in some tribal violence. Keep in mind, this only goes so far, and they're not likely risk their lives if things become too dire.

Earth Breaker (200RP): The Shoanti are an exceptionally strong race, born from the Thassilonian attempts to breed strong infantry from multiple different ethnic groups, this is best shown in their preferred fighting style, wielding great mauls (known as Earth Breakers) in one hand with a bladed shield in the other. Like these Shoanti, you have the arm strength and training to wield weapons like they do, brandishing two-handed weapons in one hand, and covering its weaknesses with a shield in the other. Even if it be a massive greatsword or greataxe, you have the muscular mass and control to swing it about as if it were a hatchet.

The Hills Have Knives (200RP): The back-hills of Varisia are infested with Ogres, Goblins, and other beings of wicked intent, who despite their apparent dimwittedness are surprisingly adept in the use and construction of various booby-traps. Just like these beings, you too are a savant when it comes to trap construction, able to use naught but wood, nails, and rope to create absolutely devious booby traps, as well as the ability to disarm or subvert such traps others make. You're also great at making said traps very hard to notice, hidden expertly beneath undergrowth or floorboards.

Stronger Than Tradition (400RP): It's rather fascinating, that despite centuries of taboo the Stone Giants had against the magic and ruins of the Ancestors that all it took was Lord Mokmurian swooping in, crushing their champions and promising glory and might, to get so many tribes to renounce their old ways and follow him. Just like the Lord of Giants, you have a certain raw charisma that comes from strength and domination. Crush a tribes leaders while speaking of glory, and they will follow you, greedily lapping up your promises of ascendance and destiny. Display impossible strength, and even the most hidebound of tribes will consider supporting your claims of supremacy. Even the ones who can't be convinced or know better will hold their tongues, knowing that they cannot push against both you and their kinsmen. With enough feats of prowess, it won't take long for you to assemble and lead your own great horde across the plains, just as the Giant Tyrant does.

Trollish Haruspicy (400RP): The Harrow isn't the only form of fortunetelling to be found amongst the people of Varisia. The Trolls of Kaer Maga have their own. While many of their number may be less sooth and more sayer, some truly do have a gift for a peculiar breed of Haruspicy. Just like these trolls, you too are trained and capable of performing haruspicies: the practice of performing divinations via the disembowelment and observation of an animal's innards. The larger and more powerful the creature that is sacrificed in this art, the more clear and potent the divination will be, though the most potent of auguries will come from a particular source: your own bowels. Should you perform a augury with your own entrails spilled out, you will find your divinations clear to your sight, and far reaching in scope. Naturally, I recommend being a Troll first before attempting such an augury, but I won't stop you.



Dread Binding (600RP): When the hero Mandraivus and his allies defeated Kazavon, it seemed it was for naught, as Kazavon's spirit still lived in his bones and if left alone would regenerate and rise again. It was through the intervention of the Shoanti shaman, Coja Eyes-Aflame, that they were able split and bind Kazavon's spirit in his own bones, and divide him up between seven relics. Just like Coja, you know the relics needed to bind a being away. You will need to create a relic from a piece of their body, such as their bones or similar, but with the right rites you can use that relic as a vessel to bind and seal away their soul and prevent them from resurrecting. However, it's not perfect. The more powerful a being is, and the more potent their immortality is, the more of these artifacts you're going to need in order to split up their soul into pieces and keep them from resurrecting. And if the being is potent enough they might still be able to influence those who bear their relics. Still, this method should at least grant you a few centuries of reprieve

Bloatmage (600RP): Within the Mushfens there is a dark cabal. A secret order of spellcasters known as the Bloatmages, or Hemomancers, who empower their arcane might through a careful regimen of ritual and leeching, causing their body to swell and bloat with excess blood imbued with equally excessive arcane might. With this perk, you join their order, causing your body to become corpulent and swollen with excessive amounts of magical blood and hardened skin. As you grow in power, you may use this excessive blood to bolster your spellcasting, allowing you to spend your own blood in place of your own magical reserves. Furthermore, your mastery of your blood extends even to blood you consume, allowing you to temporarily acquire sorcerous power and abilities by consuming the blood of others, based on what manner of people they were. Keep in mind, maintaining your power as a Bloatmage is tricky, as you will need daily rituals of leeching or exsanguination to keep your blood flowing healthily and clean of impurity or else risk failing health, though thankfully those same daily rituals will also purge your system of pathogens and parasites, keeping you as healthy as you are obese.



Foreigner

Korvosan Agenda (100RP): Being descended from Chelish colonials, the Korvosans are rather fastidious in much of their daily lives, and often take pride in the care they take in planning their day to day activities. You are good at making mental lists or itemized agendas. Constructing a mental checklist and remembering it for the day comes to you with practiced ease, and you're a dab hand when it comes to figuring out and planning your daily agenda. Never forget your grocery list again!

Gold Without Borders (100RP): Despite being in the far north of Avistan, and rubbing shoulders with the Linnorm Kings, there are tons of economic opportunities to be found in Varisia for the enterprising entrepreneur, which is why many ships and Chelish colonials still make the trip to and from Varisia all the time. You now have the capacity to be one such entrepreneur, as you have a sixth sense when it comes to noticing good deals, profitable bargains, and seeing where the markets and money are flowing to best take advantage of opportunities. Please be responsible, you incorrigible merchant.

Shingle Runner (200RP): Whether it's running up along the rigging of a ship, or across the roofs of the Korvosan slums, there's always a demand for those with swift feet. Your sense of balance is exceptional, and you're now skilled in acrobatics and parkour, allowing you to free run effectively whether it be in an urban or maritime context. This can also help you run away from guards and escape into the dense slums.



Foreign Infiltrator (200RP): To the south of Varisia lies the shaded land of Nidal, a cursed nation patroned by the God of Pain, Zon-Kuthon. For years the Nidalese have interacted with the Varisians, sending their operatives into the Land of Legends for various inscrutable purposes, whether that be infiltration, slave collecting, or other such aims. Like these operatives, you are good at blending into foreign communities. This includes skills like hiding/altering your accent, being fast at learning and internalizing language and cultural norms, as well as knowing how best to lie, bluff, and deceive others into thinking you're someone who belongs there. Also, comes with some skill in making simple disguises with clothes, makeup, and a few little props.

Dungeon Designer (400RP): When House Arkona arrived to Korvosa, it didn't take them long to entrench themselves in Old Korvosa, building for themselves a large and fancy manor, which hid an equally fancy dungeon complex underneath where the Arkonas could indulge in their Rakshasa impulses at their pleasure. Rather impressive no one noticed them make it.

You're an expert when it comes to magical architecture. You know how to design buildings and structures that seamlessly meld mundane and magicical parts and pieces. You know what is needed to make fancy traps, moving parts, and how to design them to not only be safe and functional (except for the decidedly unsafe traps), but also how to make and build such architecture without anyone noticing the new changes until its too late.

Infection Artisan (400RP): The study of disease, toxin, and infection is more than just a science. To the right mind, it's also a creative art to build upon what exists to make something even more beautifully virulent. You're a genius when it comes to the magical and alchemical research of diseases, both mundane and supernatural. Under your auspice and given enough time and test subjects you can turn a ghoulish fungi into an epidemic (much like how the blood veil was crafted), or when given access to qlippoth flesh could even develop new strains of the Polymorph Plague. As long as you have access to enough time, resources, funding, and plenty of test subjects, the whole world could become your petri dish.

Jade Regent (600RP): Congratulations, Jumper! I always knew there was something special about you! What am I talking about? Well obviously its the secrets of your super special ancestry that was just revealed. You are now the secret forgotten royal heir of some foreign nation! What nation this is will soon be revealed to you within a year of the start of this jump, and with it will come some relics/papers/other authentic proof of your divine lineage linking you to this most august exotic nation. Granted, much of this assumes that you had a history in this world to begin with. If you instead chose to be a Drop-in, then instead of being the heir you will either be serendipitously lead to a young and impressionable heir that fills this qualification shortly before they receive this revelation for themselves, or instead you find yourself to be in the right time and place to be blessed with the reception of some manner of royal/divine mandate to power (should there be a nation around that believes in such mandates).
In every future jump after this one, this same benefit is granted for a different nation or polity found in that setting where applicable.

Champion of the Society (600RP): If you want to be a famous and influential Pathfinder, you need three things: skill, mental fortitude, and a whole lotta luck. And luckily indeed you have all three in spades. Your mind is like a steel trap, able to withstand and shake off the worse brainwashing such that even the dreaded snakemen of the underdark would be stymied by your mental defenses. You adapt quickly and effectively, picking up new skills and talents on the fly with ease, learning languages and crafts in a manner of weeks or days. And your luck? Taking one-in-a-million risks will instead feel like 1-in-twenty risks for you, and other people can't help but find your derring-do to be quite charismatic. With all these combined, very few other Pathfinders will be able to eclipse your skill and accomplishments. When people think of famous heroes and adventurers, with these skills they will undoubtedly soon start to think of you as their first choice.



Darklander

Cavewalker (100RP): The Darklands is a massive sprawling expanse of darkness, tunnels, and nearly identical stone, and those not acclimated to it can easily find themselves lost. Not so for those born in these twisting labyrinthine halls of rock. You've got a pretty solid sense of direction, and your ability to maintain a daily mental map is quite developed, allowing you to remember where you've been and what paths you've taken when trying to orient and explore. Great for ensuring you don't get lost and constantly double-back over and over again.

Know Your Place (100RP): There are very few benevolent societies that dwell in the deep dark underground. From the Drow cities like Zirnakaynen, the Ghoul Enclaves, and even the enigmatic Xavorax where the Caulborn hail from, most of these pockets of civilization are built upon the oppression and exploitation of those of lower class. To survive these regimes, you've picked up on how to display a passive and obsequious manner. You know how to bow and scrape effectively before those of higher rank than you, and how to act as unassuming as possible to avoid their attention. So long as you avoid making waves and continue to put on the act of a properly cowed slave, your betters will do their best to ignore your piteous existence until they have need of it.

Slavetaker (200RP): While they dwell in the dark below, its not uncommon for those from the Darklands to journey to the sun-scorched surface to acquire something harder to gain underground: Fresh slaves and victims. Whether they are bound for the markets of Zirnakaynen, or will live a short and painful life as some Derro's test subject, there are plenty who are taken and captured, and you know just how to do it. You are skilled in a form of combat that prioritizes inflicting pain and exhaustion rather than death. You know how to inflict less-than-lethal wounds with most weapons, how to avoid important arteries in combat, and how to best knock some poor fool unconscious so you can tie them up and steal them away to their dark fate. You also know a few minor poison recipes for things like Drow Poison to render your marks asleep and pliable.



Pain Taster (200RP): The Pain Tasters are a unique breed of warrior amongst the drow, who can now count you amongst their number. Through the use of a regime of six unique forms of self-torture, you have learned to not only inure yourself to pain, but to gain strength and power from it. You are resistant to most forms of pain, both mundane and magical, and can even stymie your own blood loss to a certain extent. Further, depending on the type of pain you experience you can instead channel it to make yourself stronger and more capable, especially if the pain is self inflicted. Flagellation while meditating can increase your willpower and perceptiveness, reciting mantras while clutching a razor's edge can improve learning and memory, hyperextention of your joints will improve their flexibility, hanging by your ligaments can improve their strength, and so on and so forth. For you pain is very literally gain.

Black-Blooded (400RP): Deep in Vaults of Orv lies the forbidden and isolated Land of Black Blood. Its dark waters are no mere sea, but a foul fluid that is normally antithetical to most sane forms of life. Though there are exceptions, both in the native Chardas, and in the rare black-blooded creature. As a blackblooded being, you are stronger, hardier, faster, and more resilient than normal beings of your kind. You are amphibious in nature, capable of breathing both water and the black blood as easily as air, are also able to swim quite adeptly, and are immune to the harmful and mutagenic affects of the Black Blood, as your own blood itself flows with this black ichor in your veins (and can be used as unholy water in certain rites), and are even moderately resistant to cold temperatures as well. Furthermore, you can expel some of this black blood from your body, allowing you to douse your foes, or anyone too close who decides to cut into you, with your horrid tainted juices. The singular downside though is that your body is now closer that some strange form of undeath rather than wholesome living, inverting a normal mortal's reaction to positive and negative energy.



Fleshcrafter (400RP): Fleshcrafting and Fleshwarping, the favored arts of the demon lord Haagenti, are two of the most profane arts in this world, altering the bodies of others for gruesome purposes, and are fields that many of the mad arcanists and researchers of the Darklands study in great depth. You are trained in the arts of Fleshcrafting, knowing how to use pieces of flesh harvested from creatures and aberrations to create alterations, either through fleshcraft elixirs or permanent grafts, that change the physiology of other creatures (like grafting antennae or scorpion tails to a creature, or granting them acidic or venomous glands). You also know the rituals and theory behind the art of Fleshwarping, allowing you to either twist life into gross and profane shapes (as is favored among the Drow to torture slaves), or to create new and disgusting forms of life entirely, much like how the Runelords created the first Sinspawn and Fleshdregs. Keep in mind almost all of these arts and rituals are horrifically invasive, tortuously painful to their victims, and likely to cause some degree of mental damage. But hey, can't make an omelet without ritually sacrificing several troglodytes.

Dark Fate (600RP): The Dark Fate of the Drow is one of the most insidious evils Rovagug's influence has ever inflicted upon the world, for it not only irrevocably altered the elves who fled underground, but somehow managed to pass on to the elves that returned to Golarion like some manner of cursed plague. And now, like Rovagug you can inflict a similar form of Dark Fate onto another race. At the start of each Jump, choose a single race/species. When that race crosses a certain line or threshold, such as in wickedness or some other metaphysical trait, they will warp and mutate, turning into some new race altogether with traits matching the manner in which they were mutated (much like how Drow became dark reflections of their fellow Elves). These changes and mutations can be any form of cosmetic alteration you choose, and could even alter that race's innate magical abilities if they have them, but they cannot so thoroughly change them as to be unrecognizable from their former race. This new race is able to breed true and produce more of itself, but that's not the only thing they can do. Every time they meet and encounter a member of their previous race, those beings become "carriers" of this plague-like curse, and will pass it on to make others carriers. Should anyone else of that older race who is a carrier of this curse manage to reach the threshold of the Dark Fate, usually in some great act that irreparably stains their soul which they cannot return from, they too will instantly mutate and be changed by the Dark Fate into the new corrupted race.

Earthfall Glyph (600/800RP): The great crime of the Aboleths, the profane rite that destroyed Azlant and plunged the world into the Age of Darkness. Earthfall, where a great stone was called from the dark cosmos above and crashed into the doomed continent. You are now the bearer of this dark forbidden magic and, with enough time and resources, can recreate one of the Earthfall Glyphs. This Glyph will summon a large body from across the stars, drawing it in the skies above your desired location via a shadowy portal, with the intent of slamming it down on your hapless victim. The Earthfall Glyphs are not easy to make, they take time both to construct and scribe, and also require much daily sacrifice of magical energy and blood to power, and must be placed underneath where you wish for a celestial stone to plummet.

For the base 600RP you know just how to create a single Control Glyph, limiting how much destruction you can cause (essentially as much as the meteorite that crashed into Devil's Elbow). By default the celestial body you summon will be a random object pulled in from somewhere in space (even if the setting you're in doesn't have space as we know it), but if you manage to divine and identify a specific body (or structures like satellites) you can slightly alter the glyph to pull it down instead.

For an additional 200RP you also learn how to craft Support Glyphs that can increase the power of the Control Glyph and allow for larger and more devastating space rocks to be summoned. While a single Control Glyph could summon a small meteorite that could destroy a village, you will need significantly more Support Glyphs placed in geomantically aligned positions to make any significantly larger meteoric impacts, with five intact glyphs being needed to destroy a nation the size of Kyonin.

Should you possess Aboleth Glyph Magic from the Rune Magic perk, you will also know how to customize and design these glyphs further, allowing you to empower them, grant them automated defenses, and even bind guardians to protect them on your behalf.



Thassilonian



Master-Slave Morality (100RP): In spite of Emperor Xin's intentions when founding Thassilon, the empire became a place even more oppressive and stratified than even Azlant was in its twilight years. You know how to keep your slaves and lessers in line, how to intimidate and threaten those under you into submission (even if begrudging), and how to best levy and inflict punishments onto your slaves to insure they never stop fearing the consequences of displeasing you.

Runic Scribe (100RP): The Rune Magic studied by Old Xin became the institutional bedrock of Thassilon, so naturally skill with literacy and writing is something highly valued in its people. Your skill in penmanship and calligraphy is increased, and you're surprisingly good at learning new written languages and writing systems. Should be helpful in learning and translating runes.

Ruins Architect (200RP): The Thassilonians loved to create massive buildings and structures, and many of their remnants still exist scattered across the lands of Varisia, thanks to the preservative magics infused in the stone itself. You yourself are now one of the architects/engineers who helped make these many wonders, and are skilled in designing and directing the construction of massive Thassilonian architecture.

Furthermore, you are privy to the secrets of the special type of time magic used in their construction, allowing you to perform the rituals needed to make the stones and structures of these building immune to the weathering ravages of time regardless of whether your building with wood, metal, or stone. I suggest finding some Giant slaves for the manual labor, so you can really flex your architectural prowess.

Metal Flesh (200/400RP): Within the halls of the Runeforge, the chosen master of Greed, Ordikon, experimented upon himself and accomplished an interesting discovery: he transmuted his own flesh into living pliable Mithril. Choose a mundane metal, whether that be iron, steel, bronze, gold, or mithril. Just like Ordikon, your flesh has been transmuted into a strange living form of this metal, strong as the chosen metal is normally, yet as pliable as living flesh (but without ruining your brain like Ordikon did, there's a Drawback for that instead).

Of course, Ordikon wasn't the only one to discover such magics, for both Xin and the Azlant had long known of ways to transmute the flesh of others into living skymetal. For 400 RP instead, rather than normal metal you may choose one of the seven known forms of Skymetal. In addition to the normal benefits of being made of living metal, each of these Skymetals provides unique benefit to you.

Abysium: Also known as Feverstone, Abysium is radioactive in nature. Choosing to make your flesh from Abysium will not only make you immune to the effects of radiation, but will also turn you radioactive as well, able to produce radiant energy just by existing and also infect those you grasp with radiation sickness.

Adamantine: One of the strongest and densest metals known to man, being made of adamantine will render you more durable than any other metal, able to be trampled by an elephant with no injury and able to cleave through lesser metals barehanded with contemptible ease.

Djezet: The famous rust-red Quickiron is is only found in liquid state, regardless of temperature, and is used in the conversion of humanoids into Mezlan. Just like the Mezlan, your djezet body is now amorphous and morphic in nature, able to change shape according to your will, whether that be disguising yourself as others or shaping your limbs into weapons and tools.

Inubrix: The softest of the skymetals, having a consistency similar to lead. What it lacks in strength, it makes up for with its phasic nature. Being made of Inubrix, your body can phase right through common metals like iron or steel as if they were not there, allowing your fists to reach right through plate armor as though it were naught but air.

Noqual: One of the rarest forms of Skymetal (just behind Orichalcum), Noqual is light weight (similar to Titanium) and has natural anti-magic properties. With Noqual flesh, you can shrug off all but the most potent of spells thrown at you, and attacks made with your unarmed body deal significantly more damage to beings made of or animated by magic such as constructs and undead.

Orichalcum: Or horacalcum, same thing different name. Orichalcum possesses an innate attachment to temporal magic, which will seep into you if you choose to turn your flesh into it. You will gain the ability to move and act more quickly, and also slow down your perception of time, allowing you to act at full speed while the rest of the world moves as if caught in thick gelatin.

Siccatite: Most Siccatite comes in one of two varieties: Hot or Cold, though Xin apparently discovered a way to alloy the two variants together, which is what you are now composed of. Every six seconds, you may choose to decide between being attuned to Hot or Cold, granting you immunity to either extreme heat or cold, and also allowing you to generate either extreme heat or cold from your body, allowing you to inflict it with your strikes and grabs.





Ioun Artisan (400RP): While the creation of Ioun stones started in Azlant, the Thassilonians developed their own uses and varieties of them. You have the knowledge, skill, and ability to craft Ioun Stones. Not only the normal variety, but you can also craft the rare Thassilonian Ioun Stones, as well as knowing how to gradually create new types and varieties for various purposes, including creating Ioun stones meant to suppress or ward off curses. Further, just like Karzoug you know how to safely surgically implant Ioun stones into the flesh of living creatures without any loss of efficacy

Runelord (400/600RP): Originally, Xin based his magic and its themes around the Seven Virtues of Rule, but over time his disciples perverted and corrupted these virtues, giving rise to the Sin-based Rune magic commonly associated with Thassilon. Upon taking this perk, choose one of the Seven Virtues or Seven Sins. The more you choose to live and embody your chosen virtue or vice, the more powerful you'll find yourself becoming. Your capacity and strength in its associated school of magic will increase as you embody your choice more and more, and your abilities in tangentially related skills will also grow alongside you, such as Greed or Charity making you more skilled in economics and management, Wrath making you a more talented fighter, or Envy providing you with talent in espionage and sabotage. Play your cards right, and perhaps you may end up supplanting one of the Runelords with your cunning and might.

For an extra 200RP your alignment to your chosen sin or virtue will physically alter you, mutating you and granting you the abilities of a Sinwarped creature. You'll bgain the ability to track, detect, and identify different forms of magic by scent, a mouth full of sharp teeth, innate magical abilities associated with your chosen sin or virtue, and the ability to drain and devour the magic of those you bite.

Artifact Engineer (600RP): Over time the various Runelords have made all manner of powerful magical artifacts to their name, from the Runewells to things like the Hungry Tome or the infamous Sihedron. What makes an artifact different from a normal magical item though? Two things: Power and Permanence. Just like these powerful mages you know how to craft and design artifacts of your own, creating magical items unique and stronger than what one could normally learn to craft. Just like other artifacts, the ones you make are generally indestructible in nature, save for a unique method of destruction that you must include in their design. The more powerful the artifact, the more difficult and annoyingly near-impossible the requirements for destruction you can include, like with other known artifacts.

Old Xin (600RP): Xin was once a prodigy amongst prodigies. He took disparate themes and practices from other forms of magic, and was able to use them as the basis for a whole new style of magic in his Rune Magic. You now share in his same level of genius. In addition to being exceedingly intelligent, you're now a genius when it comes to analyzing and understand magic on a very fundamental level. Not only will this grant you insight into both spellcasting and magic's more practical applications (like the creation of magic items and artifacts), but with experience and exposure to new and novel forms of spells and magic you will have the spark of genius needed to develop entirely new branches and disciplines for pre-existing forms of magic in much the same way Xin was able to develop Thassilonian Rune Magic (which revolutionized wizardry itself).

Items

Below are some items to spend your RP on. Items listed under their associated Background are discounted 50% off, with the 100RP items instead being free for that background. Should any item that you purchase or acquire via this Jump document be damaged or lost, it will be returned to you restored at the end of the Jump. Should you already possess other similar items purchased in other jumps, you can "import" them into any similar items purchased here. Some items have alternate forms of pricing, so pay attention!

Undiscounted/Special Discount



Starting Gear (free): As is tradition, you're going to need some starting tools and equipment to begin you adventure with. This option will grant you 100gp worth of items and coinage for you to purchase and start the jump with. Try not to spend it all in one place.

Wealth By Level (50RP per Level): What, 100gp not enough for you? Wanna purchase some magic items while you're at at? Instead of your normal starting gear option, you may spend RP on this option to effectively increase your wealth "level" granting you a starting gp budget appropriate for a PC of that level, giving you one level per 50RP spent. (so 50RP for 1000gp, or 200RP for 10,500gp).
See notes for price scaling.

Intelligent Item (200/400RP, Special Discount): There is a surprising number of intelligent magical items scattered across the length and breadth of Varisia, from legendary artifacts like the Swords of Sin, to simpler items like the Lash of Abraxas crafted by Allevrah. With this purchase, you acquire your own intelligent item. The item can by any single weapon, shield, piece of armor, or tool of your choice, possesses an intellect with a personality and preferences of your design, and like other intelligent weapons can attempt to possess those who wield it. It starts off equivalent to a +1 magic item with a single unique trait and a basic spell-like ability, but can eventually grow in strength alongside you as you use it.
Instead of the normal 200RP spent on it, you can instead spend 400RP to make it a potent and powerful artifact, on the same level of might and power as the Swords of Sin or the Runelord Polearms
If you wish to reduce the cost, you can choose to apply the discount from one of your background associated items to this option instead, effectively giving up the discount you would've had with that item (Example: a Local could choose to discount the Artifact magic item from 400 to 200RP, but the Skymetal Quarry would cost the full 400RP instead of having a discount).
If you purchase a magic item using the gold from Wealth By Level, you may also import it and turn it into an intelligent item with this purchase.

Sihedron Shard (300RP): The Sihedron, a magical artifact made in the shape of the seven-pointed star, was meant to be Emperor Xin's magnum opus, but when his Runelords betrayed him the star shattered, with each one taking a shard for themselves. Over the years, the shards have drifted around, falling into the hands of various adventurers and criminals all across Varisia. By purchasing this item, choose one of the shards. Instead of its canonical owner, this shard will fall into your possession instead, along with the special Ioun Stone needed to suppress its curse. Should you possess either the Runelord perk or Sinner Drawback, you must choose the shard associated with your chosen Sin.
...What, expected more from it? Want the Sihedron itself? More on that later!

Artifact of Kazavon (300RP): When Kazavon was defeated, to prevent his return his skeleton was split into many pieces, and sequestered away across the length and breadth of the Inner Sea. Over time, these cursed relics would be found, and those who came across them would fashion them into grisly and horrific relics, each bearing a fragment of Kazavon's dark and twisted psyche. You now possess one of the Seven Relics of Kazavon, having been spirited away from its current owner to your possession. Further, it also comes with a lead lined box to keep it stored in, so as to prevent Kazavon's spirit from reaching out to others to tempt and corrupt. Why would you want to purchase such an obviously cursed item? All in good time, my pet.

The Book of Serpents, Ash, and Acorns (300RP): A mysterious tome, written long ago by the mad Greek philosopher Empedocles of Akragas, who recorded within it his understanding of the Dimension of Time and the Anima Mundi that forms it. It is cold to the touch, and its pages are made of a malleable form of compact ash, and its relationship with time itself can be described as slippery at best. Within its ashen pages is a near-comprehensive guide to the Dimension of Time, containing information not just on its nature and denizens, but also providing instructions on how a mortal soul may be able to enter this strange realm. This tome will even work in future worlds and jumps, as it will list other unique ways by which one may enter this realm...at least once. Upon read for the first time, the tome will dissolve away into ash, appearing hidden away somewhere else in the world. Regardless of what you read in the Tome, after gaining the information you need you will always end up reading the epilogue at the end: "In Stethelos, I am waiting." Perhaps, they are waiting for you, Jumper?



Local



Harrow Deck (100/200/400/600RP): Harrowing, the Varisian folk practice of fortune telling, requires a specific deck of cards to perform. For 100cp I'll give you a full Harrow deck of cards, perfect for performing harrowings if you're trained in it. Any lost or damaged cards are replaced once a week, just in case you're the type of bravo who enjoys throwing cards at other people.

Too simple? If you want to spend 200cp (Discounted for locals) instead, I can give you a deck that is haunted by a friendly spirit, much like how Zellara inhabits her former deck. This spirit is knowledgeable in the practice of Harrowing, and can help you interpret the results of any Harrowings you perform. Further, the spirit has a very weak sense of prescience, and will encourage you to perform Harrowings before greatly important events occur.

By why stop at a mere haunted harrow deck? Instead, for 400RP (discounted for Locals), in addition to the above, this deck can act as a limited Harrow Deck of Many Things. Once per jump, you may draw up to 4 cards from the deck and activate its power as a Harrow Deck of Many Things. Whatever boons and curses brought forth by this deck persist for the duration of your current jump, and are removed at the end of the jump. You must intentionally draw these four cards with the intent of activating the effects of the Harrow Deck of Many Things.

Think limiting you to just four draws is lame? For 600RP instead (discounted for Locals), your Harrow Deck of Many Things can be drawn from at any time, and you can even allow other people to be able to draw from it with your permission.

Any higher cost version of this item you purchase has the benefits of the lower cost versions, so your Haunted decks can still replace lost or damaged cards.

Ancestral Scarf (100/200RP): Scarves are a traditional garment of the Varisian people, who make and wear them not just for style and performance, but also to record and preserve family history and accomplishments. This scarf has several small pockets on one side, and a lovely embroidered design related to your family history and legacy on the other. Once per day, for half an hour, this scarf may be animated to function as a third arm.

For 200RP instead (discounted for Locals), rather than a normal scarf, this scarf is instead a Reinforced Bladed Scarf, a traditional Varisian weapon favored by bravos and Kapenia dancers. This bladed scarf is still magical, and can function as a third arm, or can be animated as if it were a +1 Dancing weapon.

Runeward Gauntlets (200Rp): A very minor artifact, yet these gauntlets are invaluable to anyone seeking to pilfer intelligent items from old Thassilonian ruins. While wearing these gauntlets, you are protected from the ability of intelligent items and weapons to possess and impose their ego onto their hapless wielders. Further, should those items be telepathic in nature, you can suppress their ability to whisper into your mind if you so wish.

Lost Ioun Stone (200RP): This is a very special Ioun stone. Similar to how certain rare Thassilonian Ioun stones can suppress the curse of the Shards of Sin, this Ioun stone can be magically embedded into any other magical item. Doing so suppresses any curses attached to this item for as long as the stone remains embedded in it.

Skymetal Quarry (400RP each): You'd be surprised how much Skymetal you can find in Varisia, either from old Thassilonian reserves, or pockets created by the events of Earthfall. You are now the own the deed to a quarry where you may be able to harvest a single skymetal of choice (chosen when taking this item). This quarry produces enough of that skymetal to fully arm an entire company of knights head to toe in armor and weapons made from the metal. After this jump, the quarry is restocked at the start of each new jump, and can be found either in an appropriate location in the future jump, or in a dedicated space attached to your warehouse. You may purchase this item multiple times, each time you can choose a different type of Skymetal to gain a quarry of.

Haunted House (400/600RP each): If you're gonna be a local, you might as well get a nice house to stay in. Purchasing this option will give you your very own mansion, in the same style as Foxglove Manor. Just like the Foxglove Manor, it possesses an eerie form of necromantic fungus growing in the basement, turning the whole structure into a form of pseudo-phylactery bound to your own soul. The house will repair damage done to its structure (short of total obliteration), and will capture your soul and revive you as a lich should you ever get killed. The spores of the fungus in the basement can also be used to kill and reanimate others as ghouls.

For an extra 200RP (undiscounted), rather than a mere mansion you now own a large castle complex much like Castle Scarwall. In addition to the previously mentioned benefits, you can bind the souls of the dead and undead to the castle, creating a massive defensive curse upon the grounds. The curse will trap and hold in place wandering spirits and the souls of those who die in its walls, prevent teleportation in and out of the premises, and will resurrect dead creatures as undead within a month of their expiration. To create this curse, you must first bind and transform a soul into a Chained Spirit, and then may bind four other beings (living, undead, or otherwise) as "Spirit Anchors". So long as one spirit anchor still exists, the Chained Spirit cannot be permanently slain, effectively giving you the means to appoint four mini-bosses to stymie intruders. Any being bound as either a Chained Spirit or Spirit Anchor is bound to the castle grounds, and cannot leave farther than one mile from the castle walls.



Magnimaran Monument (600RP): Magnimar is known as the City of Monuments, called as such for the wide variety of unique and strange divinely blessed structures scattered across the city. This particular impressive looking monument is dedicated to a single minor deity of your choice, and has been entrusted to you. Once per day, the approaching the monument will grant you the deity's blessing as if you performed an Obedience for the deity, and you may even offer up some of your own magical power to increase the strength of the blessing or obtain more advanced blessings (as if you were an Evangelist or similar Obedience-based Prestige Class). Furthermore, this monument can act as an additional foci for any wish-based spells or magic like Wish or Miracle. Should the wish in question be something the monument's deity would approve of, they will significantly increase the power of the wish, in much the same way the monuments of Magnimar once empowered a wish to save the city from a massive tsunami. You may choose to change the deity the monument is associated with, and in future jumps can even dedicate it to non-golarion deities, but don't expect them to be too happy if its a deity they oppose.

Great Ruin (600RP): For many Varisians, great wealth can be made from scavenging Thassilonian ruins, for even the stones of the buildings have great use. By purchasing this option, you now know the location of a massive Thassilonian ruin, destroyed but untouched by scavengers or archaeologists. By raiding these ruins you can gather a large amount of precious gems, art, books, various lesser artifacts and magic items, and other archaeological finds that can make you a rich man almost overnight. Many of the massive buildings and structures have been damaged, but the Enchanted basalt used in their construction is still good and maintains its strength and temporal enchantments, and thus can be used to quarry a large amount of the Thassilonian basalt. Or you can renovate the ruin if you want to move people into it. In future jumps, you will receive a map and directions to another new ruin to be found and excavated, possessing similar resources and wealth but belonging to an appropriate civilization for that setting.



Tribal



Shoanti War Paint (100RP each*): While the Shoanti are generally of a barbaric disposition, their shamans and mystics are capable of crafting some useful magic items: most famously their special magical war paints. Shoanti War paint comes in 8 Colors that, when a dose is applied to the face, grants the wearer a special magical benefit for 24 hours. When you purchase this item, you gain a jar of a single color of your choice of warpaint. Each jar contains 14 doses of warpaint, and refills once a week. You may purchase this item multiple times, each time doubling the number of jars you get (you may choose each jar to be a different color if you wish). Tribals only get the first purchase for free, each subsequent purchase instead costs 50RP. Upon purchasing this item three times, you will instead gain jars for all eight colors of warpaint. The colors of warpaint are

Red: Grants the wearer great resistance to fire and heat

Orange: Hardens the users skin slightly, granting them minor damage resistance.

Yellow: Enhances the wearers senses, improving their perception.

Green: Improves the effects of bardic music and magic that enhances the wearer.

Blue: Enhances the wearer's speed, effectively doubling most normal human's land speed.

Black: Cloaks the wearer in smoke and shadow, obscuring their outline and making it harder to hit them.

White: Coats the wearer in a deflective field that helps turn away enemy weapons

Silver: Protects the wearer from energy drain or negative energy. Will absorb one such attack and then fade away.

Barbarian Chew (100RP): This special medicinal chew is made from a mixture of lime, crimson galtroot leaves, and a little bit of horseblood, and tends to stain one's teeth red with overuse. Chewing this mixture will increase your strength and durability for a short time, allowing you to rage like a barbarian for a minute, or enhancing the might and strength of a rage already in progress. This chew is only effective once per 24 hours. Purchasing this item grants you a pouch containing 14 doses of chew and refills once a week.

Fortifying Leeches (200RP): The Bloatmages of the Mushfens keep their health and magical might at peak through a rigorous regimen of leeching and consumption. This ornate glass jar contains a small colony of such leeches and is the perfect place to keep and raise them. These leeches are medicinal, and when attached to a person will improve their general health and help clean out most blood illnesses and improve the immune system. Leeches can stay attached to a host for up to 8 hours before dying. When used by a Bloatmage, they will also improve the magical potency of their blood magics. The jar contains around 24 leeches, and refills with a new batch after 24 hours.

Broken Rune Bracers (200RP): These bracers are marked by symbols of bondage and servitude, purposefully defaced and broken to remind the Shoanti of their liberation from their ancient forgotten masters. These bracers protect the wearer from attempts to possess or control them, expelling any spirit or mind that attempts to take over their body via magics like *possession*, *magic jar*, and similar body-hopping magics.

Basin of Lammashtu (400RP): A terrible shrine to the Mother of Monsters, this basin contains a fountain that constantly fills it with the profane and mutagenic Waters of Lammashtu. This fountain also comes with a book of chants and prayers to the Beast Queen, allowing you to administer the waters to others for directed and purposeful mutations, without the usual negative side affects to one's health and sanity.



Runeslave Cauldron (400RP): It is said that the first of the Runeslave Cauldrons were crafted by Giant God Minderhal, to punish mortal giants for their hubris and shared with the smaller races to punish those who turn from him. . This massive cauldron is 12ft high, 10ft wide, and is filled with a wicked brew of necromantic reagents and rainwater collected from several open graves, and has a magical fire lit underneath it to keep the broth hot and bubbling. When a dead giant is wholly submerged into the broth, it will be resurrected one hour later as a Runeslave. Runeslaves are hardier, do not fatigue, immune to pain and fear, and their bodies are surging with arcane power, and covered with runic brands denoting their slavery and servitude. However, they universally suffer from arcane decay, their minds slowly unraveling and their bodies gradually being covered in runescars until it eventually overwhelms and kills them. This Cauldron is bound to you, and as such any Runeslaves it makes are under magical suggestion to follow and obey your will.

The Runeslave Cauldron can only resurrect up to five giants a day. For the duration of this Jump, the Cauldron can only be used to resurrect Giants, but after this jump that limitation is removed, allowing you to resurrect any five creatures per day in its waters.

Totem Rock (600RP): For the Shoanti of the Sklar-Quah, one of their most sacred of sites is the mesa known as Bolt Rock, where the Sklar perform their rites of passage and receive visions from their patron spirit animals. You now have a similar large natural stone formation that is considered sacred to you and your tribe. By fasting and meditating upon the top of this formation, you will be able to receive visions from your own patron animal spirits, who will grant you hints of important events occurring that concern you, and give you vague direction to where you would best be suited to go. At the base of the rock is also a group of your fellow tribesman (or at least a tribe of the same species and similar/amenable culture if you're a drop-in), who are dedicated to the protection of this sacred site, and trained in performing a variety of sacred rites and rituals for your people, and know how to prepare the grounds for important yearly festivals or events.

Proving Ground (600RP): Something is very wrong with this old Ruin. Whatever spatial and temporal magics once laid inside this old Thassilonian Inverted-Tower have been warped and changed, turning it into multilayered dungeon of trials and violence. Those who enter the tower will experience many challenges and fights and need to solve puzzles and beat increasingly harder creatures to progress down to the next level. Every time a person manages to beat the final challenge of a level, they will be branded with a small tattoo (one viewed as auspicious by your tribe) somewhere on their body denoting their achievement in conquering the challenge. The creatures and challenges inside the tower are semi-real and created from shadow, and will be recreated and reset every day. This tower starts off with just six floors, but after this jump you will gain a new floor using recreations of enemies and challenges from that jump.



Foreigner

Trade Contracts (100RP): When arriving to a new locale, it pays to have some contacts to help you hit the ground running. This scrap of paper contains the address/directions/contact information to a friendly trader close to your starting location. This trader will be open to trade, and could even be convinced to enter into a partnership if you have a good plan and resources. The paper updates at the start of each new jump.



Wayfinder (100/200RP Each): Wayfinders are simple-yet-handy magical items favored by Pathfinders and travelers alike. A Wayfinder is essentially a small compact compass, can shine light like a flashlight, and has an indentation where you can store an Ioun Stone. For 100 you can purchase this basic wayfinder. For 200, instead of a simple wayfinder, you may instead buy any of the other kinds of advanced wayfinders that exist in the Pathfinder RPG. You may purchase this option multiple times, each time choosing a different Wayfinder to acquire.

A Good Ship (200RP): While many people will charter ships to travel to and across Varisia, you're fortunate enough to possess your very own vessel. You now own your very own large two-masted sailing vessel such as a Chelish Clipper (like the *Flying Cloud*), Abendigo Caravel (like the *Teeth of Araska*), or even a large brigantine (like the *Tyalee's Whim*). The vessel comes with plenty of cargo space, your own personal suite, and even a smuggler's hold to hide any contraband you want to ship. The ship also comes with several small ballistae on the deck to use in protecting yourself from the various threats you can find on the seas.

Maleficus Spike (200RP): An ancient artifact forged of cold iron and adamantine, it has been used those who wish to defend a structure against demonic incursion, such as the Winter Council. You may drive this spike into the wall of a building (it doesn't damage the wall, don't worry), which then creates a ward over the entire building, preventing dimensional travel in and out of it and repelling Demons (and other Evil Outsiders) from entering the structure. Should such a Fiend manage to enter, they will be subject to constant heavy magical damage and left sickened until they are repulsed from the premises, and has a similar (if lessened) effect on other forms of otherworldly outsiders. The spike also enhances the natural durability of the structure, increasing the strength of the materials and will even slowly heal minor damage to the structure (but not any pre-existing damage from before the spike was installed). When installed the spike has enough energy to ward a structure for 24 hours, but the spike can be recharged and maintained via siphoning magical energy into it to keep it up.

Crimson Throne (400RP): Every jumper needs a nice throne. This large and ornate throne is yours, and is designed and enchanted to protect you and those of your bloodline. While sitting on this throne, either you or those related to you are protected from both illusions and mental enchantments, and will be cloaked in a strong telekinetic field to deflect physical attacks. Should anyone not of your blood, or without your express permission, try to sit in the throne they will suffer a draining curse, as their physical and mental fortitude is gradually drained and reduced to nothing.

Plague Vat (400RP): This large vat has a small spigot on the front. The vat contains and produces a substrate specially designed to store and cultivate large amounts of diseased material, allowing you to safely keep and produce more and more diseased substrate for when you need to make a lot of disease samples for biological terrorism. The vat is large enough to fit an entire person inside it standing up, and by default may come filled with samples of the Blood Veil plague. The substrate refills itself once per day, and if you wish to replace it with new diseased material you can empty and clean the vat out with some fire within about five minutes.

Everdawn Pool (600RP): The Everdawn Pool is a strange artifact of unknown origin discovered by Sorshen and later used as the inspiration for her to develop the first Runewells. The Everdawn Pool appears as a large sphere of blood floating above the ground, large enough for you to immerse yourself into. You may feed it drops of blood in a ritual to charge and empower the pool, and the pool can hold up to 25 charges of power. With these charges of power, the pool can do many things such as creating blood clones of yourself, crafting custom designed living creatures, perform acts of clairvoyance/clairaudiance, and can even spend twenty of these charges to duplicate any spell you wish as if casting a Wish. However, the most unique power is its ability to confer “eternal” youth. Everyday you may sacrifice a single charge of power in a special ritual. Once 100 charges have been sacrificed, you may perform a ritual to harvest and consume the life force of every living person who’s blood you’ve offered to the pool, draining them to yourself and granting you additional years of full life and youth based on the remaining lifespan that all of your victims would’ve had before you sacrificed them.



Smuggler’s Elbow (600RP): So you have a ship, but now you need a place to store your ill-gotten gains. You are now the owner of your very own small island. This island is about five miles wide, has an abandoned harbor, a magically lit lighthouse, and is generally uninhabited save for a sustainable population of island flora and fauna. The Island however does possess a series of underground caves and tunnels underneath it, including several caves that have secret entrances to the sea, perfect for smuggling and storing various goods. The single sole inhabitant of this island is a ghostly Siren who haunts the shores and caves. The siren ghost is rather infatuated with you, she enjoys your company and will lovingly guard this item and your loot on your behalf. Further, both the siren’s presence and the natural lead deposits in the cavern’s stones helps shield the caves from any attempts to scry on them or their contents.

Darklander

Cytillesh Extract (100RP): The Derro, for all their craven insanity, are remarkably skilled alchemists and spooks, thanks to their use of Cytillesh. This vial contains around fourteen doses of Cytellish Extract. Those exposed to this toxin suffer from a strong form of amnesia, losing their memory of the previous hour and being unable to form new memories for the next eight hours. While high level healing magic can restore these lost memories, it's still useful for all manner of spook work the Derro are fond of. Refills once every week.

Drow Poison (100RP): Drow are commensurate slavers and raiders, always looking for new flesh to enslave for their labor and profane rituals and experiments. This vial contains fourteen doses of Drow Poison. What's drow poison? A very strong and potent tranquilizer. Used to coat a bolt or needle, this poison will cause those infected with it to fall asleep within 1-2 minutes, and stay unconscious for around 2-4 hours. The vial refills the poison once a week.



Spine Flail (200RP): A somewhat common trend amongst the dullahan is to commemorate a particular quarry by ripping out their spine to turn into a magical flail. This Spine Flail is one such weapon, a magical barbed flail made from a spine, this weapon can strike foes both near and far and can supernaturally blind its victims. This current spine belonged to a normal human, but should the flail ever break (or if you break it yourself) you can embed the handle into the spine of a dead creature, allowing you to replace and use their spine as your new flail. Worried about having to carry around a large flail made from an ogre's spine? Don't worry, because this weapon has been supernaturally bonded to you the same way high-ranking dullahans do with their flails, allowing you to cause the flail to appear and disappear at will in your hands. When "disappeared" the flail returns to your Warehouse (or its own small pocket space, should you not own a Warehouse).

Bloodlink Amulet (200RP): The original form of Bloodlink was designed by the Elven necromancer Gesiel to allow infiltration of Drow Society when paired with his custom spell *Recorporeal Incarnation.* Sadly, we can't always rely on having a Pocket Elf able to shell out 7th-level spells when we need them. This specially designed Bloodlink Amulet is a little different from the one Gesiel made. This one comes with the spell *Recorporeal Incarnation* built into it. While wearing this amulet, you may touch the fresh corpse (either under 24 hours old, or magically preserved) of a former living creature and activate the spell. This will cause the skin of the target to unravel and wrap around you in a sheathe of stolen flesh, causing you to assume the form of the cadaver and allowing you to impersonate them. This disguise persists as long as you wear the amulet and the amulet will even allow you to emulate any innate racial magics the victim may have once had, will make your "alignment" appear the same as your victim's was, and even allows you to speak and understand the same languages they once spoke as well. Once you remove the amulet, the disguise sloughs off in a pile of desiccated and crumbling flesh, and you will need to wait a week before you can use the amulet again.

Blightburn Vein (400RP): Blightburn is a rare and dangerous mineral found in the underdark, and grows in large brightly glowing green crystals. Blightburn is intensely radioactive, causing radiation sickness within 60ft of exposure, intense burning on physical contact, and even prevents teleportation within 60ft of it. It can be processed into a variety of uses like pastes or wards. You now own your very own vein of the stuff, and can harvest the crystal for whatever purposes you need. The vein produces around one ton of the stuff, and restocks at the start of each jump. This item also comes with a free Amulet of Radiation Absorption to protect you while you're harvesting your radioactive crystals.



Armageddon Echo (400RP): When the Drow sought to learn the secrets of Earthfall, they needed a means to view and interact with the past. Direct temporal manipulation is far too dangerous, so instead they used a corrupted Elf Gate and a piece of the Cyphergate to create the Armageddon Echo. This item is an arched gateway, its removable keystone, and a gemstone amulet known as the *shadow key*. The Echo is able to create and open a portal to a contained demiplane located in the space between the material and shadow planes. This demiplane acts as an illusory recreation of a chosen time and place, allowing the one bearing the *shadow key* to activate, enter, and re-loop this recreation of a particular time and event **(see Notes as to the specifics of how this Echo demiplane works)**. In order to attune the Echo to a specific time and place, you must take the Keystone out of the gateway (deactivating it) and take the keystone to the place where the desired event took place. You must then spend anywhere between a week to a month attuning the keystone to the location and desired time. When placed back inside the gateway, it will allow the Echo to create a recreation of the desired time and place. The Gateway starts off inside either your Warehouse, close to your starting location, or any other property you possess.

Dark Forest (600RP): Want your own Demiplane? This demiplane contains a dark forest able to grow despite there being no sunlight at all within it. This Demiplane has a unique quality to it, in that it seems to reach out across the multiverse and will seek out unique and interesting undead beings. Oncee per year the demiplane will randomly select an undead somewhere within the multiverse and create a duplicate of it to populate your demiplane with. These undead duplicates are innately subservient to you, and are bound to the demiplane, unable to leave without your permission. The demiplane will never create any undead that are more powerful than you are.

Within the heart of this demiplane is also a large and spacious mansion. While most of the structure is mundane, deep within the basement lies a mystical basin. Periodically the basin will call to you, and give you the name and location of a specific person somewhere in the world. Should you kill this individual, harvest their head, and offer it to the basin, it will give you gifts. These gifts range from improvements to your demiplane/mansion, new powerful undead servants, special magical items, or various other blessings and boons. You may access your demiplane via touching a black menhir located either within your Warehouse, some other property you own, or close to your starting location. Within your demiplane will be a matching menhir which you may use to leave it.

Sea of Black Blood (600RP): Deep within the Vaults of Orv lies a strange realm known as the Land of Black Blood, named so for the strange subterranean sea of the eponymous substance sitting at its center. You know know the location of and own another such Vault of Orv with its own reservoir of Black Blood inside it. This underground demesne is roughly the same size as the Land of Black Blood, Has a large island temple in the center of the sea, and contains its own vast underground ecosystem of fungal forests and sharp cliff walls. It's also inhabited by a tribe of Chardas, who are aware of your ownership of the land and temple and worship you as their patron, and is pockmarked by ruins and remains of forgotten subterranean civilizations



Thassilonian

Ageless Scrollcase (100RP): The Thassilonians valued knowledge and lore highly, and preserved many of their books and writings in places like the Therassic Library. This small scrollcase came from that place, and is imbued with a bit of its temporal magic. Paper, scrolls, and other small items placed in this scrollcase are preserved from the ravages of time, ensuring whatever is inside does not rot or crumble to dust. Useful for securing important documents.

Worthless Map (100RP): As a Thassilonain, it's only natural for you to have a map you can use. This here is a large parchment map to the Thassilonian Empire, showing off the major cities, settlements, important structures, names of rivers, as well as showing the borders of Thassilon's seven sub-realms. Naturally, this map will be totally worthless in the modern day, especially since a good chunk of western Thassilon is now underwater. Still, it might be of some use to you for finding old ruins. After this jump, this map will instead display another ancient empire or nation now lost to the sands of time of the setting you enter.

Flamma Horacalcum (200RP): What appears to be a small orrery with a ball of flame floating inside is a minor artifact, formerly quite common across Thassilon, known as a Flamma Horacalcum. This artifact is able to radiate bright light like a very strong lantern, is able to release a beam of scorching light, and three times per day can make the wielder move twice as fast for a minute. Once per week, the light can be snuffed out, allowing the user to stop time for around half a minute, after which the light reignites. The real use of the Flamma Horacalcum though is as a divining tool. When its light shines upon a place that suffered from powerful fire magic or calamities, the light will reveal short-lived images of the past, showing important events that once occurred in the place long ago.



Spellwell (200RP each): Spell Wells were created by Xin to act as fonts and repositories of magic, so that he could have something a little better than a spellbook to study and prepare his magics from. When you take this item, choose a school of magic for it to be attuned to (this school must be the one associated with your Sin/Virtue of choice if you picked one via the Runelord perk). This large stone disc contains recorded within it every known single spell of that particular school of magic, and can be used by those who prepare their spells (like a wizard) to prepare any spell recorded in the spellwell, and will increase the potency and penetration of any spells of its associated school. In future jumps, the spellwell can be used to store and record spells and magics of a similar nature to its chosen school, and will even create proper vancian spell equivalents for you to study. Even if you are not a prepared spellcaster, meditating and attuning yourself to a spellwell will still grant the increased potency to spells of its specific school.

You may purchase this item multiple times, each time choosing a different school of magic for it to be attuned to.

Monument to Sin (400/600RP): If there is one thing the Thassilonians greatly excelled at, it was impressive feats of architecture and engineering. You now own your very own large Thassilonian structure, such as a tower, a large statue with a complex under it, a dam, or even one of Alaznist's Hellstorm Flumes. The inside of the structure can be of your own design. For 600RP instead, this structure will be much larger, more grand, and on the same level as the greatest of Thassilonian palaces and buildings. And will have its own small island, mountain, or ruined palace-town come with it much like Xin Palace or Karzoug's capital of Xin-Shalast.

Runewell (400/600RP): When Sorshen first developed the Runewells, it didn't take long for the design to catch on with the other Runelords. By purchasing this item, you gain a Minor Runewell attuned to a Sin of your choice (If you possess the Runelord perk, it must be of either the same Sin, or of the sin opposite of your Virtue). Whenever a soul steeped in your chosen sin dies within one mile of the runewell, it will absorb a piece of their soul. These pieces can be used to activate many magical abilities of the well. The well can spend these pieces of soul power to disgorge Sinspawn to serve you, the well's water's can infuse those bathed in its waters with its sin of choice for several minutes, and it can be used to create magical items and special Runewell Amulets. The runewell also allows you to scry on anyone wearing these amulets or other magic items that its waters were used to make.
For 600RP instead, this Runewell becomes a Major Runewell. Major Runewells, in addition to the benefits of normal runewells, also have thier own special demiplane that can be accessed via the Runewell. The demiplane is warded from the ravages of time, keeping those inside of it in a form of semi-stasis and preventing them from aging and keeping them in peak health so long as they stay within. Further, the Runewell can create a special guardian servant to protect and guard the demiplane and fulfill your desires while within. This guardian can be any creature as powerful as a live adult True Dragon (like the Blue Dragon found inside the Runewell of Greed). Further, everyday the runewell will produce raw materials and material components worth up to 50,000gp for the purposes of spell components, rituals, and magic item crafting (these components fade away after 24 hours if not used)
Clockwork Reliquary (600RP): The final creation of Old Xin, meant to synergize with the Sihedron and grant him unimaginable power and eternal life. This large autonomous structure is more than just a walking casket and life support system, it'ss a veritable super weapon made from all seven of the major skymetals. While resting inside the central reliquary of the machine, you are essentially immortal, as you no longer age and all your physical needs such as sleep, thirst, hunger, or excretion are assuaged and removed. It will allow you to see and perceive magical auras, understand all spoken and written languages, is capable of unaided flight, innate magical abilities (like telekinesis, chain lighting, dispel magic, repulsion, and disjunction) and is capable of dominating and controlling unintelligent constructs within line of sight. The Reliquary is strong and made with various composite ores and trinkets made from skymetal: Claws of adamantine and siccatite capable of burning and freezing, adamantine flowers that open to abyssium buds capable of shooting beams of radioactive energy, djezet blood capable of lashing out at those who come close and attack you, launchers that fire inubrix darts, horachalcum and noqual plating to protect it from hostile magic, and is physically resistant to most forms of non-magically assisted damage. Furthermore, the Reliquary was created and designed with integration with the Sihedron in mind, and should you acquire this other mighty artifact then the powers and abilities of the reliquary will be strengthened considerably. Finally, the reliquary's life support systems extend even to one's soul, as should you die while inside the machine, your soul will be bound to it, allowing you to continue piloting and operating it even into death.



Companions

Golarion is a dangerous world to live in, and Varisia even more so since there seems to be some horrific undead, demoniac cultist, or ancient wizard thing resting under every other rock! Here in this section you can spend your Rune Points on options to gain or import Companions and party members to help you along. Further, for just this section alone you will gain a **+200 Rune Point Stipend!!!** This Stipend can only be spent of options in this section.

Companions, Familiars, and Eidolons Oh My! (Special Rules): If you already have purchased a pet, animal companion, familiar, or some other perk or power granted bound creature (like a Stand from JoJo, or an Angel from Oh My Goddess!), and then gain a class feature or ability that grants a similar being, you may choose to "import" that creature into that feature. So a horse you bought from a Western jump can become your Cavalier Mount, a Familiar you gained from a previous Dungeons & Dragons jump can also be your familiar here, and a Stand can become your Summoner Eidolon. Such companions that you gain via class features, but aren't imported, can be taken with you on your chain after this jump as Followers/Pets, but can be imported into companion slots later on in future jumps.

Import/Create (50RP each/200RP*): Time to fill in your adventuring party! This option is actually two similar options listed together, as for each time you purchase it you may either import an already existing Companion into this jump, or create a new OC companion from scratch. This companion has a starting budget of 400RP to spend and can choose their own Background. Companions imported or created this way do not gain the stipend for companions, nor can they purchase any companion options (though if they have their own pets or bound creatures, they can still import them as described above). Companions can also take Drawbacks, but they cannot take any of the +400 Drawbacks, nor can they take Railroaded, Solo Adventure, Not Again!, or Roll New Character.

While you may purchase a single companion for 50RP each, you may choose to instead spend 200RP to import/create 8 companions at once.

Favorite NPC (50RP each): Is there someone you met you've taken a shine to? Every time you purchase this option, you may select a single canon individual here in the land of Varisia. Should you manage to convince them to follow you on your chain, you may take them as a new companion. They must willingly and knowingly consent to this, mind control/possession does not count as consent you weirdo, though you can still use this option to companion someone else if the person you were planning to take turns you down. Also, you can't companion Gods or similar beings

Iconic Appearance (50RP each): Iconics. An interesting group of characters, created by Paizo to act as stand-ins and representatives of player characters of different classes, and also often used in various other adventures and products, like the comics and occasionally video games. Each purchase of this option will allow you to choose a single one of the Iconics that have been created by Paizo. You will be guaranteed by fate itself to meet and interact with that character at least once and, should you manage to forge a solid friendship with them, be able to take them as a companion.





Cyphergull (50RP): Thanks to the radiant magic of all these Thassilonian structures everywhere, even the damnable seagulls are now partially magic! This creature appears at first as a normal (if exceptionally larger) seagull, save for the arcane markings etched into its wings, and the unmistakable gleam of sapience in their eyes. Cyphergulls are intelligent and innately magical, can naturally perceive magical auras, use magic to enhance its natural attacks, and can devour scrolls to learn how to cast the spells on them (though only if they are potent enough themselves to cast them). This particular gull has taken a liking to you (you probably shouldn't have fed it your potato chips), and has bound itself to you as a magical familiar. The creature is a little kleptomanaical, will steal and horde magic items to share with you, and should you possess skill in Cyphermagic it will also be able to benefit from your cypher lore as well. Further, its ability to learn spells through consuming scrolls extends to scrolls from other magic systems as well, which may come in handy to the both of you.

My Little Devil (200RP, Discounted for Local): The Sandpoint Devil, a mysterious planar being that has chosen to nest along the Varisian Coast, and is so cryptic that most believe it to be a myth, though there have been sightings of similar creatures in other remote parts of Golarion...like this one! You are now the owner of your very own Sandpoint Devil: a horrid creature that looks like a horse with bat wings, a maw full of fangs, a long lizard tail, a preference to walking only on its hind legs, and is able to breath hellfire. This creature, despite being only slightly dumber than the average human, has taken a shine to you and has decided to follow you around and act as your mount.

Truthspeaker (200RP, Discounted for Tribal): Amongst the Lyrune-Quah there is a shamanic order known as the Truthspeakers. Truthspeakers, as the name suggests, are incapable of telling lies, and are possessed of great insight and memory, and as such are considered to be well respected diplomats, orators, and record keepers. One such Truthspeaker has chosen to follow you, to record your activities and speak their truth to others. This Truthspeaker is a wizened elderly Shoanti (man or woman, your choice), possesses some minor training in a divine casting class of your choice, and has a perfect eidetic memory. When they speak, all others can innately tell they speak the truth, and will be able to regale others with your deeds and actions with perfect perception and clarity. While they may be frail, other tribals will innately understand his worth and respect him as a wise elder ought to be respected.



Loyal Knight/s (200/400RP, Discounted for Foreigner): This knight is clad head to toe in high quality full-plate armor, and has sworn themselves to you as their liege. This armor is also uniquely enchanted, as any magic or attempts to divine your alignment or nature are instead redirected to them, and their presence close to you will also shield you from all attempts to read or peer into your mind. One knight not enough? By paying 400RP instead, you gain your own dedicated order of knights, numbering 20-50 strong with the original knight as their commander. All of these knights are likewise clad in this unique enchanted plate armor.

Large Lizard (200RP, Discounted for Darklander): The Drow, when needing to travel distances across the Darklands, favor riding trained large lizards that are capable of scaling the rocky surfaces of the Darklands with ease. This large lizard will serve you well in that capacity and is trained as a combat mount...but it has a strange secret: It's not a normal riding lizard. Instead the passion project of a Fleshcrafter, this lizard has been augmented, is slightly smarter than a normal animal (but still dumber than the average troglodyte) and when ordered is capable of "hulking out" and turning into a large, ferocious bloodthirsty brute of a creature much akin to a Ghonatine. Further, the creature's physiology is quite compatible with fleshcrafting and fleshwarping, able to accept nearly any number of grafts or fleshcraft potions you impose upon it. Enjoy your horrible abomination lizard.

Purposeful Clone (200RP, Discounted for Thassilonian): At last! Your very own clone! This misbegotten creature is a clone of you, being the same race and sex as you have chosen for this jump. You may choose to either give them a copy of your own mind, or make them some poor schmuck who somehow got turned into a clone of you. Aside from being a clone of you, they're somewhat of a blank slate when it comes to potential and training, and would do quite well if you took them as an apprentice or directed them towards some other field or profession.



Drawbacks & Toggles

Running low on Rune Points? Want something more challenging? In this section you can choose to take on drawbacks and setting toggles to change your experience here in Varisia. Drawbacks will grant you a bonus amount of Rune Points for your troubles. Drawbacks cannot be overruled or overwritten, they trump any perks or forms you may have, and will persist for the duration of the entire jump.



Pathfinder's Chronicle (±0RP): Have you been to this world/setting before? You may choose whether or not to maintain continuity with your previous time jumping to the world of Pathfinder. Furthermore, since all the Varisian adventures tend to stretch across a length of time longer than 10 years, you may choose to start any time from 4707 AR (when the events of Rise of the Runelords start) to 4719 AR (when Alaznist is purportedly slain at the end of Return of the Runelords), and can extend your stay past the normal 10 year limit to the latter (or later past that, if you started less than 10 years before 4719).

Remake Demake (±0RP): A few of Pathfinder's adventures have been rewritten and remade, most notably (and most pertinently) Rise of the Runelords and Curse of the Crimson Throne each having Anniversary Editions. These new editions were not 1-to-1 remakes, but features many changes and alterations. With this you may mix-and-match which of these changes you want to keep, and which you would rather toss out in favor of the original version.

They're not Half-Orcs, they're Dromaar!" (±0RP): When Pathfinder 2nd edition was released, it introduced a lot of...controversial retcons and changes to the lore. And some people, believe it or not, like them (not sure why though). You may choose whether or not to apply any of 2e's retcons and lore changes to this setting. If you do so, don't expect entire conflicts and adventures to just disappear. For example, even if Drow no longer exist, some other horrible race will spur the events of the Second Darkness. Maybe they will be replaced with more Aboleths-er, sorry, I mean "Alghollthu"...man these changes are gay as hell.

Comix Zone (±0RP): No, I'm not talking about the Sega arcade game. Paizo has released quite a few comics taking place in the world of Pathfinder, and many of them take place in the land of Varisia (or at least start there). You may choose to make the officially licensed Pathfinder comics canon to your visit here.

Sinful (+50RP each): You are no longer a totally virtuous person. By taking this drawback, you find yourself and your thoughts constantly drawn to the temptations of one of the seven deadly sins, such as Wrath, Pride, Sloth, Lust, etc. You may take this drawback multiple times, up to a maximum of seven, each time choosing a different sin to afflict yourself with. Should you possess the Runelord perk, your first choice must be your corresponding sin.

Accidental Clone (+50/±0RP): Oh no, you seem to have suffered at the hands of one of the Runelord's phantasmal killer traps. Luckily you didn't die, as there was a convenient clone waiting for you to inhabit. Upon taking this drawback, you shall now ignore whatever race or sex you chose to be for the duration of this jump (don't worry, you still get it as an Alt-form after the jump is over). Instead, pick one of the Runelords. Your body is now a physical clone of that Runelord instead. If you already have the Sinful Drawback, then the body must be of the Runelords associated with that sin. While this drawback normally grants points, you may choose to give up these rune points and instead gain this new Runelord body as a new alt-form after this jump. If you have the Purposeful Clone item, your clone can either be of your old body, or of this chosen Runelord instead.

Railroaded (+50RP each, Incompatible with Lost Omens): Under normal circumstance, one could assume that even if you aren't involved, then most of the events of the various Adventure Paths will be handled and resolved. Maybe not in the way you hoped, but someone will do something about them. With this Drawback though that is no longer a forgone conclusion. Each time you take this drawback, choose from one of the listed adventures alone. Now, them being resolved will no longer be guaranteed, instead its now your problem as without you these adventures will take a dark turn and something horrible will happen. Next to each of them will be a task you must fulfill. Failure to do so will have harsh consequences: including counting as a chain failure.

Return of the Runelords: You must prevent the activation of the Leng Device and stop Karzoug from returning to the Material Plane

Curse of the Crimson Throne: You must stop Queen Ileosa from destroying Korvosa and sacrificing the lives of the people there to obtain eternal youth.

Second Darkness: You must stop Allevrah's plan of destroying Kyonin with a space rock.



Jade Regent: You must ensure Ameiko Kaijitsu survives long enough to ascend and reclaim the Jade Throne.

Shattered Star: You must prevent Emperor Xin from returning to the mainland and reclaiming the Sihedron

Return of the Runelords: You must stop Alaznist from totally rewriting history and destroying/conquering all of Varisia.

Vankaskerkin Woes (+100RP): You just have the worst kinda luck don't you? Everywhere you go, you seem to be in the wrong place at the wrong time, always running into people who hate you or plan on taking advantage of you. And worse, its not that hard to do so, at least financially, as your terrible luck also extends to your finances resulting in you constantly either losing your wealth or getting straddled with terrible debts. I'd recommend banditry, but you're probably going to end up getting stabbed by an adventurer for it.

Plague Victim (+100RP): Sorry to tell you, but your immune system is compromised. It is now very easy for you to be infected with various diseases and pathogens, and poisons and other ills will ravage your body greatly. If you want to stay healthy, you're going to need regular use of curatives and restorative magic.

Marked (+100RP): Somewhere on your body rests the mark of the Sihedron, though this brand runs deeper even onto your very soul. Beings and magic that can detect the sinful will naturally detect and be drawn to you, and those who desire to consume sinful souls will find yours quite potent and irresistible. Further, I suggest being careful around Runewells as being slain near one will see your entire soul consumed by the profane artifacts.
Mutated (+100/+200RP): You're now mutated and altered in a horrifying way, rendering you hideous and freakish looking, and causing most people to feel disgusted in your very presence. For the base +100RP these mutations are mostly just cosmetic in nature, but for +200RP instead these mutations will be crippling or debilitating, such as a vestigial limb or respiratory problems.

Cursed (+200RP): Its a known phenomena that the gods occasionally curse mortals in exchange for offering them the ability to channel divine magic. You are now also given an oracle's curse...but there's something wrong with it. Unlike with a typical oracular curse, yours won't grow or improve your abilities over time, and will instead just remain a constant annoyance and burden the whole time.
Solo Adventure (+200RP): That stipend in the companion section? Ignore it, it doesn't apply to you. Companions? Forget it, you aren't' allowed to purchase any anymore. Got some Pods? They're malfunctioning. You can no longer bring companions into this jump, nor purchase any with this document. Furthermore, you will now have a hard time forming lasting friendships or adventuring parties, instead most of your time in Varisia will be spent on your lonesome.
Not Again! (+200RP): Your foes have this really nasty habit: They just won't stay dead! Killed some bandit leader? Some necromancer has brought him back as a wight and used him to attack you. Just banished some demon back to the Abyss? It won't be long before it gets summoned back and causes more problems for you. Killed some crime boss? His son has decided to hire professional assassins to kill you out of revenge. No matter what, every major foe you fight will either find a way to come back and continue menacing you, or someone will take up their mantle and cause you further pain and problems.



Bound Shadow (+200/+300RP): The Runelord Xanderghul was able to develop illusory shadows that, through his might, were able to become fully real and physically existent beings, and used them to guard and staff his most private sanctums. You are one such shadow being, and like those shadows you have a terrible drawback. Choose a single building close to your starting area (yes, that includes ones you purchased. You are now bound to this structure, and cannot leave it or else you risk dissipating away into nothingness. Thankfully this need not be permanent, as with enough research as well as the assistance of a more real living being to assist, you may be able to devise a way to leave your bound structure. At least, that's the case for the default version of this drawback. You may choose to forfeit the ability to ever leave or develop this solution, in exchange this drawback will give +300 Rune Points instead.



Shattered Mind (+300RP): An occasional side effect to being exposed to so much sinful energy is the shattering of one's psyche, especially if also paired with traumatic events. Just like Aldern Foxglove, your mind has been shattered into multiple adversarial personalities, at least three. One will always be diametrically opposed to you in some way, and the other is little more than a viciously murderous monster, and it will be a constant battle for supremacy over which one has control over your body, with heightened emotions and traumas being something that can break your own control easily. If taken with the Sinful drawback, you will also have an adversarial personality that is completely consumed by that sin, and will constantly try to drive you to engage in it more.

Portal Accident (+300RP): Just like the ranger Kelhuud, you have suffered a bizarre freak accident involving a malfunctioning portal, splitting you into two beings. This being has the completely opposite personality as you, though with all your memories and abilities (Roll New Character applies), and unlike with Kelhuud's twin has decided to take up an adversarial role against you. They will do everything they can to stymie and menace you, and will always have a general sense as to where and how far away you are. If taken with the Shattered Mind drawback, instead of one clone you will have as many clones as you have hostile multiple personalities, and all of them have been convinced that should they kill you they will take your place as the new Jumper

Metal Mind (+300RP): When Ordikon turned his flesh to mithril, he made a rather unfortunate mistake: he turned his mind to solid metal as well, which had some unfortunate consequences. Just like Ordikon your mind is near-totally inflexible. While you have all your memories and personality intact, you are no longer able to properly generate new ones. You cannot learn new skills, forge new connections, study new magics, or grow as a person. You tend to forget things that just happened, and further your inflexibility prevents you from generating new novel ideas from what you already have or know. In short, you're stuck as you are right now.

Roll a New Character (+300/+400RP): Most adventurers start off their adventures with little to nothing, so sure you can too? With this drawback you forfeit all of your out-of-jump powers and abilities. No Warehouse, no Perks, no Items, no alt-forms, and while you have your Bodymod it will be overwritten by your chosen race where applicable. All you have is what you buy here. And don't go thinking you can cheat with importing companions, as this restriction will extend to them as well. Oh? Think this isn't enough points for being taken back to square one? Well, how about we up the ante? You may increase the RP bonus of this drawback to 400RP, but in exchange you must surrender every bit of knowledge you currently have about Pathfinder, from mechanics to story and other meta elements, leaving you with just what you'd have from your Background (provided you didn't Drop-in!).

Lost Omens (+400RP, Incompatible with Railroaded): Events have accelerated faster than anticipated, and now all of Varisia is embroiled in turmoil. Mhar Massif has erupted and its dread slumbering God groggily awakens, sending forth legions of eldritch abominations heralded by its new champion: a twisted being once known as Karzoug. Korvosa has collapsed, its citizens all drained dead and from the ashes rises the Dread Blood Queen Ileosa, who's psyche and power has fully fused with the lingering spirit of Kazavon dwelling within her crown. The nation of Kyonin has been destroyed in a great celestial cataclysm, and the dust kicked up from the meteoric impact has ushered in a new Age of Darkness and refugees from Zirnakaynin flood across Golarion. The last of the Kaijitsus has died, and now the Jade Regent rules not just with a totally iron fist, but now has started to invade the rest of Tian Xia with his armies of Oni, and its only a matter of time until he sends troops across the Crown of the World. Mad Xin has recovered the Sihedron from would-be upstarts, and is now sweeping across Varisia with an army of constructs, and other cities and places have experienced strange temporal anomalies, as the future rewritten by Alaznist struggles and fights to take root and reshape all of Varisia to her liking. It's the end of the world as we know it, do you feel fine?

Skinsaw Massacre (+400RP): Norgerber, the god of Poison, Assassination, Murder, Conspiracies, and Secrets, has taken an interest in you. Considering your nature, he has decided that assassinating you would be the ultimate test of strength for his followers. For the entire duration of the jump, you will constantly have to deal with his cultists trying to find ways to cut you down, by hook or by crook. As the years go by, the threat level will increase, more powerful followers of the Skinsaw Man will come for you, including Outsiders and eventually his heralds will try to organize the mortals more efficiently to knife you. Eventually, at the peak of your Jump, you must fend off attempts at your life directly from the God of Assassins himself. Good luck, and watch your back. And your front. And your drinks. And the shadows. And bright lights…

Oliphaunt Stampede (+400RP): The Oliphaunt of Jandelay is considered one of the most dangerous and destructive beings in the multiverse, second to Rovagug and his various children, though that never stopped the Runelords from summoning it to crush armies and cities. After one year the Oliphaunt will appear within 1 mile of you, and will rapidly start to make its way towards you. It will stop at nothing to crush and kill you, and will chase you down with no need for rest for the entire duration of this jump, crushing and stampeding over anything just to get to you. Even should you slay it, it will regenerate and return after another year to continue its goal. I suggest you start running.

Earthfall (+400RP): Uh oh, seems there has been a miscalculation. Instead of arriving at your chosen time in the land of Varisia, you have arrived several thousands of years ago in the Thassilonian empire. Doesn't sound so bad? The problem is that within one hour Earthfall shall occur, destroying this empire and plunging Golarion into an Age of Darkness lasting over 1000 years. The Runelords have already sequestered themselves away via their preferred methods, and most of the populace do not suspect their end is nigh. I suggest fleeing as soon as you can to avoid the coming cataclysm.



Scenarios

Pathfinder is all about daring adventures and great challenges. Listed below are some optional scenarios you may take. The scenarios will be innately challenging and difficult, but will grant the opportunity for great rewards for fulfilling them. Scenarios are optional to take, but should you decide to take a Scenario, failing to succeed at them will constitute a chainfail. Each Scenario has a prerequisite you must possess before you can select them.

Dragon Slayer (Requires Artifact of Kazavon)

Kazavon, the chosen of Zon-Kuthon, once waged a campaign of terror from Ustalav to Varisia. What few know is that Kazavon was in truth a powerful Blue Dragon, and that he was not truly slain by the hero Mandraivius. Zon-Kuthon had blessed him with immortality, for even after being "killed" his body attempted to reassemble itself back to life. To prevent his return, the Shoanti shaman, Koja Eyes-Aflame suggested that each of the heroes who helped to slay Kazavon should take a fragment of the dragon and flee to the far corners of the world.

Despite the hard work of these heroes, many of the body parts would be lost, or fall into the hands of the wicked and be made into dangerous artifacts, scattered across Golarion. Now, however, you must put a stop to this. By taking this Scenario your goal henceforth is to travel the length and breadth of Golarion and find and collect the artifacts of Kazavon and break them. While purchasing this item option gave you one item, you must find the rest and break them back into their base body-part forms. This is easier said than done, as each relic contains a fragment of Kazavon's soul and will try to corrupt or possess any who come across them. The relics, what they are, and how to find them are as follows:

The Armor of Skulls: A breastplate made from the skull of Kazavon, it increases the wearer's strength, protects them from lightning, and can still release great electric blasts from its maw. The skull was originally taken by the barbarian prince Kuraigh to be held safely atop the Mountain of Frozen Echoes in the Realm of the Mammoth Lords. Eventually it was found by Jarl Rimeblood of the Frost Giants, who fashioned the skull into the armor he now wears.

The Bound Blade: Made using the claws of Kazavon, this unholy adamantine bastard sword bound in chains grants strength to its wielder and consumes the souls of those it slays. The paladin Roianda took the claws of Kazavon with her on a 180 year journey into the deepest reaches of southern Garund, where it was bound in chains of adamantine and sunken into molten gold. Regardless, years later her tomb was plundered by a Choker (the monster) who found the claws turned into this wicked blade of pure heresy.



The Crown of Fangs: Coja Eyes-Aflame took the fangs of Kazavon with her back to Varisia. There, she interred them alongside herself in the Grand Mastaba located in what would later become Korvosa and tasked the Skoan-Quah with watching over it. Soon, if events continue as they are, Queen Ileosa shall venture into the depths of the Mastaba and use them to craft the Crown of Fangs. The crown grants the wearer increased charisma and durability, and a potent healing factor that prevents most mundane threats from killing them.



The Howling Horn: Kazavon's horns, reshaped into a wicked musical instrument, enhances the user's dexterity and charisma, and can summon forth a powerful and deafening sonic blast. The elven sorcerer Laizuriel planned to carry Kazavon's horns back to Kyonin, but was slain by the Blue Dragon Cadrilkasta, who still keeps the horns in her hoard in a cave along the cliffs of Razmiran.

The Shredskin: A mantle made using Kazavon's shattered ribs, it makes the wearer more perceptive and resilient, and allows the user to hide in shadows and speak to them. The scholar-monk Vahahn took the ribs with him on a journey across the cosmos, and went missing, though some people theorize that The Shredskin now lies in the ownership of Zon-Kuthon himself.

The Staff of the Slain: This staff was forged from the tailbones of Kazavon, and someone wielding it can feel their mental strength grow just by holding it. The Staff can act both as an electric weapon, a spell-storing magic staff, and can even convert offensive spells cast with it into electrical ones. The wizard Kolwyddon once sought to commune with the spirit of Kazavon within the staff, but was nearly overwhelmed so he destroyed his own body and embedded his own consciousness inside the staff alongside the fell beast. The Staff's current whereabouts is unknown.

The Throne of Nalt: When the dervish Kallad of Rahadoum took Kazavon's wings, he meant to sail to Azir but his ship was lost at sea. A pirate named Nalt Tarbrow later found the wreckage, turned the wings into a throne for himself, and proclaimed himself the Pirate Prince and now "rules" from his throne at Eel's Skull in The Shackles. Those seated upon the throne gain enhanced charisma and perceptiveness, can summon and dismiss outsiders, and are able to inflict a *geas* upon someone once per day.

Destroying even a single artifact is difficult, and each one has its own unique methods needed. There are some way to cheat it though, but you will need to discover them yourself if you don't want to go through the canon methods.

Once each artifact is broken back to their base body-parts, next comes using them to restore Kazavon to life. To do so, you must bring all the remains of Kazavon back to a site that is holy to Zon-Kuthon and perform a dark and bloody ritual, requiring the blood of many mortals, an adult dragon, and at least one descendant of Mandraivus. At the culmination of the ritual, Kazavon will be restored as a powerful undead dragon. He will be at this height of power...but also at his most vulnerable, as for a brief few minutes he will be able to be destroyed as his blessing from Zon-Kuthon will need time to recharge. During this time, a herald of the God of Darkness himself will come before you and offer you a choice: Either spare Kazavon and let him return to his full glory, or choose to slay him but also be forced to fight both the dragon and several powerful Kuthonite beings, including a cadre of Kytons and Zon Kuthon's herald: The Prince In Chains!

Spare
If you choose to spare Kazavon, Zon-Kuthon will bless you, granting you recreations of all seven Artifacts of Kazavon, except without being haunted by an angry dragon, but instead infused with the intelligence of several different loyal Kytons who are sworn to your service.
Slay
Should you manage to slay Kazavon once and for all, you will find the dread dragon's power flowing into you instead. From now on, just as the beast once could, you will be able to resurrect yourself from death by reassembling your body parts as pieces of your spirit now inhabit your very bones. This will also allow you to maintain your psyche should your body parts be used to make magical artifacts. Furthermore, should you have managed to slay The Prince in Chains while you're at it, the goddess Shelyn will owe you a single boon of your choice as thanks for finally granting her father peace in death.



Shattered Star (Requires Sihedron Shard)

The Sihedron, forged by Emperor Xin to represent the virtues of righteous rule, which he shattered to keep out of the hands of his ungrateful apprentices, the Runelords. Since then the Shards of the Sihedron have passed from one hand to another over the many years, with many of them thought to be lost following the events of Earthfall. Yet still, even now the Sihedron desires to be made whole, and shards are quick to share with their owners visions of where their siblings lie.

Your shard, the one you purchased, is no different, and will give you a vision as to where the next shard may be found. By taking this scenario, you have chosen to follow this vision, and must now gather all the pieces of the Sihedron and reforge the great and mighty artifact. Sounds easy, so why is this a scenario? Well, by taking this as a scenario, the course of events shall be shaken up. Those who may have once had a shard may have a different one, and those that do will be significantly more dangerous. Ashamintallu may be fused with a blood-clone of Sorshen and empowered by it, Ardathanatus may have been elevated to a full Qlippoth and empowered by The Polymorph Plague, or maybe the Shard of Pride has instead been stolen by a newly arisen Peacock Cult. Regardless, you may as well forget anything you once knew about the adventure for the Shattered Star, because it may as well be worthless, and the longer you put things off the more dangerous it all becomes and the more dire the threats shall be. Instead, all you have to go on is whichever vision you receive from the Shard you purchased.



The pieces of the Sihedron, their curse, their abilities, and where they lead to are listed below. To mitigate each of their curses, you will need a specific type of Ioun Stone to insert into the notch in the shard.

The Shard of Pride: Made of coppery horacalcum, the shard of pride curses the holder with an overinflated sense of pride and ego, fueling their deepest ambitions and delusions of grandeur, and fueling their ego. Those who wield the shard can create major illusions and it grants them increased competency in all their mundane skills. The Shard of Pride will provide visions of the location of the Shard of Greed.

The Shard of Greed: Forged of black adamantine, the Shard of Greed inflicts those who hold it with great greed, and a desire for constant ostentation and decadence. Wielding the shard allows you to grant yourself magical haste, improves your abilities in combat, and allows you to resist transmutative magic. The Shard of Greed will provide visions leading to the Shard of Lust.



The Shard of Lust: Shaped from deep red djezet that's been magically solidified, the shard will curse the wielder with great narcissism, libidinous tendencies and a desire to wear as little as possible upon their torso. Wielding the shard grants the user powers of magical suggestion, provides resistance against enchantment magic, and increases your reaction times. The Shard of Lust will provide visions of the location of the Shard of Gluttony.

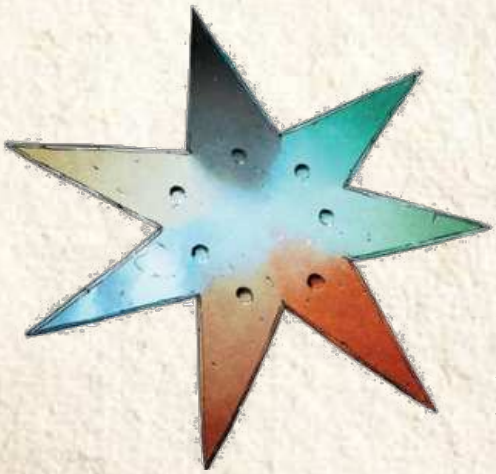
The Shard of Gluttony: Forged from pale inubrix, this shard curses the bearer with unending thirst and hunger, inflicting them with hunger pains only a mere hour after eating. The shard grants the user to ability to drain others with a vampiric touch, grants them resistance to necromantic magic, and increases their health and constitution. The Shard of Gluttony will provide visions of the location of the Shard of Envy.



The Shard of Envy: Envy shimmers from green noqual, and the one who owns it will be overcome by constant covetous feelings towards the success, wealth, and appearance of others. The shard grants the owner the ability to dispel magic, resistance of abjuration magic, and allows them to better perceive and dodge incoming attacks. The Shard of Envy will provide visions of the location of the Shard of Wrath.

The Shard of Wrath: Wrath is forged from silvery siccatite, and as one expects it blights its owner with an addiction to violence and a desire to see others around them hurt. The shard allows the user to summon a magical fireball, grants resistance to evocation magic, and improves one's skill in physical combat. The Shard of Wrath will provide visions of the location of the Shard of Sloth.

The Shard of Sloth: Despite being made from glowing blue Abysium, thankfully the Shard of Sloth is not dangerously radioactive and is *physically* safe to hold. Regardless, like the other shards it still curses the owner, causing them to be lazy and sedentary and all but ruining their ability to multitask. The Shard grants the ability to summon a monster (from the list of those described in *Summon Monster III*), grants them resistance to conjuration magic, and improves their ability to concentrate (especially on magical spells). The Shard of Sloth will provide visions of the location of the Shard of Pride.



Once all the Shards have been assembled, next you will need to use them to reforge the Sihedron in a great ritual. This will require several things: A specially designed altar to hold the shards, Seven people to place the shards and special Ioun Stones in at the same time, and a caster capable of using 8th level magic to channel all of their magic into the altar. Once the Sihedron is restored though, events will be set into motion. Old Xin's Palace will soon arise from the sea (and cause great damage to the city of Magnimar in the resulting tsunami), and as he restores his long dormant constructs and systems he will desire to reclaim the Sihedron, as will several others such as the Aboleths who once aided and sponsored Xin, and the Runelords who will soon start returning to the world. Thus, to truly succeed and meet the conditions of this Scenario, you must manage to hold onto and keep the Sihedron in your ownership until the very end of the jump.

The Sihedron is a potent artifact, possessing the abilities of all its shards, minus the curses, can shine daylight on command, grants the wielder magic foresight into the immediate future, a minor healing factor, and once per day can resurrect the wielder from death. When attuned to a wielder, one needs not hold it, as it will float behind the user like a great pointy halo. Further, when active the wielder may, with a little bit of focus, choose one of the star's virtues to be dominant, which grants further magical abilities and blessings as long as it is. These Virtues are

Charity: Grants the wielder greatly enhanced combat perception and the ability to create dimensional anchors (as the spell).

Generosity: greatly improves combat ability and the ability to shapeshift into animals (as *Beast Shape II*).

Humility: Grants great competence in mundane skills and can turn the user invisible

Kindness: increases the damage dealt by attacks and is able to summon a powerful ice storm.

Love: Greatly improves reaction times and allows one to charm other people and creatures.

Temperance: Significantly increases the regeneration granted by the artifact and allows one to instill supernatural fear in your foes.

Zeal: Greatly improves concentration, and grants one the ability to teleport (as the spell *Dimension Door*).

Further, the most interesting ability the artifact gains will be one altered by your own Jumper's Spark, as you may direct the Sihedron to teleport and assist any one of your Companions at any time, causing the artifact to teleport to them and immediately be set to a Virtue of their choice. The Sihedron can be shared in this way with any of your active companions regardless of the distance, can be recalled back to you at any time, and can be passed on to other companions by the companion currently using it.

“In Stethelos, I am Waiting” (Requires Book of Serpents, Ash, and Acorns)



It began gradually, simply, almost imperceptibly. Colors of roofs seemed a tad different, someone was suddenly wearing a different shirt, etc. Eventually though things began to change noticeably. A building that was burnt down yesterday? It’s intact today. That bandit that you killed yesterday? You just ran into him again on the road. Spells you prepared this morning, being replaced with different ones. Eventually its going to get stranger as entire cities experience strange calamities, and your powers and items are suddenly either gone or replaced with something else.



What is happening? Nothing good. Just as Alaznist once tried to rewrite reality using the Scepter of Ages, someone is now trying to alter time. Who is it? Not sure, but that person seems to have a great vendetta and hatred towards you specifically, due to some conflict that either has happened, or has yet to happen, and now they wish to unravel time itself to unmake you. Thus, to save yourself and time itself, you must find a way to stop this great foe, undo their changes to the timeline, and defeat them once and for all.

The number of alterations and their severity will increase over the years as the chain goes on, and after a few years entire cities and nations may end up getting swallowed up in massive disruptions to the Time-Space continuum. Furthermore, since these changes to history will be centered around you, you will periodically be attacked and assaulted by beings from the Dimension of Time. At first, it may be a Hound of Tindalos, then a hunting pack, then beings like Time Dimensionals, Time Dragons, Aeons, Inevitables, Siktempora, and the like. And that’s not even mentioning beings and monsters dredged up from altered times and histories that you may come into conflict with, such as once-defeated foes, alternate adversaries, possible allies turned enemies, or other beings dredged up from the stream of time until eventually, if not stopped within several years, all the disturbances to time and space inevitably erase you from existence.

But, how can you hope to prevent your anti-timely end? The answer is both simple and hard: you must follow your foe’s footsteps and enter into the Dimension of Time. Now, don’t go thinking you can just throw yourself into the Cyphergate, that won’t work, or at least it won’t work as easily as shown in Return of the Runelords. Instead, the answer can be found in the tome you purchased: The Book of Serpents, Ash, and Acorns. Within its pages you will be able to find both directions to a special artifact or ritual site, as well as a unique Fulcrum Key Ritual meant to be used there to enter into the Dimension of Time. The journey will be hard, and you will have to deal with all manner of tribulations as time becomes slippery. Furthermore, should you dawdle and allow the damages to the time-stream to continue to accrue, the changes will even affect you directly, altering/changing/removing powers and items you thought you once had. Furthermore, should you not possess the Roll New Character drawback, then you may even occasionally be forced to fight creatures and entities from previous moments and jumps in your life (so don’t be too surprised if you get swarmed by hungry Zubats or get dive-bombed by a Bazelguese out of nowhere)

Thankfully, you need not suffer it alone, as on rare occasion a strange being will appear to give directions and assist: the enigmatic Steward of Stethelos. The steward will appear on occasion, mostly to avert a single lethal blow from dealing with beings wrought by temporal disturbances, provide some cryptic advise, and tell you that she is waiting for you in Stethelos, before disappearing.

Once you have found both the portal and whatever you need to perform the Fulcrum Key Ritual and finally travel to the Dimension of Time, don't expect things to get easier. You must now enter the Rotunda of Stethelos, avoid losing your mind to the flowering Anima Mundi around you, and come before the Well of All, where you must plead your case before the god Tawil at'Umr (aka Yog-Sothoth). You must convince this being to allow you to repair the damages to Time and prevent your adversary from totally rewriting history. Further, to even be able to heal the damage you must offer a great sacrifice to both Tawil or the Anima Mundi, whether that be a great artifact, the life of a dearly beloved companion, a great degree of power, or even cash in a divine favor from a particularly potent deity.

Once you have made your sacrifice, then you must start to repair the damage to the timeline by fixing various altered events. These events will take the form of portal doorways sprouting from the Anima Mundi, which you must enter to solve and prevent the changes your foe has created within six minutes of entering. Failure to do so will damage you on a metaphysical level, and too much accrued damage will see you destroyed. The number of changes you will have to repair will be based on how much time has passed since since the start of the jump and you arriving here.

Once the damage to time itself is restored, you just have one final deed to accomplish: Tawil shall open a portal to a time-locked realm where your adversary awaits: There you must confront them, defeat them and claim the Scepter of Ages for yourself.
Your reward for this whole adventure, is that you now have ownership of the legendary key-like artifact known as the Scepter of Ages. The Scepter, aside from functioning as a really strong magical mace, can age those it strikes up or down, and can be used to open portals through time. With 10 minutes of concentration, you can program the scepter with a specific date, time, and place, and open an opaque rift in time and space that will lead you to there.



Furthermore, in future jumps you will occasionally run into the Herald of Stethelos. She isn't a companion, but she will appear on rare occasion to give you advice, catch up a little, and once per jump will block a single strike that would kill you before disappearing without a trace.

Jumping Jandelay (Requires Oliphaunt Stampede)



Only once in Golarion's history was the Oliphaunt summoned to wreak great havoc upon the land, but what is it? Scholars for millennia have debated about the being known as the Oliphaunt, and its connection with the obscure and strange demiplane known as Jandelay. One of these was the Ancient Greek philosopher Empedocles of Akragas, who theorized that Jandelay existed as an ark and archive, holding and storing fragments of destroyed worlds, so that when this world and reality ends the records and fragments of Jandelay may be used to shape the new world to come.

This scenario begins after the Oliphaunt arrives as described in the Oliphaunt Stampede drawback. The first step is simple: you must defeat the Oliphaunt. You must fight off this calamitous beast until it becomes damaged enough to flee back to Jandelay.

Once the Oliphaunt flees, now it's your turn to be proactive. You must now journey into the heart of Maelstrom itself, locate where the floating demiplane of Jandelay lies, and find a way to penetrate into the realm.

Once you arrive in Jandelay, the bug-like Watchers will soon be upon you, but I suggest avoiding violent confrontation with them. Instead, you must convince the watchers to allow you to enter into their service and assist them in the maintaining of Jandelay, and eventually try to enter into direct service of their leader: The First Watcher.

You must serve under the Watchers until the end of your jump. Do so, and the First Watcher will grant you a great boon: the ability to create your own Beacons of Jandelay, designed especially for you, and the means to turn your Warehouse into your very own Jandelay.

A Beacon is a 6ft tall glowing spire of yellow energy, that once planted becomes slightly phased out of reality. The beacon will record the nature and shape of the landscape around it, and will record the entirety of a single notable structure/settlement/locale (such as a single large mountain, a large city, a notable natural formation, or otherwise particularly discrete place) and will do so until the world it is planted on is destroyed or otherwise suffers a great apocalyptic event. When that happens, the beacon will return to your Warehouse and create in it a new demiplane that is a reconstruction of the land the beacon was planted on, perfectly recreated back to its pristine state. You may only have one such beacon placed upon any world at a time. Furthermore, when your jump ends, it will call back all your active beacons, creating copies of those places as if the world were destroyed.

The demiplanes created this way may be kept either separate, or fused into one large chimeric plane. They contain reconstructions of their originals' architecture, flora, and non-sapient fauna (if present). Furthermore, each such fragment is inhabited by a special shade known as a "Collected", which is a semi-real recreation of one of the former sapient denizens of the fragment. Collected cannot leave their fragment, retain memories of their lost homes, and usually spend their lives reenacting how their original selves lived, and sharing information of their lost homeworld.

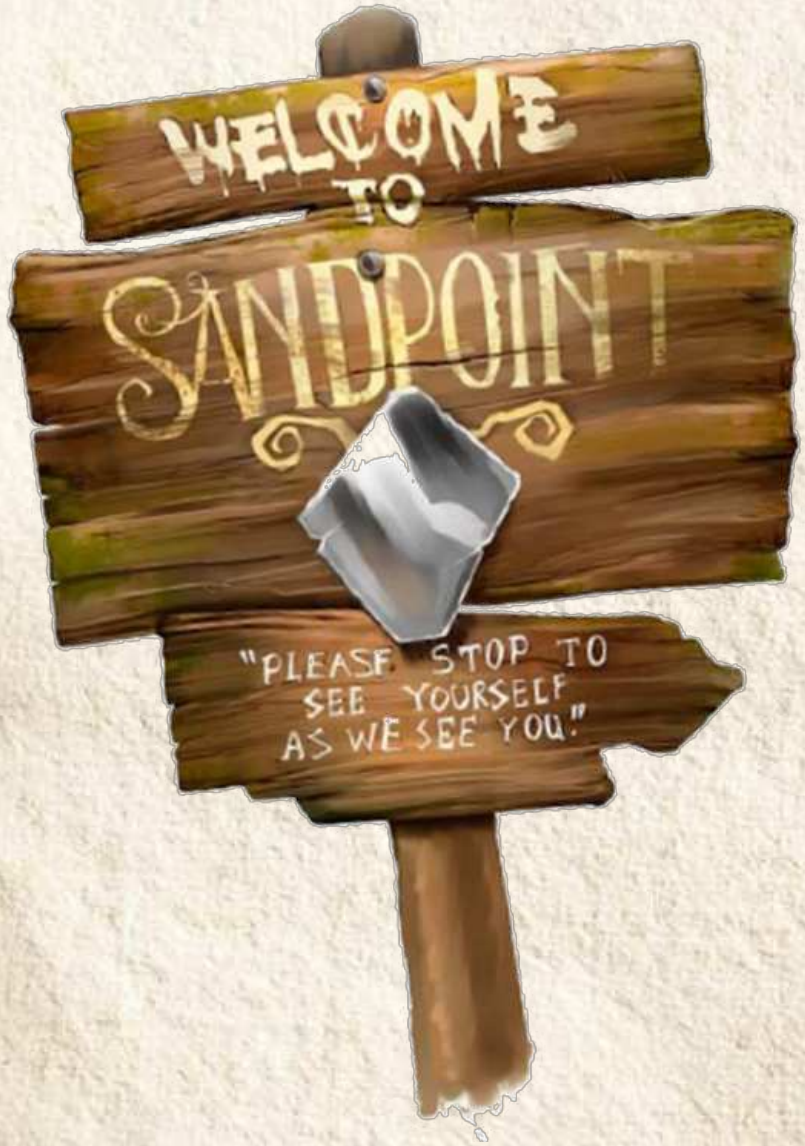
As the owner and caretaker of your own Jandelay, you will be an existence similar to the Oliphaunt and Watchers. You will always know when someone enters your collected demiplanes, can expel them with a thought, and may choose to teleport to them at any time you so wish. While within your own Jandelay, you may also protect the whole plane with a Dimensional Lock to prevent beings from leaving or entering it.

Furthermore, since Jandelay was originally meant to assist in the recreation of the world, should you later gain the ability to create new worlds, you may use each of your collected world fragments as a "template" you can impose on the process to recreate those very worlds.



The Ending

It's the end. Your time in this universe has come and now gone, and you know what this means. All your drawbacks are now revoked, your companions and items restored, and you must make an important decision for the next step of your great multiversal adventure. Choose one of the following endings.



Hero's Homecoming

You've had your fun, and now you're grown tired of your wanderings, so now the hero must finish his journey and return to his home to rest. You choose to end your chain and return to your universe of origin, keeping all the perks, items, companions, and other bric-a-brac you've gathered on your long journey. Farewell, I hope you enjoyed your stay.

Concluding The Campaign

Something about this world has wormed its way into your heart I see, enough to make you stay? You choose to end your chain and decide to stay here in the world of Pathfinder as its newest permanent resident, keeping all the perks, items, companions, and other knickknacks you've gathered on your long journey. Just remember, though you have ended your journey across the multiverse, you now have a new adventure: living a life.

Return of the Jumper

No time to stop, no time to rest. The end of one journey is the start of the next. You have chosen to continue onto the next Jump of your ongoing chain, taking with you all the perks, items, companions, and other knickknacks you've gathered here and proceeding to the next world and document. Good luck, and bon voyage.

Notes

This section will contain various notes, questions, thanks, and extra information that may be important to you. If you have questions, be sure to check here first! For gameplay questions (like classes, monsters, spells, magic items, etc) please consult the online SRD: https://www.aonprd.com/

☼ A special thanks to my friends and associates over in the /tg/ and 8chan.moe /jumpchain/ communities, for the inspiration, assistance, feedback, and support. My fondest thanks goes to the one anon who assisted me in my proofreading. You's a real one.

☼ "So how much gold does Wealth by Level grant me?"

See table to the right for how much you get based on your effective player level purchased from the option.

PC Level*	Wealth
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

☼ "What are the Sins and Virtues referenced in all the perks?"

The Seven Deadly Sins, and Heavenly Virtues commonly associated with Christian theology. Old Xin originally based his rune magic and philosophy on his Seven Virtues (originally slightly different but later retconned to be the classic Christian virtues) before his students subverted them into the iconic Sins. The Sins (and the virtue they subvert) and their associated school of magic are as follows

Greed/Generosity: Transmutation
Sloth/Zeal: Conjuration
Envy/Charity: Abjuration
Lust/Love: Enchantment
Pride/Humility: Illusion
Wrath/Kindness: Evocation
Gluttony/Temperance: Necromancy

☼ "Do I need Canon Companion or item purchase to take canon Intelligent Items?"

No, you don't need to, as they are items you can just take them. However, doing so prevents them from being able to import them unless an option specifies it. Whereas purchasing options to take them as Companions or Purchased Items will allow you to import them as appropriate in future jumps. It's up to you whether that option is with it or not.

☼ "So what does Class Up actually give us? Do we get to roll or point-buy our stats like in the ttrpg?"

This is a Jumpchain document. While the Class Up perk will give you a boost to reach the minimum you need to perform adequately and professionally at your chosen skill set, the assumption is you start with what you have already before this particular jump. Should you have decided to take this as your first jump as a native character to the setting, just use whichever method seems most appropriate for the story (rolling for rollchains, 20pb for general heroism, 25pb for masturbatory power fantasies, etc). Any improvements brought on by race or perks are then additive to this.

☼ “So how do the forms of rune Magic offered by the perk differ?”

The different forms of Rune Magic have different way in which they focus and specialize the act of magical writing, pictograms, and iconography.

>Tattoo Sorcery is all about crafting and using spell tattoos, not just tattoos meant for holding and casting spells, but also using runic pictograms to invoke fate and luck to provide various bonuses such as magic resistance, perception, improve luck, and reactive defenses, which also improves your abilities with Tattooed Mystic.

>Shoanti Runic Shamanism is similar to Tattoo Sorcery, except more devolved and focuses more on evoking blessings from your tribe’s patron spirits as opposed to arcane might, and involve invoking those spirits and totems for things like greater strength, guidance, protection, emulating animal traits, and the conjuring of primal elemental forces as is popular with Thundercallers and Tome Channelers, and can even call on spiritual assistance from one’s ancestors. If you are a Shonati, I suggest looking up information on the totems and spirits favored by your Quah, as your chosen Totem Spirit will greatly effect how your shamanism manifests. Further, unlike with tattoo sorcery, your runic magics can be evoked not just via tattoos but also war paint.

>Cypher Magic was designed by foreigners studying the cyphergate and nearby Thassilonian structures. Lacking the cultural context, the art is focused more on the understanding of magical writing and inscription itself instead of traditional Rune Magic. Cyphermages are able to scribe and manipulate magic scrolls with greater efficiency and power, can analyze, bypass, and alter magical writings and glyphs with practiced ease, and can improve most language-based magics by altering the language and syntax used. See the Cyphermage Prestige class for general idea as to what they can do.

>Aboleth Runes are purportedly one of Old Xin’s greatest inspirations when he designed Rune Magic. Being aquatic beings, aboleth rune magic is focused on a few disparate needs and cultural desires these beings have: The domination and alteration of lesser beings’ bodies and minds (like how they broke and corrupted the remaining Azlanti into the Gillmen), the creation and shaping of magical artifacts (such as the Crystal that transformed into Old Xin’s palace), and the observation and manipulation of the stars and heavens (which they used to cause Earthfall). The creation and implementation of these runes is unique and primitive, usually involving vibrating limbs and instruments at intense frequencies to carve glyphs into solid stone, and using the glyphs to manipulate both the medium and surroundings (much like how Thalassic Architects use their glyphs to shape stone and fabricate goods), which eschews the need for material or focus components in the use of symbol and glyph type magics. Aboleth glyphs also tend to be most commonly used with psychic magic as often as arcane, though almost never with divine magic.

>Thassilonian Rune Magic. A Classic. This magic involve the ise of runes and symbols to synergize the magical effects of the different schools of magic with seven virtues/sins. In fact, it was both the Azlanti and Thassilonians who first defined the magical theory that laid the groundwork for the Seven (later eight with the discovery of Divination) Schools of magic linked to the Seven Virtues (and later Sins) which laid the groundwork for most forms of arcane study to this day (until Second Edition retconned it away). This allowed the Thassilonians to not only create potent and focused arcane effects, but allowed them to make magical items and structures potent enough to channel that might and survive the ages unmarred. Depending on your chosen school the runes were capable of many things: imprisonment, agony, containing and channeling energy, suspending time, enslaving creatures, the manipulation of the soul, the creation of demiplanes like the Runewells, and other feats that made building and running an empire easy enough to allow the Runelords to focus their time on debauchery and sin.. Rune magic is also especially suited for the summoning and binding of Outsiders.

☼ “What if I already got magic tattoos and later took Tattoed Mystic?”

If you already have magical tattoos gained via a perk or item from a previous jump, you may combine them with the Tattooes gained from Tattoed Mystic

☼ “If I’m a cleric/witch/inquisitor/etc, do I lose my magic after this jump due to losing access to my patron?”

If you gained the class via Class Up, then no you won’t, it will be perk-protected to ensure you maintain your ability to use spells and class features. Granted you can lose them by betraying your oaths and tenets, but you can still undergo a redemption and change patrons even if the patron isn’t in the same setting.

☼ “What happens if we buy mythic power, but have it from another jump?”

If its the same Mythic Path, your mythic ranks stack. Otherwise, different paths do not stack and you’ll have separate paths to advance.

☼ “Do we get to pick the nation for the Jade Regent perk?”

No.

☼ “Will Sinwarped (from the Runelord perk) make me hideous if I took a Virtue instead?”

No, instead it will make you quite pretty.

☼ “So, how does the demiplane created by the Armageddon Echo function??”

The Echo is effectively a very complicated illusion. People, structures, and creatures are replicated nearly perfectly, and will attempt to recreate the events of their life during that time perfectly. They can be talked with as if they were real, but attempting to touch or physically interact with them will cause them to dissipate before reforming and returning to activity as if nothing happened. When the chosen event you have programmed finally occurs, the person holding the Shadow Key and all real persons within 300ft of them are ejected from the Echo. The Echo then stops, and will reset the next time it is activated. Those left behind will be trapped inside the Echo, body and soul, and depending on the nature of the event or loop may arise again as some form of hostile undead in the next loop should they die, as the nature of the enclosed demiplane will prevent their souls from passing on to the proper afterlife. This doesn’t guarantee they will be a loyal undead to you, so I urge caution before you try to throw your enemies in here, as they may come back as some manner of vengeful revenant seeking to destroy you.

☼ “What’s the difference between the normal Sihedron and the one gained from the Scenario”

Several things. Firstly the Scenario Sihedron keeps the powers granted by the base Shards instead of losing them in the reforging, though you will still need to have the Sihedron pointed up with the appropriate shard. Secondly, in the normal Sihedron its sharing function is limited to creatures within 120 feet of the user, whereas the scenario is not limited by range when it comes to being shared with your companion. Thirdly, being a Scenario reward, it benefits from traditional Jump-backed protections most items have, like being fixed at the end of a jump, being able to be imported into similar items, and similar Jump Fiat type properties.

☼ “What do I need to suppress the curse of the Shards of Sin”

As in canon, the curse can be suppressed with specific types of Ioun Stones (or the special one for purchase in the Items section). The Shards and their needed Ioun Stones are:

Greed: Pale blue rhomboid

Sloth: Incandescent blue sphere

Envy: Dusty rose prism

Lust: Pink and green sphere

Pride: Scarlet and blue sphere

Wrath: Deep red sphere

Gluttony: Pink rhomboid

☼ “Wait, is it Ioun or Aeon Stone?”
Both, the latter is the newer setting specific name, but I’m a grognard so I prefer Ioun.

☼ “Can we take Oracle’s Curse multiple times?”
No.

☼ “If I take the shadow creature drawback, what happens if the building I’m in gets destroyed?”
Depends on the extent of the damages. If there’s enough wreckage left that there’s noticeable structure, walls and roof etc, for you to dwell, in, then you’ll be fine. If the whole thing is reduced to smithereens, however, then you die.

☼ “Does making the house bigger affect the drawback?”
Not directly. IF the house is bigger, then the house is bigger, and you have more room to be in. That’s it. There’s nothing stopping you from hiring carpenters to make extensions if you have the means to do so.

☼ “Do my clones have the same drawbacks as me?”
Only mental and physical ones, and they leave at the end of the jump. Yes, this applies to your evil clones from the drawbacks as well.

☼ “Do my evil clones from Portal Accident have their own building if I’m a Bound Shadow?”
Nope, they’re inside the same building as you. You’re probably gonna end up in a battle royal against them. I wish you luck in “chicken dinner-ing” it.

☼ “How do I perform a Harrowing? I need to know so I can properly write it into my chain writing.”
Harrow is somewhat similar to Tarot. You draw nine cards from your deck, and as you do you place them face down in a grid. The positions of the grid match the traditional alignment chart, though with the Law/Chaos Alignment being associated with the Past, Present, and Future. Every Card has a suit associated with their alignment and after you lay all the cards in place face down you reveal them one at a time top-to-bottom, Left-to-right (See image below). Just like in Tarot, each card has a specific meaning. If the card ends up in a zone that matches its alignment, its considered significant (with full matches being more significant than partial matches), if it ends up in a place with opposite alignment, the meaning becomes inverted (like with inverted cards in tarot). Rules and lists of what the Harrow cards represent can be easily found online, along with rules for harrowing. For source books The Harrow Handbook contains most all the rules and describes the cards for Harrowing, as does the Anniversary Edition of Curse of the Crimson Throne. For just a list of the cards and their basic meaning, please consult this link: https://pathfinderwiki.com/wiki/List_of_harrow_cards

	The Past / Lawful	The Present / Neutral	The Future / Chaos
Good / First			
Neutral / Second			
Evil / Third			