

Strange Aeons Jump
v1.0
by LJGV/Sin-God

The multiverse that Pathfinder is set in is home to all sorts of magnificent, wonderful, and astounding creatures. And just as many horrifying, incomprehensible and ghoulishly living nightmares. The story of *Strange Aeons* is one that pits a group of adventurers against the insanity inducing nightmares of Pathfinder's Elder Mythos, specifically a number of Great Old Ones, unthinkably ancient cosmic horrors, and the more mundane, though still depraved cults that worship and follow such alien beings. By taking this jump you enter a version of Golarion where events have been set in motion that if allowed to play out as intended by their dark masterminds will see at least one town swallowed into the eldritch cosmopolitan cityscape that is Carcosa, though in all likelihood will have nightmarish ramifications for much larger regions, such as the rest of Ustalav and much of Casmaron.

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Author's Note: *Hello! This is my first-ever Pathfinder jump. We're in for an experience. This jump covers the Strange Aeons 1e adventure path, a Lovecraftian adventure that begins in Ustalav: the traditional spooky country in Pathfinder and eventually leads the adventuring party questing across Golarion and beyond in the hopes of stopping a cosmic nightmare and the fearful cult supporting it. To learn more, click here and head down to the notes for an adventure path summary.*

It should go without saying, but spoilers abound in this jump document for this adventure path. Be cognizant of that.

Starting Location

There are a number of starting locations here. You can roll for your starting location, if you wish to receive an additional 100 AP, or you can select the starting location tied to your origin.

1. Briarstone Asylum

Briarstone Asylum is the default starting place of Amnesiacs. This asylum was founded by Count Hasterton Lowis the first, who was at the time the newly lorded count of Ustalav's Versex County. It is located near Thrushmoor, a settlement with a long and cursed history. For over a century, the asylum was well-run and maintained, in part, by the Rozenport Sincomakti School of Sciences, and was genuinely a place of health and healing for the mentally ill, but in 4687 Doctor Losandro began treating a man named Ulver Zandalus whose dreams had been infected by followers of the King in Yellow. This

place is eventually where a group of amnesiacs, secretly former employees of Count Hasterton Lowls IV (the fourth), are dAPosited after Count Hasterton Lowls IV makes an incredible discovery using the dreams of Ulver Zandalus. At the start of the adventure, Briarstone Asylum has just fallen, due to the wicked actions of the eerie creature known as *The Tatterman*, a monster freed to terrorize the dreams of the inhabitants of the asylum by the ritual which freed Zandulus from his nightmares.

2. Neruzavin

This truly ancient city is a possible starting point for Eldritch Monstrosities, and was, in the truly distant past, founded by Flying Polyps worshipers of the King in Yellow, and is now the home of a fragment of the dreadful Great Old One Xhamen-Dor. This monstrously powerful GOO came into being inside of Carcosa, in the deAPest sewers of the eldritch city. Over the course of an unthinkably long period of time Xhamen-Dor might corrupt all living things on Golarion and consume the world for Carcosa as it has done to many other planets. This form of growth helps Hastur, but less so than if Carcosa gets to devour cities whole. This place is crawling with *Seeded* creatures: those infested with the transformative awareness and knowledge of Xhamen-Dor, and this close to the dark monster it's dangerous to even fall asleep, as one might dream of *The Star Seed* which is enough of a foothold for him to slowly corrupt you. Thankfully someone could literally just leave the dark city, and if they have enough stamina or the magic needed to survive the Parchlands and the stealth, strength or charisma to deal with the locals they'd be able to reach more hospitable parts of Casmaron.

3. Carcosa

The alien, living city of Carcosa is the home and prison of the impossibly powerful King in Yellow, the Great Old One formally known as Hastur. This city defies physics and its growth feeds and fuels Hastur's power. One day, possibly in the near future or perhaps in the unimaginably distant future, Carcosa will grow powerful enough, after having preyed on enough cities and planets, to allow Hastur to ascend into an Outer God, an even more mighty form of eldritch divinity than his current status as a Great Old One. Jumpers who get stuck here may wish to look for a nexus (a piece of a distant, alien city connected to distant worlds) that leads them to Golarion, such as the city of Neruzavin, or one tied to Thrushmoor. There's also nexuses to other places, such as to an eerie, partially former copy of the city of Paris on Earth, allowing someone here to go on wildly different adventures if they so wish. This is the default starting location for Cultists. If someone not aligned with Carcosa ends up here, they should not give into despair. Opposition to the dark tyranny of Hastur can be found even in his very seat of power and while Carcosa is dangerous even here there are opportunities to fight back against his maddening shadow. One little bit of advice worth knowing here is that Carcosa is completely escapable via surprisingly mundane methods for individuals. Magic and rituals allow for someone to escape the dread city, though the magic must be of a decently high level. Teleportation powers would also serve just fine for these purposes.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old or otherwise an adult for your species.

Origins

All origins are drop-in compatible and can give you alt-forms (Eldritch Monstrosity is guaranteed to give you an alt-form).

Amnesiacs [Free]
Originally ne'er-do-wells in the employ of Count Hasterton Lowls IV, this pack of ruffians had their minds sacrificed to a twisted figure known as *The Mad Poet* and were afflicted with a supernatural form of amnesia and stupefaction, before being placed in the Briarstone Asylum in the wake of its grim conquest by maddening monsters beyond mortal ken. There is a very real possibility that these individuals will die in their efforts to escape the asylum, or later on in their pursuit of Count Hasterton, and if they do perish, it's possible that Hastur and his nihilistic followers will succeed in absorbing Thrushmoor into Carcosa.

Cultists [Free]
There are depraved fools who worship all manner of amoral and immoral monstrous powers throughout Golarion and the rest of the Material Plane. The cultists of the Great Old Ones and the Outer Gods are oftentimes more nihilistic than other cultists, or perhaps simply more insane than their relative peers. Many of the worshippers of the monstrous gods of the Dark Tapestry were once well-adjusted and happy individuals who were corrupted by exposure to dark powers. Two of the Great Old Ones whose powers are corruptive in this way are Hastur (through the Yellow Sign) and Xhamen-Dor (who curses those with knowledge of its existence and warps them into undead servants it will eventually consume), who are unsurprisingly some of the antagonists of this very adventure path. If the cultists and their allies succeed, Golarion will almost certainly be irrevocably changed by the unholy gluttony and greed of their darkly divine master.

It is possible to be a cultist to another Great Old One or an Outer God with this (instead of Hastur), if you wish.

Eldritch Monstrosity [200 AP]
Various monstrous creatures dwell within Carcosa and/or otherwise serve Hastur and the city that is both his home and his prison. A range of monsters worship and serve Hastur, with some known monstrous worshipers of the King in Yellow including Flying Polyps and the dread monster known as the Tatterman. There are also other eldritch monstrosities in play, such as Denizens of Leng and Elder Things, and it's entirely possible to be an eldritch monstrosity not aligned with Hastur.

While different perks in this origin have the potential to confer additional alt-forms, by default, this origin gives someone a Byakhee alt-form, complete with all of the traits of the stat block codified into fiat-backed facets of your Byakhee form, before considering perks. You can decide how to run the alt-forms these perks give you ***if you select this origin as your origin***, with perhaps the simplest way to do this being that you get the alt-form you like the most, with the abilities granted by each monster simply tacking onto your lone alt-form. Please note that the perks are all available to anyone who pays for them, but the alt-forms and their distinctive abilities (as outlined by their stat blocks) are only available to someone who selects this origin.

Perks

Origins get their 100AP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Race [Free & Mandatory for Everyone but Eldritch Monstrosities who cannot take this perk)]
What race are you? Or rather, what is your species? You can select any playable Pathfinder 1e species that is considered either standard or advanced. If your chosen race is not human you keep that form as an alt-form in future jumps.

Alignment [Free]
You now possess an alignment. You could be lawful good, lawful neutral, lawful evil, true neutral, neutral good, neutral evil, chaotic good, chaotic neutral, or chaotic evil. Your alignment is determined by your overall behavior, and moves as you move morally. There are benefits to this, you interact a bit more smoothly with someone who matches one of your moral areas and interact noticeably better with someone who matches both of your moral areas (someone the exact same alignment as you) and critical hits of yours count as your alignment for the purpose of overcoming things like damage resistance based on alignment (and deals just a bit more damage to those who are beings of strong moral values such as celestials, demons, and devils, who are morally opposed to you). Additionally, objects of strong moral values that align with your morals are receptive to you.

Class [Free & Mandatory]
What is your class? There are multiple classes in Pathfinder 1e. Select a single class and you become a level one member of this class, complete with an ability score you determine using the purchase method of ability score determination. You can eventually multiclass, which you can do with the variant rules or with the standard rules, instead of using both together. This feat does give you the ability to qualify for and attain prestige classes. **This also fiat backs your classes (and subclasses) and feats, ensuring you don't lose the ability to use these skills and abilities in future jumps such as a witch losing their powers by losing contact with their patron.**

Amnesiac

Mental Health [100 AP | Free for Amnesiac]
You are immune to long-term debilitating mental health issues. Whether it's a concussion, a mental illness, or anything of the like, you do eventually (and with shocking speed) bounce back from it. This does not immunize you to psychic attacks, or short-term mental health problems, but in a setting like this, guaranteed mental health goes a remarkably long way. This also does not protect you from alien minds destroying your mind, or swapping bodies with you. This very decidedly would allow you to get your memories back from the Mad Poet without ever visiting him, though it'd still take a few weeks.

Enemy Of My Enemy [100 AP | Free for Amnesiac]
Throughout this adventure, you'll find many chances to have surprisingly civil interactions with creatures associated with villainy and madness, from ghouls to gnolls. Oftentimes, these interactions will revolve around potential alliances that allow all involved parties to have a greater likelihood of success against strange and monstrous enemies. When you do not initiate violence would-be foes who have problems of their own, especially if such problems are other enemies, are remarkably more likely to interact peacefully with you, at least at first, and would rather have you as an ally than as a foe. This also bolsters your charisma in these situations, giving you the very slightest edge that may make the difference between simply delaying a confrontation and actually making a new alliance.

Occult [200 AP | Discounted for Amnesiac]
You have a natural, surprising level of talent for occult powers. Whether it's the curious supernatural abilities of psychics or the technologies and magics of the monsters of the Elder Mythos, you have a nice affinity for such things, and are a bit more resistant to them then someone might expect, allowing you to more effectively use the main weapons of your foes against them.

Mad Pursuit [200 AP | Discounted for Amnesiac]
You have stupendous timing, particularly when you are pursuing someone. This uncanny ability gives you the clues and the wits to pick up someone's trail and follow after them even if they left a place days ago. This also bolsters the speed of your travels when you are pursuing someone, allowing you to more easily catch up with them and giving you a shot at stopping their schemes.

Dreamland Delver [400 AP | Discounted for Amnesiac]
You, it seems, are a curiously powerful liminal person able to travel between the waking world and the Dreamlands with notable ease. In addition to this neat skill, one which you take with you into future jumps, you are more charismatic to the denizens of the land of dreams, and you are able to take goods you get in the Dreamlands out of the Dreamlands. This also enhances sleeping magic you use and immunizes you to magic that seeks to force you to unconsciousness.

Come Back Kid [400 AP | Discounted for Amnesiac]
You have a curious talent for getting back at those who wrong you. When someone does something like leave you for dead and doesn't check to make sure you actually died you

are almost guaranteed to have a chance to pursue them and pay them back for what they did to you. Fate seemingly has a vested interest in making sure you can right the wrongs you endured at the hands of those who mess you up, whether it's a spooky dreamland monster or a corrupted count, helping point you in the direction of those you want to pay back. Your attacks hit just a little bit harder, and your foes' strikes deal just a little bit less damage when you encounter those who've struck you down and defeated you before, with this increasing in intensity based on how much harm has been done to you by the foe. You can also take on the urges of others, serving as a stand-in for them to deliver comeuppances to those who've wronged them, but this effect is weaker than if you were fighting on your own behalf.

Nemesis Of Madness [600 AP | Discounted for Amnesiac]
You are a devastating foe of aberrant nightmares and the insane. You deal double damage against the monsters of the Elder Mythos, creatures such as Gugs, Flying Polyps, and the members of the old cults devoted to the great old ones and the outer gods. Your attacks are harder for them to recover from, and they are especially disruptive to those who draw divine power from the dark gods of the Elder Mythos such as clerics, inquisitors, and the like. You are also attuned to their machinations and can ferret out their plots more easily. These effects also apply to Great Old Ones and Outer Gods, if you fight such beings and punch through their resistances and immunities, making you a scarier foe against them than you should be. You are also talented at helping people and places recover from the corruptive effects of the gods and monsters of the Elder Mythos, allowing you to help heal entire places touched by their Lovecraftian power. The effects of this also apply to even living places like Carcosa, which has the potential to make you a nemesis of Hastur if the nature of your powers and their effects are discovered.

Bulwark Mind [600 AP | Discounted for Amnesiac]
It seems that your mind was changed by the pool of the Mad Poet. You are immune to cognitohazards, your mind not being touched or contaminated by the dangerous secrets and foul mysteries of the eldritch gods of the dark tapestry. This also protects you from mental attacks, both passive and active, immunizing you to things like the Yellow Sign and to the corruptive knowledge of Xhamen-Dor. This does protect your mind from being swapped. If you wish, you can expend energy and a small amount of blood to share this with other people, and which can heal other people of damage done by theft of sanity. This also enhances healing magic of yours, allowing it to weaken mental harm someone has suffered, and potentially allowing them to recover their wits. This effect even extends to potions and the like that you make. You could, with time and effort on your part, figure out how to neutralize effects that warp the mind, allowing you to, for example, make someone cognizant of Xhamen-Dor without making them begin the slow, inevitable process of becoming a Seeded creature, which is an invaluable ability in the fight against the Elder Mythos.

Cultist

Jumper Of Wealth And Taste [100 AP | Free for Cultist]
Like many cultists of Hastur you are a person of wealth and sophistication, and you have a natural level of class and culture that others see and respect. Alternatively, if you are a worshipper of another GOO or Outer God you have traits that reflect them more closely, such as a worshipper of Shub-Niggurath having an impressive level of fertility or virility and a natural command over wild animals.

Faithful's Fortune [100 AP | Free for Cultist]
This is a powerful, curious sort of luck. You have a way of naturally stumbling across other acolytes of your god(s), and even a small amount of luck for discovering sacred and/or profane artifacts related to your god or goddess.

Academic [200 AP | Discounted for Cultist]
Unlike Count Hasteron Lowls IV you actually are gifted with an academic's discipline, temperament, and communicative skill. You have the right combination of resilience, intellect, and even luck needed to be able to be a world class scholar and to write insightful missives on all manner of scholarly subjects. If you turn this towards occult manners and to the advancement of the eldritch monsters from beyond the solar system… It could be quite bad, in the long run, for Golarion. You can study the inscrutable and devote yourself to unraveling the enigmatic.

Power of Wealth [200 AP | Discounted for Cultist]
Many citizens of Carcosa are familiar with the devastating power of wealth. You may or may not live in Carcosa, but one way or another you are both familiar with the incredible opportunities wealth opens up for people and uncannily talented at using wealth to pave the way forward. You know how to bribe people and toss money around so you get your way. You understand how susceptible people are to being bribed and what sort of bribes would best work with as little as a beat to study them. Opportunities to advance your agenda using money also show up surprisingly commonly for you.

Divine Promises [400 AP | Discounted for Cultist]
Gods are curiously straight with you. They like you, or at least find you useful enough to approach and to try and bargain with you. You are remarkably able to find divine patrons and benefactors who give you missions but reward you and make impressively good-faith efforts to help you, giving you rewards like powerful monstrous followers or knowledge of mighty spells and ancient rituals. Gods you worship are also unwilling to harm you, recognizing the power of your sincere piety and preferring it over any smaller, lesser significant, though more immediate benefits they may gain from doing something like devouring you. This can be used to gain immunity to something like the seeding effects of Xhamen-Dor's whole deal, and instead would allow you to link to your god without it harming, corrupting, or transforming you.

Profane Charisma [400 AP | Discounted for Cultist]
You have a preacher's charisma, particularly when keyed to dark causes and nihilistic gods. When you preach the dogma and goals of your gods people listen and find that your words stir dark emotions in their hearts. You naturally appeal to those who are in line with the areas of concern for the gods you worship, such as a preacher with this

perk who worships Hastur speaking powerfully to hedonistic nihilists, or someone with this who worships Azathoth being compelling to lunatics who overhear her sermons.

Divine Herald [600 AP | Discounted for Cultist]
This is a fate that many cultists and even more ordinary but pious people dream of. You are capable of becoming a divine herald of the god or goddess you worship. This perk, before anything else, improves the power and potency of your worship, making you far more appealing in the eyes of a god or goddess and also massively improves your ability to organize communities of worshipers, both cults and more mainstream congregations of pious followers of a god or goddess. Beyond this, a god or goddess can assign a task for you to do that if you successfully do it will elevate you into a powerful champion and herald of a given god or goddess. This would empower you, making you immortal, granting you something akin to divinity, as well as a portion of the incredible power of your deity. If your deity is defeated in an otherwise normally fatal way then a seed of the deity's power shall embed itself in you, and gradually fuse with you over the course of many years making you something new, a fusion of the god and yourself, while allowing the god to continue to grant its followers divine magic and power even if at a reduced rate. You retain your connection to the gods you become the herald of in future jumps and can spread their worship easily, and you can also become the herald of multiple gods concurrently.

Eldritch Prophet [600 AP | Discounted for Cultist]
You are an eldritch sage, a dark prophet filled with unknowable knowledge and sinister secrets. You know all manner of occult practices linked to the Elder Mythos and can use a range of powerful incantations, mighty technologies, and dark rituals to do everything from inflicting great curses on people to summoning monsters. Your knowledge comes in tiers, there are rituals and incantations that are exceedingly easy to perform but achieve lesser effects, and there are mighty rituals and ancient spells that are exceedingly difficult and costly but could affect entire cities, countries, and maybe even continents, but require truly immense levels of preparation.

Eldritch Monstrosity

Eldritch Science [100 AP | Free for Eldritch Monstrosity]
You are a talented scientist, and perhaps a Mi-Go in service to Hastur. You are capable of designing all manner of dark technologies and using science to advance the unknowable ends of the masters of the Elder Mythos. Your technology draws on the eerie power of the Elder Mythos, using psychic energy as fuel and even interfacing with the divine energies of Great Old Ones and Outer Gods.

Dreamland Dweller [100 AP | Free for Eldritch Monstrosity]
You are a native of the Dreamlands and can freely shift between the waking world and the Dreamlands. Death in one banishes you to the other, but you can only die using this method twice (once in the material plane, once in the Dreamlands) per jump before it ceases to protect you. You can also feed on the emotions of others, draining their joy, sadness, anger, etc, while converting it into health and sustenance for you. This also comes with a Nightgaunt alt-form, if you have the Eldritch Monstrosity origin.

Dweller of the Void [200 AP | Discounted for Eldritch Monstrosity]
You are capable of interstellar and interplanetary travel, able to fly at speeds that make movement between worlds and solar systems manageable. You are also not bothered by the environmental conditions of space, and can willingly share these immunities with others when they ride you. You may well be a Shantak.

Scary Colors [200 AP | Discounted for Eldritch Monstrosity]
You are capable of radiating impossible colors and infecting places with your unnatural hues. Those who stumble into these colors and places affected by them become people you can remotely feed on, with them having to resist invisible attacks by the color that makes them feel pleasant sensations but sap them of energy. At first you can only feed on one place at a time, but as you get more used to this you can infect more places at once. This can allow you to be a Colour Out of Space, sans the susceptibility to force effects.

Elder Blood [400 AP | Discounted for Eldritch Monstrosity]
Like a rare few members of the dreadful Elder Mythos's menagerie of monsters you have a curious power over blood itself. With a dark touch you can restrict blood flow throughout someone else's body, causing them to begin to turn purplish-black and begin to swell. This effect can be resisted, and if it's resisted the person who resists it is immune for an hour, but if it's not resisted someone can only attempt to resist it after twelve seconds and even those twelve seconds can be devastating, and they are guaranteed to be left staggered by pain for some time after this effect. This also comes with, potentially, a Hooded Harbinger alt-form. You can also manipulate your blood or the blood of someone you touch who is subjected to your touch to form a yellow sign, which has the same effects on someone as other yellow signs, even though most creatures do not bleed yellow blood.

Sleeping God's Spawn [400 AP | Discounted for Eldritch Monstrosity]
You are an unnaturally skilled musician, one who creates music that can soothe even the most powerful of gods and monsters. Your music is capable of twisting the minds of the

listener, and can actually be heard even in physically impossible scenarios such as the void of space and can affect deaf creatures. You might be a Larva of the Outer Gods.

Indestructible [600 AP | Discounted for Eldritch Monstrosity]
You have taken on a fragment of the indestructibility of the mighty masters of the Elder Mythos. Like them you can be wholly destroyed and still come back from the dead. You can select a condition that, if fulfilled keeps the tiniest sliver of you alive, in a manner similar to how Xhamen-Dor can be defeated, destroyed, and still exist in some immaterial state so long as there are seeded creatures and people dreaming of him. This condition must be linked to you in some way, with an example being that there must be people who know you and remember your name, and so long as that condition is fulfilled a portion of you will exist and could return to life. This also grants you regeneration such that at most it takes you a full year to recover from any damage you endure that doesn't kill you.

There must also be a way to permanently destroy you beyond recovery (exempting the usage of 1-ups) that you select when picking this perk but this can be something absurdly difficult or incredibly specific such as, for example (in this jump), you can only be slain by an Earth human born in November. It must be possible, theoretically (and can change between jumps to fit this criteria), but it doesn't have to be easy.

You also have a unique way of avoiding destruction: you have a Yithian's ability to swap minds with creatures. Like Yithians you have no one true form, and are adept at adjusting to the specifics of your new body with remarkable ease and can tap into a new host body's instincts and even memories with surprising skill. Your perks and the like are linked to you, so mind-swapping with someone will reduce your body to what it would be without perks, while elevating your new body to what it'd be like if it had your perks because now it does.

Attempting Apotheosis [600 AP | Discounted for Eldritch Monstrosity]
You are a unique entity. Like some citizens of Carcosa, you have a form that is wholly distinct, perhaps you have the same alien beauty as Cassilda, or maybe you are a impossible-to-miss to miss living building, or something else equally alien. You seem to be somewhere between a mortal/mortal-tier denizen of the Elder Mythos and a young Great Old One, capable of attracting and benefiting from worshipers and worship, as well as granting them some access to divine power, though not enough to actually grant them divine spells… yet. Primarily, what you can do with this for right now is give blessings to followers and curse enemies, buffing their ability scores or reducing them respectively.

As you attract worshipers, you grow greater, able to eventually give worshipers boons for committing obediences and spells if they are clerics, inquisitors, or otherwise have divine magic. You can devise two rituals which you share with your followers that are difficult to do but if successfully done significantly bolster your power, and potentially allow you to gain many new worshipers at once. This perk guarantees that you will eventually attain Great Old One status (though this may take centuries of jumping if you are not interested in having worshipers), and gives you their immortality right now.

If you wish, you can pay an additional 200 AP for this (making it cost either 800 or 400 AP, depending on your origin) you can take this and become a full Great Old One. This gives you a full slate of areas of concern, domains, subdomains, a favored weapon, a symbol, a sacred animal, sacred colors, and the ability to perform miracles and to fully empower those seeking divine magic and praying for help (as well as the ability to hear prayers). You can select four domains and subdomains (with the four domains defaulting to an alignment on the lawful-neutral-chaotic spectrum, evil, void, and dark, though you can select your own if you wish).

You also have the flight and wind mastery of the Flying Polyps, allowing you to deflect projectiles hurled at you and to use the wind as a weapon to blast your foes, as well as fly with shocking speed. After all, what kind of a divinity can't even fly? The strength of your wind-abilities scales with your overall strength.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 AP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Amnesiac

Prophetic Paintings [100 AP | Free for Amnesiac]
This is a small collection of paintings that are clear illustrations of places that will matter to the canon of the setting. In this jump this will show places like the Asylum, Neruzavin, Carcosa, Thrushmor, and even the distant worlds of the Elder Mythos and the Dark Tapestry. In other jumps these paintings will show other places worth visiting, ones that are linked to the canon plot, giving you a heads up as to where to go. Once per jump you can find a painting that shows you exactly where you need to go to achieve a specific goal, and this is a toggleable ability that activates when you're ready to receive the clue (and you'll know when it's active).

Amnestics [200 AP | Discounted for Amnesiac]
This is a supply of drugs that can remove memories, and a supply of medicines that can restore them. Against the monsters of the Elder Mythos these items are invaluable, as any of the "Sentinels" of Xhamen-Dor will tell you, since your mind is a weapon that Lovecraftian monsters will consciously and unconsciously wield against you. The drugs that remove memories have special spells cast on them that allow them to heal memory-related damage and knowledge-based conditions in those they are used on, allowing you to help someone who is Seeded or someone infected with the baleful power of the Yellow Sign.

Elder Sign [400 AP | Discounted for Amnesiac]
Perhaps the ultimate weapon against the terrors of the Elder Mythos, Elder Signs are incredibly rare and unbelievably powerful weapons against Lovecraftian horrors. Yours is a small tablet with a symbol of a twig with five branches. This powerful relic has a number of uses, including at its most powerful to fully banish even primordially powerful Great Old Ones (sending them hurtling through reality to the places they first spawned in) and they can be used to permanently keep Great Old Ones in the place of their births (which is what's happened to Cthulhu: he is kept in stasis in R'lyeh), though they also have other uses. Elder Signs can be used to protect places against dimensional and spatial magic like teleportation and can be used to disrupt magic, ending its effects prematurely. Yours is an unusually powerful Elder Sign, one that cannot be permanently destroyed and which grows in power the more you use it with no upper limit. It may someday have the power to seal away outer gods like Abhoth, Yog-Sothoth, and

Azathoth. This item is capable of being used on all outsiders and some aberrant beings, and can disrupt all magic, but is especially powerful when used against Great Old Ones, Outer Gods, and the monsters of the Elder Mythos. If you could somehow figure out how to reproduce this item's power it could mark the first true victory in the grand war all of reality is in against the unending horrors of the Elder Mythos…

Cultist

Occult Tomes [100 AP | Free for Cultist]
This is a collection of occult research materials that informs you as to the state of the occult lore and wisdom in this jump and all future jumps moving forward. This collection of knowledge and lore can be used to teach yourself basic occultic and eldritch powers, as well as to learn the most basic details as to the state of the Lovecraftian monsters, if any, in the jump you're in.

Yellow Sign [200 AP | Discounted for Cultist]
This is a safe, for you and your allies, yellow sign: the dread symbol of Hastur. Normally to even look upon the Yellow Sign is to invite Hastur into your mind and soul, to give him a chance to corrupt and twist you. This yellow sign is safe to look upon, at least to you and those you permit. You can use this to embed normal yellow signs onto things, turning them into weapons to convert people into faithful of Hastur, loyal subjects of the King in Yellow. Alternatively, you could use this to give the symbol of another eldritch god or goddess similar power and this item becomes the equivalent for that deity as it is in its default state for Hastur and the Yellow Sign.

Necronomicon [400 AP | Discounted for Cultist]
Kitab Al-Azif, the original name of the Necronomicon. This profane and powerful text is the collected works of Abdul Alhazred, a scholar of the Elder Mythos from the faraway planet of Earth. This book contains detailed accounts of the Elder Mythos and the cults of the dark gods and goddesses of the group. It also possesses a number of powers in the hands of the right wielder. Among other things this book is linked to the Mad Poet part of Abdul Alhazred's psyche, and can be used to appear in the Mad Poet's home and prison in the Dreamlands to barter with him for foul secrets. It also contains countless rituals and spells that can use things like lifeforce and souls for fuel to summon and control eldritch monsters. It also protects its owner from being scried upon or being subjected to powerful divination magic, and makes the owner more intriguing to Lovecraftian monsters who may seek to barter with the owner, not necessarily for the book but for their services and aid in other ways. The book can also drive anyone who touches it without the owner's permission insane and make them into an agent of both the book's owner and the mad poet.

Eldritch Monstrosity

Summonable Bubble [100 AP | Free for Eldritch Monstrosity]
This bauble is an item with a handy effect. When you put it somewhere on or near you and wish for it to activate, the item summons a bubble of breathable air that is also a comfortable temperature. This bubble works even in space, or in other environments like in lava and underwater, allowing you to safely explore a large number of areas, and more comfortably explore many places that would have once been challenging to explore.

Seeded Tome [200 AP | Discounted for Eldritch Monstrosity]
This profane record is a detailed account of what lies in Neruzavin. It is possible for you and those you permit to read safely, but it's in all truth a seed of Xhamen-Dor, and to study it closely without your permission is to become a seeded spawn of The Star Seed, one as loyal to you as they are to the Inmost Blot. If enough people become seeded, infested by Xhamen-Dor, then an avatar of the Star Seed can be summoned and whole communities can be devoured by him, after which he'll grant you some portion of his power as a reward for being a faithful agent of Carcosa.

Star Stela [400 AP | Discounted for Eldritch Monstrosity]
Star Stela are profane artifacts of Hastur's, though the actions of the Briarstone Witch prove that Star Stela can be used quite creatively. Normally these artistic objects, menhirs, require empowerment by bearing the Yellow Sign, and allowing them to be empowered by Carcosa and to send sacrifices there, but it is possible to use them to tap into the great Elder Mythos and receive aid and power from other Great Old Ones and Outer Gods, such as Ariadnah the Briarstone Witch received the aid of her goddess Shub-Niggurath by using the star stelae in Thrushmor. She was unfortunately, for her, swept up in the stelae and pulled into Carcosa, but you don't have to worry about that with your star stelae. At the start of every jump you can select two cities to plant star stelae in, and you know how to make more, and with enough sacrifices in a city you can pull it into Carcosa, and plant the stelae in another city in the jump. Each time you successfully pull a city into Carcosa you gain a fraction of the lifeforce and power of all of the city's residents, all of whom are also pulled into Carcosa, potentially allowing you to experience massive boosts to your power if you lure large enough cities into the home of Hastur. The areas where towns and cities have been absorbed become magnets for the Elder Mythos, with Lovecraftian monsters friendly to you beginning to appear in them, even in future worlds. Star Stelae are also links to Carcosa and you can travel to Hastur's home through them. Optionally you can permanently link this item to another Elder Mythos deity and it functions in a similar way for them as it does for Hastur by default, becoming a way to help them grow in power and receive boons from them with proper sacrifices keyed to their domains and areas of concern, as well as linking them to the seat of the god's power. If you yourself are a deity you can link this to you, if you wish.

Companions

Companion Import/Companion Creation [50-200]
With this, you can spend AP to import companions into this jump, giving them 600 AP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 AP per person you do this for, or you can spend 200 AP and create or import 8 such individuals.

New Friend [50-200]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone of mortal, comprehensible power, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. If you wish to companion someone of above mortal power (someone of challenge rating above CR 20), then this costs more. Someone of CR 21-25 costs 100 AP, while a full deity (someone of CR 30+) costs 200 AP. This does mean it's possible to companion one of the Outer Gods with this, but it's difficult and an investment (and the Outer God could say no). With tokens of appropriate value (which include fused tokens if you decide you want to companion someone of the right level of power and have enough tokens in the first place) the effects are the same: the being who receives the token understands what chains are, what it means to be a companion, and is given a chance to come with you.

Each investment in this gives you a new token, which you can fuse with other tokens as you see fit. Each unspent/unused token is refunded at the end of the jump and you can use them to acquire new perks or items as you see fit.

Scenarios
All of the scenarios in this jump can be taken by anyone from any origin, and all of them offer 200 AP per completion, as well as any stated, specific awards outlined in the reward section of the scenario's description.

Adventure Path
A reckless noble's quest to be recognized by his peers has set events in motion that threaten Thrushmoor and the rest of Golarion. This adventure begins with a group of strangers, though they weren't always strangers, awakening in an asylum. Their journey will take them farther from home than they could possibly imagine, but at the end of it lies Count Hasteron Lowls IV and the Briarstone Witch. Aid them in their quest, for if it fails all of Golarion will be threatened by the unending hunger of Xhamen-Dor and the bleak nihilism of the King in Yellow. To successfully complete this scenario you must be a part of the alliance that brings Hasteron down and stops the revival of Xhamen-Dor. If you wish this, by taking this scenario you can start off in the Asylum.

Reward

For successfully completing this scenario you become the *Thrushmoor Truthteller*. This perk gives you an ability to sense eldritch terrors and the power to ferret out their plots, as well as permanently disrupt the connection between their clerics and other servants and them, allowing you to become a true nightmare for Lovecraftian forces hellbent on twisting the world into a paradise for the depraved followers of abominations like Hastur or his ilk.

To Sow The Star Seed
You have one powerful wish: to see Xhamen-Dor brought back to his full power and majesty. To do this you must aid his revival, and bring more creatures to him so that he may devour and grow from them again. For this scenario to be complete all of the creatures on the surface of Golarion must be devoured by the Star Seed. At one point here you may face opposition from Hastur's own forces, as many of his more intelligent followers actually prefer for Carcosa to directly feed on cities, since that directs more power to the King in Yellow.

Reward
You have become the *Star Sower*. This perk gives you profound faith and piety and causes you to understand how to best spread the faith of the god(s) you worship, allowing you to plant seeds of faith in other people that you can nurture and watch grow over time. This also allows you to imbue your magic and other supernatural effects and abilities with corruptive power, hitting them with infectious knowledge that slowly morphs them into worshipers of your god or goddess.

Better to Rule In Carcosa
This scenario tasks you with securing Hastur's victory and liberation. By taking this scenario you become the newest of Hastur's agents and can only leave this jump when Hastur finally ascends to the status of Outer God, which will take at least the full, proper, absorption of Golarion's cities (not through Xhamen-Dor's ravenous feastings, but by having the cities put on the *King in Yellow* play and thus be exposed to the Yellow Sign and become a part of Carcosa the right way). This is challenging but not impossible, though it'd likely require either overwhelming OCP or incredible charisma, shapeshifting, and plenty of time.

Reward
Hastur is an Outer God now. And he has dubbed you as one of the nobles of Carcosa, granting you a legion of his monstrous followers and control over a number of nexuses. You are also the *Herald of the Yellow Sign* and you can freely unleash your master's baleful symbol. Unsurprisingly Carcosa follows you into future jumps and Hastur watches your chain with interest, eager to see what sort of cities you bring home in the jumps to come. If this is your first jump or if you otherwise lack a benefactor, Hastur could become your benefactor and would send you to jumps fit for his dreadful symbol.

Carcosa, The Corpse City
This scenario's requirements are simple. You must permanently destroy Hastur. This is more complex than just killing him, or even than destroying Carcosa, you must completely ensure that neither can ever come back. Completing *Adventure Path* is a good start, as it signals to the rest of the multiverse that the amber shepard has a real foe, but even the actual, full destruction of Xhamen-Dor only slows Hastur's inevitable advance.

Barring OCP of significant power it would take a mighty alliance of mortals and immortals alike, outsiders of all sorts, and even the aid of full deities to have a chance to truly and permanently destroy Hastur, kill Carcosa, and destroy the Lake of Hali, all of which are requirements to permanently put down Hastur. Funnily enough some allies you may find in this difficult endeavor might well be other Lovecraftian nightmares. Even the eldritch gods of the Dark Tapestry are no strangers to rivalries, and if you can secure allies from elsewhere in the space between stars you might find an easier path to victory.

Reward
You have done something of true and vast significance. You are the *Slaughterer of the Sign* and you have the power to kill, and end, the mightiest foes in existence. Killing Lovecraftian beings is easy for you, and you permanently grow in power by putting down cosmic horrors, with these growth spurts being more noticeable when you put down mightier monsters.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 AP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Recurring Fugue [100 AP]
Once per week you get stuck in a fugue state for an hour where you cannot do anything of substance. This annoying state can be predicted, but other than that you can't do anything of substance to oppose it. It doesn't lower your defenses or make you vulnerable to anything, it just leaves you in a state of temporary amnesia and usually ends with you in a new place, though others can mitigate that if they keep you accompanied and look out for you.

Desperate For Respect [100 AP]

You can't stand rejection or disrespect. You are filled with a powerful urge to spite those who disrespect you and to prove yourself. This can well lead you to dark places if you aren't careful, but it's also possible to overcome this with mental discipline.

In Fear Of Insanity [200 AP]
People are now dreadfully afraid of mental illnesses and are likely to label anything they don't fully understand as a mental illness. They can be talked out of this, but it takes some work to get them to be rational.

Nightmares [200 AP]
You are plagued by particularly nasty nightmares. These nightmares are usually informed by the actions you get up to, but can sometimes be random. These nightmares are consistent and by taking this drawback you do have to sleep even if you would normally be immune to such base things. This also messes up your ability to fully recover with long rests and the like, making them just a bit less effective than they should be.

Sanity Damage [400 AP]
Mind altering effects, regardless of their source, hit you twice as hard as they should. This does apply to the big stuff like the corruptive powers of many monsters, but it also makes drinking and the like hit hard, and it makes it take twice as long or twice as many resources for you to recover from damage to your sanity.

Lovecraftian Lure [400 AP]
The dark monsters of the Elder Mythos are drawn to you. This includes, to a lesser extent, their masters, but this drawback is mostly focused on the monsters. Creatures like gugs, denizens of Leng, Elder Things, Yithians, and other monsters find you appetizing and are likely to try and fight first talk later with regards to you.

Dark Vulnerability [600 AP]
You are now left vulnerable to powers that induce insanity or otherwise corrupt and warp. This is especially true of the key abilities of the two overarching antagonists of this adventure path: Hastur and Xhamen-Dor. You are deeply vulnerable to their powers, and even if you recover from exposure to them, such as purging your memories of Xhamen-Dor, you will still feel a shred of their influence, and can easily fall into a weakened state that can allow the bits of their influence inside of you to seize your mind again.

Hastur's Hate [600 AP]
Hastur, or some other appropriately powerful member of the elder mythos, hates you and is directing his considerable resources to take you down. This starts off slow and ramps up as your time in this jump proceeds. If you wish for an additional 200 AP, you can instead either ramp up the intensity of this, even giving your foe a chance to manifest to mess you up or instead have your foe be an Outer God rather than Hastur.

Decisions
You have three choices …

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes & Changelog

Changelog

-This document was created on June 10th, 2025. All of the introductory and formatting text was properly modified to reflect this document's specific language (AP, specific origins, starting location, etc.). on June 10th.
-On June 11th, 2025, enough progress was made for me to feel comfortable sharing it in WIP status (hence the 0.3 version number). The amnesiac origin's perk tree was completed in its entirety, and the items for the other origins were listed out, though their descriptions were not written out yet.
-On June 12th, 2025, the perks and items were completed, and the version number was pushed from 0.3 to 0.5 and then 0.8. Scenarios and drawbacks are all that's left, and following their additions, the jump will be published.
-Also on June 12th, 2025, the version number was updated to 1.0. This marks that the scenarios and drawbacks were completed and this jump was published and shared to appropriate spaces.

Notes

-This is my first attempt at converting Pathfinder materials into a jump, though I have covered Pathfinder lore and monsters in Out of Context Supplements before this.
-The amnesiac origin is the PC origin, the cultist origin is the origin for Count Hasterton Lowls IV, Melisenn Kororo, and various other humanoid antagonists who (usually) follow Hastur, and the Eldritch Monstrosity origin is for the spookier monsters someone might fight, many but not all of whom are followers of Hastur. Supporting characters exist but they are all very different in each of the individual adventures in this adventure path so I decided to nix an origin based on them.
-While plenty of incredibly vital resources for understanding Pathfinder and its lore exist, the two I use the most are the following websites. Firstly there's the Pathfinder wiki. And secondly, there's the Archives of Nethys. Both of these resources are heavy hitters if you need Pathfinder information.
-Hastur has a stat block. Many, though not ALL of the demigods and demigod-level Pathfinder creatures, especially the villains, have stat blocks if you know where to look for them, though very few if any of the capital G gods do. They can often be found in the later bestiaries, and some examples of creatures with stat blocks that may surprise casual fans of Pathfinder include Charon (who is one of the four horsemen of the apocalypse), every archdevil except for Asmodeus IIRC, and multiple demon lords, as well as many Great Old Ones.
-Attempting Apotheosis is modeled after Hastur himself, reflecting his slow but perpetual crawl to Outer God status.

-Indestrucible is based on a fusion of Xhamen-Dor's unkillability coupled with some of the sillier endurance perks I've read to make it more useful for a jumper since Xhamen-Dor's brand of goofy ass durability is such that he's spent thousands of years effectively in stasis.
-I added the Yithians and Flying Polyps stuff to the capstones for the Eldritch Monstrosities because it didn't feel right to leave out some of the central background Lovecraftian monsters in the story when the origin was for being a Lovecraftian monster. If you want to see their stat blocks, click here for Yithians and here for Flying Polyps.
-In terms of calendars and year stuff, Strange Aeons seems to begin in 4716-4717 AR, as 4717 is the year that Count Haserton Lowls IV stole the Necril translation of the Necronomicon. This whole adventure seems to take place over the course of a few months, which leaves plenty of room for what comes next, which could be a range of things depending on how the actual adventure path ends for your jumper.
-I sometimes mention Earth in this jump. Earth is canon in Pathfinder, and there is actually at least one full adventure path that involves PCs going to Earth for a beat and finding a famous actual historical figure, before coming back to Golarion.
-The order of adventures begins with *In Search of Sanity*, continues to *The Thrushmoor Terror*, followed by *Dreams of the Yellow King*, continued with *The Whisper Out of Time*, heading into *What Grows Within*, and concluding with *Black Stars Beckon*. Player characters begin at level 1, and should end at level 17.
-Below this point is an overview of the adventure path. This is a spoiler warning.
-This Lovecraftian adventure path begins with the player characters in a strange cityscape. One by one they are hunted down and murdered by a strange terror. When the last of them perishes, they all wake up in a strange asylum, lacking any memories of their own, where one of the patients is at the center of a dark cult and the place itself teems with nightmarish monsters harkening back to a distant age. They work to escape this place and bust out of the asylum and into a Ustalavian island, before finding a boat and being able to reach the town of Thrushmoor.
-The next adventure takes place in Thrushmoor. The amnesiacs reach the town and begin an investigation into their missing memories, following up on notes found in the asylum during their efforts to reclaim and/or escape it. During this time they may begin to piece together information about the man who wronged them, Count Hasteron Lowls IV, a would-be academic whose desperation to be accepted and respected drove him to dark occultism and eldritch witchcraft. One source of occult wisdom, and the cause for the current nightmarish state of Thrushmor itself, is Count Hasteron's assistant Melisenn Kororo: herself a cultist and devotee of Hastur. This adventure draws the PCs to various important places in Thrushmoor, allowing them to glimpse two of the town's three *Star Stela*, powerful and eldritch artifacts, and the ones in Thrushmoor have a particularly storied history the player characters learn over the course of their adventure. The *Star Stelae* are linked to the cities on the shores of Lake Hali: Alar, Yhtill, and Carcosa. These relics are also, sadly, nearly indestructible, requiring a very specific set of circumstances. Kororo's cult has decimated the town's leadership and the

resulting chaos has awakened the dark imagination of the town's people, making them fear another *Thrushmoor Vanishing* is coming. This is not true, but the cult isn't about to correct this misconception. The amnesiacs will probably, and hopefully, go elsewhere first in preparation for the confrontations at *Iris Hill* (Count Hasteron's seat of power) and to help the townspeople of Thrushmoor as well as to learn more about what they might face in the estate Count Hasteron has abandoned. They may head to Fort Hailcourse, where the town's magistrate and military is based. Or at least where they were based. Kororo launched an attack on the place and defeated, and slaughtered the town's defenders and its central government, replacing some members with fakes, and turning others into undead. Finally the PCs go to Iris Hill, defeating dark cultists, monsters, and facing Kororo herself beneath Iris Hill, as well as probably gaining access to Hasteron's private study, wherein he stored notes and details concerning bits and pieces of his plan. One of their allies can arrange for transport so the PCs can pursue Count Lowls into Cassomir.

-The third adventure leads the PCs far from spooky Ustalav to distant Cassomir in the nation of Taldor. Here they are fated to learn more about Lowls, and to undertake a journey into the Dreamlands where they will meet various figures such as The Mad Poet and the Yellow King. During this leg of their journey they will have the chance to recover what Lowls stole from them, and to see firsthand the hateful and destructive impact of following a figure like Hastur, in the form of their unlikely ally the Yellow King. They return from a journey only to find their ally abducted and taken to a dark prison on the moon of the Dreamlands. After freeing the Yellow King they get to meet the Mad Poet and following a harrowing encounter with him learn of a potential ally located in Okeno, a city in the nation of Katapesh.

-The fourth adventure begins in Cassomir but takes PCs to Katheer the capital city of Qadria, where they must head to the Mysterium: an ancient arcane library housing countless magical relics and storied grimoires. The PCs can potentially make a deal to gain access to the Mysterium and are asked to secure it. If they do so they get access to the structure in full following an adventure inside of it and are directed to the final destination of this adventure: Okeno, after their allies learn that the worst possibility has come to pass: Hasteron has successfully stolen the Necronomicon. In Okeno they are given the chance to follow after their foe, following on a lead they gained earlier about a gnoll slaver hired by Hasteron, and they are given a chance to follow up on mysterious telepathic missives, meeting Kaklatah in the the fortress of Blossoming Thorn, the home of Biting Lash the gnoll slaver hired by Hasteron to organize an expedition towards Neruzavin. The PCs must now dash after Lowls, heading into the dark region known as The Parchlands and into Neruzavin, to finally have a fated clash with their betrayer.

-The PCs trek across the wastes known as The Parchlands at the start of *What Grows Within*. They must contend with local ash giants before reaching Neruzavin itself. In Neruzavin they encounter brutal, though listless, seeded creatures: those infected by the corrosive knowledge of Xhamen-Dor, and at the end of their travels here they encounter one of their old foes: the denizen of Leng and cleric of Hastur Weiralai, whom the PCs have encountered before. They meet her and must strike her down to gain access to the

depths of Neruvazin and to the lair of Xhamen-Dor as well as the path to Carcosa itself. The PCs can attempt to destroy Xhamen-Dor or not (though if they do not do so there are real, devastating, and essentially immediate, consequences for the surrounding area), and must perform a ritual to travel to the eldritch city of Carcosa. In Carcosa they will make new friends, encounter new foes, and finally have a chance to defeat Count Lowls, as well as confront the architect behind the Thrushmoor Vanishing, and potentially even do battle with and harm Hastur himself.

-*Black Stars Beckon* is the finale of this epic journey and follows the Amnesiac's adventure through the sickly heart of corruptive evil that is Carcosa. Along the way they learn of heroes with courage that inspires hope even in this wicked city, and make odd allies before confronting both Hasteron and the Briarstone Witch Ariadnah, herself a cultist of Shub-Niggurath and an ancient lich pursuing a hateful vendetta against the people of Thrushmor. Prior to this final confrontation, the PCs are given a chance to deal Hastur a minor, though inconvenient blow, by clashing with The Pallid Mask, an ambassador of sorts of Hastur. If the PCs win then Carcosa is deprived of another meal and it is entirely possible that Xhamen-Dor is defeated in a substantial, though potentially impermanent, depending on the PCs actions in Neruzavin.