Carrion Crown

Jump by stupid_dog

This Adventure Path is mystery-driven and contains extensive spoilers for the source material.

Introduction

Our next adventure is set in The Immortal Principality of Ustalav, The Nation That Was. A fog-shrouded nation under constant threat of ancient undead horrors as well as unholy experimentation that violates natural order. A land where ghosts, alchemical golems, werewolves, wretched fishfolk, and vampires all seek to prey upon the unwary. And no matter how cautious one might be, the ever-present threat of Gallowspire's most infamous lich hangs over the country more densely than the fog.

This tale begins in the year...

In *approximately* 4711 AR, it will face the greatest threat it has ever endured. At least, the greatest threat *prior* to that time when the Old Ones will threaten to overwhelm the province only to be driven back by an unlikely band of amnesiac adventurers who escape from Briarstone Asylum. And this is also most certainly before 4719 AR, when Tar-Baphon actually breaks free from Gallowspire to wreak havoc across Avistan once again. Whoops. Spoiler Alert!

So maybe the *exact* time this adventure occurs isn't too clear. And if we're being totally honest, many of the finer details of this story don't quite add up if they're put under scrutiny. Certain figures are both venerable and young adults. Only four of Petros Lorrimor's friends from his global network of connections bother to attend his funeral (or get a mention in his will). The leader of the Whispering Way is barely participating or involved in the most ambitious mission his cult has ever united to complete. Furthermore, the villainous mastermind and party each have no idea the other even exists until they're practically stumbled into fighting each other at the perplexing climax. It's a mystery of a story, not always in the right ways.

This is where you come in. It's time to solve how this adventure *really* goes.

You have some leeway to have the starting date about a decade in either direction, Petros could die at whatever time is most convenient for you to kick off the plot at any time to kick off the events of the plot. But some things are very clear.

You were invited to Ravengro to attend the funeral of an old friend: Petros Lorrimor. This journey is sure to first embroil you in the village's problems – unruly ghosts of Harrowstone Prison seem to be escaping into town. There must be a link to the suspicious death of your friend. Soon enough it will be revealed that something much more sinister is at work. An ancient cult is eager to further disrupt the balance between life and death, and poor Petros gave his life in trying to stop them!

That will just be the beginning. A harrowing series of murders, monsters, and mystery awaits.

You have +1000 Carrion Points (CP) to spend.

Use them to survive this adventure, and the rest of the years you spend in this world.

Locations

If you are involved in the adventure ahead, you may choose to begin in Ravengro freely. Otherwise, roll **[1d10]** to decide your starting location. Or for a small price of **[50CP]**, you can begin anywhere in Avistan. This *might* present some difficulties for you if you're intending to make it to Professor Lorrimor's funeral in a week's time. You're free to choose to have your origins and backgrounds be from anywhere in the world, regardless of where this particular adventure begins.

[1] *Ravengro*

Idyllic Ravengro was originally founded in 4594 AR to support Harrowstone Prison. After the tragic fire, it has found new purpose as a self-sufficient farming community. They take great pains to keep their secrets, and their dead, buried.

[2] *Tamrivena*

Trying to cross the border into Ustalav? The town's laws grow ever-more restrictive. Overzealous enforcers spread fear in its citizens more than the threat of massing orcs armies, criminal syndicates, or saboteurs.

[3] *Ascanor Lodge*

All manner of beasts lurk under the endless eaves here but none so numerous or feared as its werewolves. Formerly a private hunting lodge for the count of Lozeri. It takes days of travel into this frightful forest before reaching the luxurious lodge, but only the elites are likely to receive any sanctuary.

[4] *Lepidstadt*

Their prestigious university has influenced the population here over generations. Now they feel superior to bumpkins who believe in quaint superstitions. It has several tourist attractions: Spiral Cromlech, the Punishing Man, and the Beast…

[5] *Caliphas*

For the last 30 years, it has replaced Ardis as the capitol city. Warnings seem to exist in every alley on how to reach the constables. Exercise caution on these labyrinthine streets, for even the locals know better than to go out alone after dusk.

[6] *Illmarsh*

Squatting amid swampland, the unfriendly village of Illmarsh breeds rumours and madness. Those who speak of it always whisper of strange disappearances, misshapen shadows, and sacrifices to things terrible and best left forgotten.

[7] *Random Encounter*

Starting off quite fortunate! You may start your latest adventure in this world from anywhere in Ustalav. The Karcau Opera House has some wonderful performances. Or maybe you'd like a trip to Carrion Hill to uncover it's mysteries?

[8] *Renchurch*

The ruined remains of a bloodstained abbey, jutting out from the dusty Virlych landscape. A nexus of blasphemous knowledge this has long been the spiritual center for the Whispering Way. Nowhere near this cursed temple is truly safe.

[9] *Vieland Moors*

Often a dismal landscape of few travelers and featuring naught but more and more ruins and marshes – today you are in luck! A troupe of entertainers are in the area providing a bit of colour to this pallid province. For a limited time you can see the Crooked Kin: Ustalav's Greatest Traveling Cabinet of Curiosities!

[10] *Ruwido*

The village of a thousand tragedies, only the most shunned outcasts search for peace in a place like this. With buildings as unsettling and deformed as it's residents, the monsters of this village mostly try to avoid the threat of humanity.

Ancestry

Heritage and history are of paramount importance to the people of Ustalav. All modern citizens here bear a connection due to the abuses their ancestors suffered in the grasp of the Whispering Tyrant. Each inherited the acceptance they too will live a life of struggle and suffering. Life is a somber affair for the majority of people who have made this land home. Race, species, heritage, etc. Whatever your preferred terminology is. You may select one ancestry. Freely choose any of the ethnicities available to your chosen race.

Human **[Free]**

Like much of the Inner Sea, the dominant population here is humans. The nomadic ancestors were human, and the ruling class has nearly always been human. In any given town you won't see much else. The majority ethnicity here are Varisians, with the distinct subgroup of Sczarni being scorned or relegated to second-class citizen status for extralegal conduct. Kellids migrate from many nearby regions to call this place home – from the land of fallen stars Numeria to the fallen realm of Sarkoris. You won't face too much special discrimination even as an exotic human.

Half-Orc **[Free]**

In more forward-thinking regions, you would expect to be called a dromaar. But here you will be a subject of extreme prejudice, more likely to be called an orc or monster. The reason for this discrimination began millenia ago, when the hordes of Belkzen allied with the Whispering Tyrant to enslave Ustalav's citizens. Sadly, generations later orcish attacks on settlements continue to feed the conflict. Most half-orcs will call the western border of the nation home, but they are brawny enough to deal with some of the violence that comes their way. With the history of raids (and the simple truth not all humans are so discriminatory), it is not unheard of for a half-orc to be born into a prestigious human family due to residual bloodlines.

Core Humanoids **[Free]**

Outside of cosmopolitan centers, you won't see many others of your kind. A grudge exists against the elves, who abandoned this country when it called for their aid against ancient threats. Dwarves are the most common of non-humans here. Dwarven pragmatism and endurance seems to speak to the spirit of locals, and while they face prejudice initially most have the patience to wait until a community learns to accept them and a similar value on tradition. Gnomes are more likely to be treated as dangerous fey than be accepted as people. Halfling, though also rare, are not seen as a threat to society, and may find employment in all sorts of roles available to the peasantry. They may sometimes be treated as a novelty, and having a small servant is sought by various nobles attempting to emulate Taldan culture.

Tengu **[Free]**

These corvid-folk have an exotic appeal, yet also match the macabre aesthetic that makes so many locals feel at home. A distinct minority but curiously one that faces none of the usual discrimination towards strangers. Perhaps it is their parallels to the nosoi, favoured children of Pharasma, that earns this tolerance. Perhaps it is because tengu too have a history of oppression and struggle that speaks to the hearts of citizens here. It could be their diaspora parallels that of Varisian culture who founded the nation. Or maybe it's just the sheer volume of ravens around the countryside just make tengu seem to fit in so well here.

Ysoki **[Free]**

If the tengu are looked upon as equals, the ratfolk are the unequals. They have done no great grievances to people but also serve a valuable role in society as something to look down upon. Their resemblance to vermin has them associated with a lot of unfair negative stereotypes. Found more commonly as tinkerers in Numeria and creepers in Belkzen's Dirt Sea, many ratfolk have found homes in the cramped spaces unfit for good Ustalavic peoples. Often timid as a culture, this acknowledgement as a weaker race keeps them from suffering any widespread xenophobia. Still they have a particular talent for hoarding intriguing trinkets and reassembling technology, two hobbies of great interest to the realm.

Ancestry

Choosing any of these heitages may provide additional disadvantages. Most of the following choices are affiliated only with feared elements on the fringes of Ustalavic society. You will be unlikely to be treated fairly as a person except by the most open-minded folks.

Orc [Free]

With the history of ancient and ongoing warfare against the nation's people, orcs face the greatest social stigma of all races here. Unlike half-orcs, true orcs tend to be tolerated nowhere within the nation's borders. The only saving grace is that many rural communities are so sheltered they have trouble distinguishing the difference between half-orcs and orcs. Both rural and urban societies will detest you, and without a chaperone just existing peacefully could prove challenging.

Kitsune [Free]

Shapeshifters are one of the main forces of darkness that this country eagerly drives out of any civilization. To the common peasant, a kitsune is little different from a werewolf, skin stealer, doppelganger, or other deceptive monster that wears the face of a friend. Ultimately they are no more evil than any other humanoid. With a fondness for pranks and playful trickery they have inspired several stories that conflate their reputation with the fey. Because they often respond to hatred and insults with viciousness, many of their retaliations have turned deadly over the years. Naturally these impulses aren't reflective of all fox-folk, but enough horror stories have entered the cultural subconscious that few will react to a revealed kitsune with anything but fear. Too many urban legends exist where these creatures use their wiles to cruelly prey on peasants who fall for their charms.

Gargoyle [100CP]

Resembling stony monstrous statues, there are actually different kinds and shapes of gargoyles. They come in two very different varieties. Some are magical beasts while others are legitimately constructs animated by magic. While often carrying a grotesque malevolent appearance, some are actually protectors of religious sites. A gargoyle's looks can shift dramatically over time to adapt to its surroundings to better blend in with the environment and architectural styles.

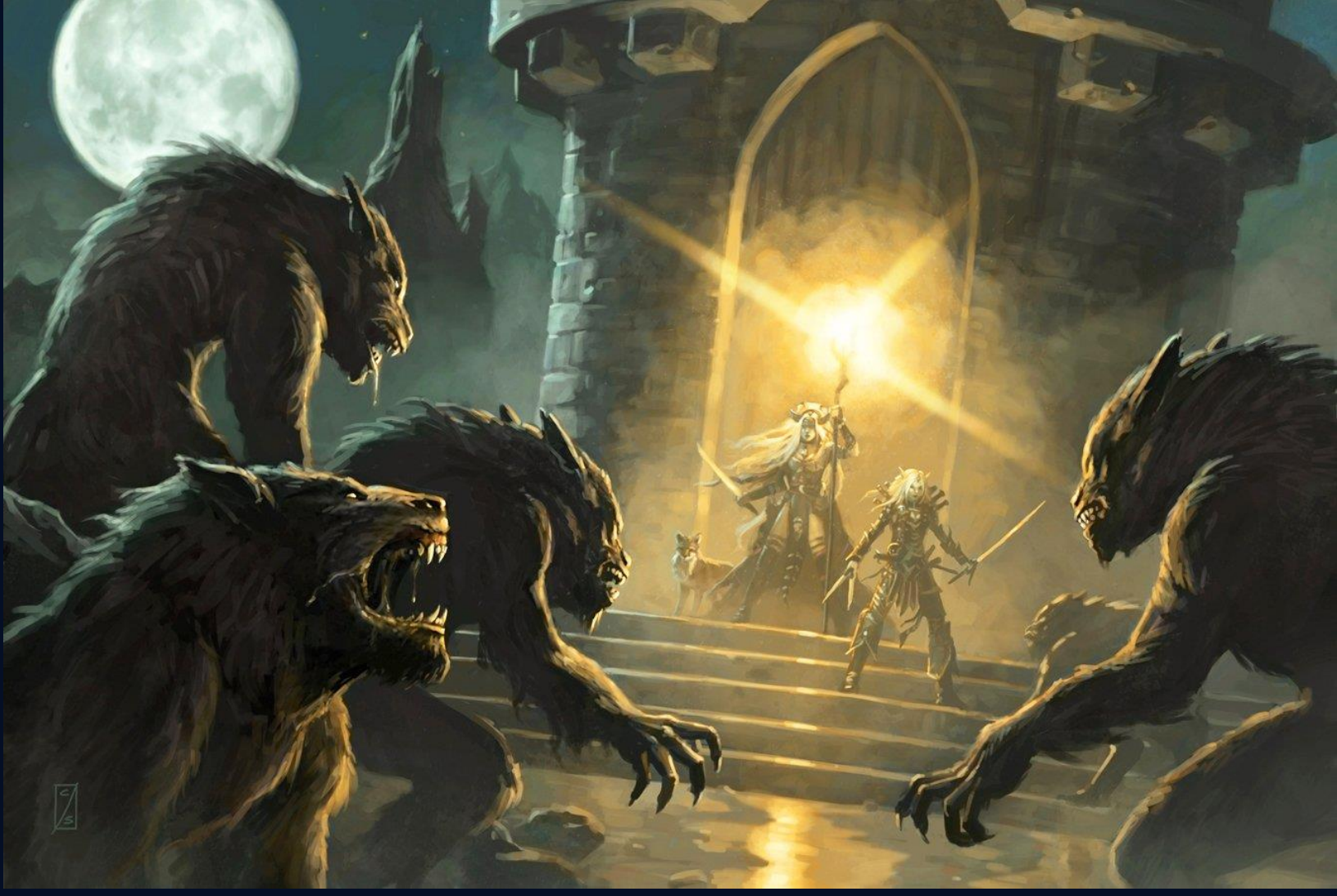
It is likely more of an advantage to choose to be a living creature, unless you stand vigil over a site where negative energy is high. You could be a different construct too. Homunculi, Animated Armour, Wax Golems, and Flesh Golems are always in fashion here. Of course, any of these beings would still be seen as much less than a person.

Ulat-kini [100CP]

Some parts of the world might call your kind skum. But here in Ustalav, a certain isolated hamlet is more likely to talk about your kind as the "Neighbours down bay". As there are no alghollthu laying claim to them, abandoned tribes have been forced to fend for themselves. These amphibious creatures are biologically immortal, but few remember the days of their ancient masters, lost gods, or even original species name. Taller than a human these amphibious humanoids weigh nearly twice as much due to being designed for battle. Despite a terrifying reputation, they are actually fully capable of subsisting on a plankton diet – only turning voracious if they must settle on land. With so much of their biology based on humans, many are happy to cohabitate with humans or even start families together.

Xulgath [200CP]

Sometimes they dwell in sewers beneath cities giving inspiration to stories of werecrocodiles, at other times lurking in the darkest woodlands or abandoned forts. The Marshwater Clutch in Odranto County is particularity devoted to vampiric powers and indulged in vile blood rites. With their cultural fixation on strength and dominance, spreading terror and staking out territory with their psychic gifts comes naturally. A unique weapon of these reptiles is their psychic secretions: Though they give off no real smell, it triggers a psychogenic effect forcing creatures to recall the worst odor they have ever experienced. They boast several other psychic abilities such as complex telepathy, mental suggestions, and illusions.



Abominations Abound!

In Ustalav more than any other nation beings are often more than they appear. Any choice made here is treated as an addition to your ancestry choice above. You'll retain your original creature subtype and any racial benefits, treating the following as further advantages. You can gain multiple templates below, but secondary purchases are doubled in cost.

Tiefling **[100CP]**

Rarely welcomed into human society at the best of times, how well do you expect to be treated with literal evil flowing through your veins *here*?! This nation borders the Worldwound and each cambion is likely to be treated as a collaborator with their demonic progenitors! You can choose a specific lineages of fiend to represent your ancestry, though each have different benefits. You can also choose none at all, where the evil in your biology doesn't show clear leanings towards any particular type of being. Daemons and Demons are most commonly prowling the area, making Grimspawn or Pitborn the most natural choice if you want to come close to fitting in. Your DM also offers something unique.*

Asmodeus worship isn't even allowed here. Local hatred towards symbols of tyranny and diabolisms is strong.

Aasimar **[100CP]**

This lineage is most often something that show up among humans, but is not exclusive to them. Sadly a bloodline contaminated by the essence of the heavens is just as suspicious here as any others. Concealing your empyrean features may be required not being treated as a threat. As with tieflings you can pick a subtype for a more clear type of celestial ancestry: angels, agathions, archons, azatas, etcetera. Good luck explaining the distinction between different celestials (let alone outsiders) to the common folk, since you're just as likely to be seen as any other corruption of mortality.

Ghost **[200CP]**

Oh? Are you one of the inmates of Harrowstone? Perhaps a friendly ghost? These spirits have the honour of being the only undead not reviled by Pharasma, and thus are not metaphysically forced to become evil. You won't be able to age or be traditionally destroyed, not until someone determines what event caused your cursed existence and sets the wrong right. Ghostly materializations vary wildly; with some having a corrupting touch, unholy wails, or a poltergeist's telekinesis. Items that you particularly treasured in life also have a ghostly echo that you can continue to use. Still, incorporeality comes with its share of problems. Eternally watching as the world passes you by and become more unrecognizable can drive a person mad at the disrespect for their pasts. Especially while they struggle to touch the world around them.

Changeling **[100CP]** / **[200CP]** *Hag*

When hags trick members of other races into child-bearing unions, changelings are the result. Sporting mismatched eyes and pale skin, changelings are usually raised by unwitting parents of their father's race. The unnatural circumstances of their heritage is another source of anxiety here where the people are prone to hunting down unusual travelers as disguised fey. While male changelings are also possible, they will usually be discarded or even killed by a hag mother for being the useless gender. A changeling can only become a hag by forsaking all the goodness in their soul - but you bypass that ritualist blasphemy by starting off as a hag. Any hag lineage is an option here

Skinwalker **[100CP]** / **[200CP]** *Lycanthrope*

Lycanthrope slayers are particularly prominent here. Witch-hunts, bounty hunters, and just big game hunters are just the standard entertainment in these parts. Werebats, wererats, and werewolves are the classic lineages around here. But don't feel the need to restrict yourself. Werebadgers, weresharks, and werewasps are known across the globe. Instead of picking from a typical variety you may select any animal to base your 'curse' on, and can use all of their natural attacks and abilities in your hybrid or beast forms. As a natural lycanthrope they have no fear of being 'cured' by anything short of a *Wish* or *Miracle*. You can be a full werecreature, or much more distantly descended. Skinwalker still have a partial ability to transform that can be harnessed – and share your ancestor's ability to empathize with creatures similar to form of your curse. Unlike a lycanthrope, this transformation will not carry a contagious element.

Dhamphir **[100CP]** / **[200CP]** *Vampire*

Resulting from the unlikely union of a vampire and a living human, dhampirs are graced with long life, an elegant appearance, and unnatural reflexes, but are cursed with an aversion to bright light and an affinity to negative energy. In Ustalav, dhampirs are more common than nearly anywhere else in the Inner Sea region, but they are nevertheless seen as bloodsucking monsters. In the modern era there are four distinct groups of vampires: traditional moroi, the chi-drinking hopping jiang-shi, the bestial nosferatu, and the vetala who deny the call of blood and drain psyche from creative minds.

Comparably-powerful corporeal undead states such as a mummies or skeletons or ghasts are available for the same price. One unsettling undead stronger than the norm available are the gourmets of decay: Leng Ghouls. It's bad enough to be a man-eating fiend, but you don't need to elevate it into making corpse-eating an elegant artform.

Half-Dragon **[200CP]** / **[400CP]** *True Dragon*

Very rarely the result of interspecies marriage, most half-dragons are cross-breeding experiments conducted by cultists or scaly tyrants. Half-dragons have incredible benefits from their parent: significantly improved strength and health, natural armour, flight, formidable natural weapons, and even keener draconic wit and charisma. One of the more dramatic powers is their breath attack, unleashing a blast of destructive energy that scales with their overall growth. Like their ancestors they can boast immunity to any magical paralysis and sleep.

In all ways a true dragon has these benefits and more. Their tails, wings, and even weight can be used as natural attacks. Their blood overflows with arcane might. Their mere presence inspires fright in lesser beings. A choice of True Dragon would traditionally replace an ancestry choice. However, draconic species are prone to infiltrating societies and often have favoured forms for doing so. You've embraced the physiology and culture of another race more than other wyrms and can continue to benefit from your chosen ancestry.

Backgrounds

A background choice dictates the many discounts you can receive later in the document. Feel free to select any age range appropriate for your species and class. Adjust as appropriate if your other choices make you ancient undead.

Provincial

Not all countrymen are as open-minded as you'll find in the big cities, and unfortunately quite a few of them are actively close-minded. But as someone raised in these parts, you don't need to concern yourself with being a target of discrimination. Unless you're secretly one of them shapeshifters, or a necromancer, folks have learned to accept you. You have history with one of the small towns in Ustalav and a better understanding of the traditions that keep people safe.

Collegiate

The academic elite! Or at least, someone immersed in the rich academic side of Ustalav. No other nation in Avistan boasts the sheer number of academic institutions with any comparable quality. You could be student, educator, or just alumni of one of the fine centers of learning here. You're better traveled and more worldly than some citizens, and probably willing to approach strangers with an open mind. Just be wary that some strangers ought to be avoided here...

Aristocrat

The actual elite! Why settle for rich knowledge when you could simply *be* rich? Thanks to the democratic revolution of the Palatinates this is no longer just a position for just for those born into power. Whether you're a minor council representative or someone with a bit more sway, you're used to a measure of creature comfort and security not afforded to everyone. In any case you'll be in the public eye as something akin to a minor regional celebrity.

Esoteric Order of the Palatine Eye

The elite behind the actual elite! Knowledge and wealth are interchangeable, and your very exclusive social club is the broker. You are part of something bigger than yourself; a faction that will be a saviour of Ustalav, the true masters the old world, and the power behind thrones. Others have no need to understand the intrigue and benevolent ceremonies your order oversees. Let them be lost trying to understand the Ancient Osirion style and grandeur and occult mysteries.

Whispering Way

What use is gold, glamour, or magic? Each of these things are fleeting unless you pursue eternal life. It would seem you're less of a funeral invitee than a funeral initiator. You stand on the cusp of life and unlife. The goal of life is death. To become eternal and transition beyond one's limits. Can there be anything else so transcendent? As part of the secret cult, you too understand the allure of endless possibilities and ambition to pursue a dream even if it takes you to the grave.

Cults of the Dark Tapestry

There are places of fundamental wrongness so much deeper than a grave. The mad fanatics know too well the taint lurking in the corners of this country. Imperceptible tears in reality leak things that the mortals dare not imagine. To witness them drives some to despair or lunacy. To others it brings a beacon of revelation. You have seen what lies beyond and long to see more. Perhaps you have allies that share this vision, but often this is a solitary inscrutable path.

Character Class

You may choose a single class to reflect your starting abilities as you progress through this adventure. By solving the mysteries here, overcoming obstacles, and defeating your foes you're sure to master this vocation and make the most of those skills. Feel free to select any class/archetype available in the world of Golarion to reflect your skills. This jump is intended to be treated as if it doesn't follow strict rules on advancement and is more 'natural' than abstract. That said, you're free to treat character advancement as following a trajectory similar to Pathfinder's rules, and can determine a complex (multiclass optional) Level 20 build that you will eventually reach by obtaining more experience in your Class.

Perks

A background choice provides reduction on the starting price of all perks that have the matching origin. All discounted perks cost 50% of the original price of the perk. Some perks may allow for multiple purchases or offer a choice between different specialties. If you wish to repurchase a perk to gain the benefit again feel free to do so. Secondary purchases such as this recieve a total discount of 50% (i.e. not double-discounted if you have the matching origin as well).

Provincial

Good Fence, Awful Neighbour **[100CP]**

Xenophobia is not just tolerated but often celebrated in Ustalav. Having the *bravery* to stand up to an outsider and tell them they aren't welcome is a rallying cry for likeminded folk. Your close comrades are more insular about allowing new people into your social circle before getting your approval. Any kind of bigotry or discrimination you might display tends to be seen in the most gracious light, except of course by those ~~victims~~ outsiders you're directing it at. Getting off scot-free with unparalleled affronts, like literally stealing the corpse of a "necromancer" during a funeral so it can't be buried near "the good folk", is possible. All you need is a little intolerance! When your action are based in fear of freaks or foreigners, it won't get you much more than a scolding from authorities.

Local Loon, Horace Croon **[100CP]**

Your chosen crafts and profession might seem a tad eccentric. Crackpot, even. Not everyone is ready to accept the inventions of clockwork, nor those of alchemical or electrical power. Your town is not all that different from the majority in having reasonable apprehension about experimental technology. But you're from around here. Folks trust you. It's all good. You're definitely abnormal – but not in a way that brings concern to your community. In your hometown, all sorts of mad science and quirky artistry can be accepted. Some minor property destruction and disruption can be forgiven when your intentions aren't hostile. Any neighbors are much more forgiving of your shenanigans than they should otherwise be.

Sczarni Stereotype **[100CP]**

As long as the crimes you commit aren't *too* violent, you kinda have a free pass to commit them. The law's response won't escalate things beyond trying to drive you out of town or see you jailed. If you've never physically hurt anyone then guards won't hurt you either. There's one minor 'limit' here: you must choose a specific group of people you can't victimize, such as a minority ethnicity or maybe even specific pack of monsters. They'll feel a strong compulsion to aid and shelter you if you're in trouble, even when it's clear you're an offender contributing to the criminal associations they resent. If you target someone who belongs to your own group or are caught committing intense violent crime, you'll lose access to these benefits for years.

A Taste of True Terror **[100CP]**

Landscapes here are often in dismal shades of necrotic gray, but one area the nation shines is the kitchen. If there's one place without horror it's the restaurants... regardless of what the menu items in the Laughing Demon tavern might lead you to believe. Even Chef Ladimeur in the isolated Ascanor Lodge ensures guests enjoy several courses at mealtime, where fresh game is accompanied by crudités, terrines, and pastries, each dish enhanced with the extensive supply of herbs. In the capital you have international renowned enigmatic chef Vido Caldoveri, capable of creating unique menus for every night where reservations are needed months in advance. Why, with all the imported wines, coffees, and liquers you'd think this was Taldor! Speaking of, you can choose a regional specialty for your cuisine, being a master of their cooking.

Just to reiterate Zokar Elkarid's corpse chowder, vampire steaks, and wolfballs are all jokes. "There's nothing sinister in those recipes; it's only the shots of liquid ghost you need to worry about." Giving meals greater visual appeal and unique style is second nature to you, improving the mood of anyone enjoying the food.

The Hills Have Eye Candy **[200CP]**

There's no use ignoring rural Ustalav's awful members. Worse than just unsophisticated, they praise ostracism and prejudice. If you want decency here you need urban college-educated types. But don't worry, you're *different*. You're the *pretty* one. The one an adventurer might feel inclined to protect and rescue, with a clear course set to be a recurring romantic interest. If everyone else in your (doomed) neck of the woods were being total bastards, you'd be the incentive for heroes to not to abandon them in their time of troubles.

If your neighbours are being bullies you can act as the calming voice of reason. Your dignity and grace helps deescalate conflicts. You make people feel welcome and supported. Even in your worst moments, you'll find it easy to consider how to help those around you. And when you commit to someone special, you'll be able to preternaturally intuit just how you can give them whatever makes them happiest.

Wild Tales **[200CP]**

Sea monsters? Aliens? A Color out of Space? Which colour? You're often the first one to hear about the new happenings in town. When you're looking for it, local knowledge is available to you at a moment's notice. Only the most antisocial folks can resist sharing their gossip with you. No time will be wasted on false leads or tall tales either. Even misinformation from the likes of Vorkstag and Grine wouldn't throw you off from the truth. Being able to know when the word on the street is accurate will serve you well.

Rumour-mongering citizens are in every settlement, but sometimes the stories they have to share are just stories. The locals are incredible superstitious and eager to warn others of perceived dangers. And all sorts of gossip can have devastating ramifications here, even unsubstantiated. Not only do you see through inaccurate gossip but you won't be targeted by it either. Idle efforts to tarnish your reputation fail, it would take concentrated effort to defame you. Your private affairs stay private... except when you want to advertise them. When you share any juicy gossip it starts to spread like wildfire.

Knight of Ozem **[400CP]**

It's your duty to police the land. You're not the sort to take a passive stance against intruders – you're the volunteer border patrol. You bring an end to any enemies as well as those who would treat with them – and aren't afraid to leave your own region in order to police the territories of your neighbours. You're aggressive and suspicious of trespassers in such spaces, and they'll know it's up to them to alleviate your suspicions. You don't have the authority to make arrests in areas you aren't part of the regional government but don't let that stop you from doing it anyway.

In the absence of a second Shining Crusade, you can focus your energy towards thwarting the schemes of lingering servants of the Whispering Tyrant. You are *optionally* part of the actual Knights of Ozem and *optionally* worship Iomedae, it's just as easy to protect the borders from undead as a personal quest. You've got the values to pursue their mission: true chivalry, righteousness, and acting as a sentinel against undead forces! You've mastered their training with the shield, squad tactics, and driving those bonebacks back into the ground where they belong.

You specialization in the shield will let you be a wall against your favoured enemy. Almost any trick that can be performed with a shield is something you could learn. This defense goes beyond the shield. You thwart foul necromancy magics whenever you find them, able to dispel ongoing magic reliant on Evil or Death with but a strike against the affected target. Undead spellcasters will struggle to even cast when you threaten them. Even if they succeed, every power used by undead against you can be more effectively resisted. In fact, any of your attacks against foul undead are significantly more effective. You're better at avoiding the attacks of those corpses too.

Keeper of the Damned's Souls Take **[400CP]**

Furcina County was a county once full of bountiful villages. That was before every field was salted and poisoned. Now it's known as The Furrows. A haunted collection of ashen wasteland, nothing but toxic soil and trenches as a result of the jealous squabbles of greedy nobility. This is what happens when you listen to *them*. There's many reasons Ustalav is haunted, and the grudges of the dead are just one reason.

It seems like a vast array of undead, damned souls still fighting eternally. Dead Man's Maze is the worst of these, where siege weapons, battlefield traps, and ancient weapons still wander animated by the pointless war. Barely-sapient specters wage war never to be told the battle is over. Bridging the gap between ghost and trap, haunts dominate the ruins of the nation. You can combine curses and trapmaking with spirits, crafting unique haunts of your own. The danger posed by these living grudges will be limited by the malice you can harness, but you can draw on any resentment lingering where you station the event. Exorcising haunts often requires much more sophisticated methods than any mundane trap or direct curse.

And like a linnorm, you also unleash a potent curse upon any foe that slays you.

Swamp Lord **[600CP]**

The Soddentimbers are part of why nobody goes to Illmarsh. Graidmere Swamp is so treacherous that it creates a barrier against the Worldwound. Dipplemere Swamp is a threatening ecosystem that won't be penetrated by Shudderwood werewolves, armies of invading orcs, or even Worldwound corruption.

Yet there are swampers who thrive there - those like you who create bonds with the land itself. When you set down your roots, you are truly nourished by the place you've chosen as home. It comes to life under your supervision. The land keeps you safe and defends you, optionally evolving into a field of natural obstacles that suit the environment to keep out intruders. In dire times you may see will-o'-wisps or even local flora animated autonomously in its defense. You can also call on nature magic to create such beings as needed.

In your domain you can perform primal rituals to empower all manner of nature spirits. You can also guide others into the ancient practices that draw on the power of the land. Giving them the first step to become druids, shamans, summoners, or others that can embrace primal magic.

Trust Points **[600CP]**

Anywhere you call home, you decide which actions count as displays of good faith. Barring the individuals a person makes extraordinary efforts to bond with - outsiders are fundamentally unable to build inroads with your community at large. You must accept their contributions as worthy before their actions are accepted by other locals. This can be something handled subconsciously if you'd prefer, where people receive credit as normal if it'd be the sort of thing you approve of even without you learning about the tasks they've completed. In any case, you decide who can gain respect and when.

Furthermore, when times are tough, you can pass the blame for hardship onto others – even when they can't possibly be the cause – lowering their standing in the eyes of everyone tangibly affected by the problems. If you wanted, you could use this to put so much pressure on people that your whole town would consider them enemies and drive them out.

Even on a smaller scale neither you nor those you rabble-rouse will suffer lasting consequences when picking fights. The group violence you incite won't be singularly blamed on you by authorities. A riot isn't one person's responsibility, after all. That's assuming the guards weren't compelled to join in with you too.

Collegiate

Best and Brightest **[100CP]**

That spark in your eye... it gives the impression you could be the most promising acolyte of all! The potential for greatness may lie in every student – but instructors recognize it in you. You'll be of great interest to your professors, if not as a gifted pupil then a possible point of study. Finding one-on-one assistance from a mentor figure is easy and they will usually make time to cater to you. Teachers take great interest in you and are willing to spend hours discussing your topics of interest – often at the expense of directly academic subjects. They find satisfaction in motivating you and engaging with your hobbies. In turn you're like a muse to them, serving to help them make strides in their fields of expertise.

Quarterfaux Author **[100CP]**

This land is ripe in tales of shadowy figures lurking in dark corners – tales that keep children shuddering fearfully by firesides. Ailson Kindler may have had her education in far-off Almas University in Andoran, but that doesn't stop students in her hometown of Caliphas attending the Quarterfaux Academy from idolizing and imitating the famous author. The site has hundreds of thousands of relics and curios, but it is dwarfed by the sheer amount of documents and inspiring literature. The experience of having studied here will offer great inspiration whenever you aim to write something of your own. A simple story you create to explain a missing family cow could become a legend for the ages.

Also, your penmanship and calligraphy are exquisite.

Lepidstadt Duelist **[100CP]**

The artistry and honour of swordsmanship is perhaps the most important aspect of many educations for young men in Lepidstadt. Numerous dueling fraternities exist, with the best known perhaps being the rival brotherhoods of Gateguard and Malkenclaw. Not only has this training made you skilled in fencing and similar light swordplay – it makes you a better at evading attack if lightly armoured. Perhaps most useful of all, your keen swordsmanship allows a measure of your mind's sharpness to be added as damage to any strike you make with such a weapon against an opponent.

Having graduated, you may optionally have received a Lepidstadt Scar, a mark of honour recognized by duelists around the world as acknowledgement of your prowess with the blade. This scar and any others you bear will marginally improve your reputation with any competitive combatants.

Balanced Scales **[100CP]**

Justice is not always blind. But you manage to remain as unbiased as Barrister Gustave Kaple and Judge Embreth Daramid. Whenever you genuinely seek evidence of the truth you will always be able to set any personal feelings aside about anyone involved. This objective nature is clear to others. While you continue to act as a fair mediator any accusations that question your objectivity will invariably fail to get traction. Being so trusted you will frequently be called on to arbitrate conflict. Spells like *discern lies* and *zone of truth* are unprecedented in court as a perversion of the legal system. But you don't need those because when you speak the truth it's clear to anyone who knows your reputation.

Trial of the Beast **[200CP]**

Of course, that would be more helpful if you were also trained in the law. But law isn't something you study, it's a part of you as much as any Inevitable. You're equally skilled in prosecution and defense. You're well-versed in most types of law, and can specialize in one. This broad understanding of law could make you an incredible paralegal, attorney, police officer, or judge. With Tamrivena and Barstoi regularly introducing strict new authoritarian laws, it can be tricky to stay on top of proper legal process. You find dealing with even the most protean legal system easy. Adapting to navigate any new region's rules is easy. You'd be nearly Asmodeus equal in legal matters (if he wasn't banned in Ustalav).

But who needs rules, really? Legal procedure can be loosened around any trials you're involved with. Make an impassioned speech, insult the opposition, do some wildly inappropriate cross-examination, even present evidence and witnesses without clearing them for review first. Turn any trial into a gripping courtroom drama!

Burn Before Reading **[200CP]**

It may seem paradoxical for an educational institution to promote "The dual virtues of broad education and guarded ignorance" but that is how they operate at the Sincomakti School of Sciences. They have dedicated tutors that supervise the rate their pupils learn, and most importantly ensure those students do not access secrets that will bring them harm. When a library contains many tomes where the knowledge itself can invite ruination such precautions make sense. You possess the foresight to understand when you have access to something you are unprepared to learn, and great fortune when it comes to intervening whenever one of your students may cross a boundary into information you don't wish for them to discover. More importantly, any lessons you teach promoting caution are harder to forget.

Mad Science **[400CP]**

Numerous Numerian advancements has offered great breakthroughs in various fields, from mathematics to medicine. Lepidstadt University is famous for its specialty in these mortal sciences. The laboratories here have made monumental strides thanks to their ability to harness electricity, steam, clockwork, and more. Individually each technology is a novelty, but together they can be used to fashion wondrous and terrible machines indeed.

You have no difficulties merging diverse technology to create something that reaches new heights. All sorts of engineering becomes interchangeable to you; converting formula, blueprints, or devices from one field of science to another without loss of functionality takes a bit of time. This also gives you great expertise in one such valid field common in Ustalav. (Gunsmithing, alchemy, architecture, pharmacy, even siege engines, etc.)

Sleepless Detective **[400CP]**

The Sleepless Agency is the preeminent establishment in Avistan for security. These prestigious agents are renowned throughout the Inner Sea for their superb investigative skills. Like the greatest of their members, your skill in forensics, deduction, psychology, and investigation will be valued across the continent.

You can use forensics and science to thwart magic. You identify the traces of thaumaturgy with greater ease than even veteran wizards, sometimes even after they've been cleansed. Your eye for detail pierces glamour charms, illusions, and invisibility. Your intelligence directly amplifies your senses – perception and empathy. Even when not actively looking your senses alert you to hidden doors and traps. Clues will be practically calling out to you too! By touching a footprint you gain an exact mental image of the being that made it, down to everything they wore or carried and even their expression at the time. Upon finding bodily fluids, you can tell not just who/what they came from but also how and when the fluids got there. With a mere 10 minutes examination you can mentally reconstruct an entire crime scene, allowing you to scry all events that occurred there within the past 24 hours as if you were present. The most powerful magic cannot obscure or mislead these deductions.

IT'S ALIVE! **[600CP]**

Perhaps you had the opportunity to study under Alpon Caromarc? Almost all of the courses he formerly taught were banned for ethical reasons, but he still teaches privately. In both traditional chirugy and taxidermy you've become a master. If someone is still alive, you can keep them alive. If something is dead, you can keep it perfectly preserved. And if you don't want it to remain dead… there's answers for that. Solutions to death drawn from your fondest gothic horror fantasies.

Custom homunculi, flesh golems, even clones. Any constructed being an alchemist could make is in your reach. You aren't limited to flesh for these (re)animations – so something like swarms of alchemical goo, wax golems, or gargoyles

are fine too. The limits any constructs you build can reach are expanded, if you possess the escalating resources to invest in those experiments. You can add a bewildering number of complex modifications and even upgrade such creations long after they were brought to life. Most uniquely these can be creatures complete with metaphorical minds and souls. They'll be susceptible to the same emotional experience as any human being. Technically this undermines a key advantage of constructs, and it could be argued building a sapient being is unethical. But why build a child that cannot love you as its parent?

Late Homework [600CP]

Professor Lorrimor's time was highly valued by any ambitious enough to benefit from his expertise. A man of culture and academia. He lectured on topics as diverse as agriculture, theology, military strategy, anatomy, musical theory, and planar anomalies, with campuses worldwide eager to host him. He traveling to far-flung locations in the Mwangi Expanse and Lands of the Linnorm Kings. Members of all civilized races (and many uncivilized) and vocations were among his friends and colleagues.

Like him, you're exceptionally open-minded, lacking any biases that might cause you to dismiss topics unfairly. There's not a person you can't meet on their level and you're equally able to bring them up to yours. As a teacher you're essentially perfect, imparting lessons (academic and moral) that will last for a lifetime. The contacts you keep in touch with, in person or correspondence, are all better off for knowing you; each associate you maintain is more motivated and capable of learning. Even when their pursuits differ from your own, your expertise in even tangibly related fields is enough to help anyone quickly rise to a peer level. The more you help teach one another the more profound any bond you have grows.

Unlike Professor Lorrimor, these connections persist even after your death. All those dear students, associates, and coworkers will actually bother to attend your funeral.

Aristocrat

Extra Classy **[100CP]**

You're so classy they ought to call you Gestalt. Because you are. Gestalt, that is. Rather than selecting just one character class, like some *commoner*, you are entitled to two and gain nearly the full benefits of each class selected. This hybrid class offers great diversity to your skills, though for direct power they don't work additively. For certain metrics like Base Attack Bonus or Saving Throws, you only take whichever class offers the higher benefit. Unfortunately, such levels of success are bound to create resentment. As if a test of your worthiness of this privilege the challenges you face here will be more complex to compensate for this gift.

This perk cannot be purchased multiple times.

Aggression Adressant **[100CP]**

Some people are born better. You're one of those people and your conduct ensures that others can recognize it. Your disdain for the lower classes can be weaponized with ease. You can effortlessly blend refinement and grace with smug contempt. Not only does goading others come naturally to you, but you have a delightful knack for doing it subtly to only incite intended targets. What appears a polite gesture to the majority of those around you could be a stinging backhanded compliment. This irritating self-satisfaction can be weaponized beyond your presence. Any items bearing your likeness, from portraits to statuary, can broadcast a sense of entitlement. And the best part is, you decide which people are influence by this tangible aura. You'll be excellent at driving off those who aren't good enough to associate with you.

Blue-Blooded, Yellow-Signed **[100CP]**

You were raised in a position of power and prestige and the lessons remain. The nuances of high society, and that means any and every high society, are not lost on you. In regards to nobility and etiquette you aren't just rather knowledgeable, you're *uncanny*. Refining your knowledge of one culture's customs, heraldry, and lineages seems to apply to all cultures equally?! It matters not if you find yourself in the metropolis of Absalom, the decadent bastion of civilization Karcau, or the singularly marvelous courts of Carcosa. It's effortless to maintain the specific polite customs and trends of whatever company you are currently in. You'll never find yourself committing an unintended faux pas.

Ascandalous **[100CP]**

Scandal? I think you mean public entertainment. Regardless of your rank you'll find illicit affairs do your reputation more good than harm. Maybe you're second-in-line for a noble inheritance but first in line for the bedchambers of married women like Corvin Tergsvor? Do you like to openly surround yourself will handsome all-male staff and companions like Markiza Welgory and Countess Caliphsvaso? Or you could simply be a rakish local councilman like Gharen Muricar. The citizenry will take your lechery in stride if it's harmless fun. Indiscretions will still be discussed, perhaps with even more enthusiasm, but the worst thing such gossip will bring you is fame (and perhaps revenge from their overprotective partners or parents). Your trysts will be a source of amusement for all but the most prudish.

What happens in the Shudderwood stays in the Shudderwood.

Victorian Secrets **[200CP]**

There's fitting in, and then there is standing out. Urban Ustlavic fashion can be elegant and eccentric in comparison to its more rugged and practical neighbours. Generally, the upper class conduct themselves with grace. The lower classes often attempt to imitate elite fashion, though their bone white off-brand foundation usually gives "creepy undertaker" instead of the porcelain complexion of a Jadwiga royal. While fashion is rarely timeless, your tastes seems to transcend the preferences of an era.

Not only are you a beauty, but any techniques used to amplify your looks work better. You'll find no added difficulty to combat while wearing a corset or ballroom dress. Voluminous buns of hair laden with supportive pins and accessories won't ever be an inconvenience to you. Cosmetics don't run, and mundane disguises you apply are excellent and won't come undone by a little dungeoneering or extreme weather.

Rule of Fear **[200CP]**

No one here dares peer too far into the shadows, as every citizen knows a horror story of a neighbour who made that mistake. There's something about you that triggers a similar paranoia in others. It's not that strangers aren't interested in your private business, but more they actively resist learning information you don't want shared. Even when you're particularly well-liked by the public and non-threatening, it still leaves fans unwilling to disrespect you or accidentally learn negative news. While most effective on allies and those neutral to you, enemies will also be cautious about looking into your secrets out of fear of being caught. Even those immune to fear still understand the value of caution.

But, in your presence, even those utterly immune to fear find those defenses vanish.

War Without Rivals **[400CP]**

Councilman Rogeif Yharloc does nothing for Lozeri County except being a celebrity lycanthrope hunter. Count Aericnein Neska may have condemned and despoiled the whole country of Furcina in 4693 after his failed bid for power, but he remains popular enough many would prefer him on the throne instead of Prince Aduard Ordranti III. Vampires nobility often must rely on their power to control their bloodlines, but there are some like Luvick Siervage that undisputed leaders of cities of vampires because of the loyalty they inspire.

Like them you have a peculiar method to boost popularity. You know what people respond to: direct violent action. Skip the political intrigue. Killing your enemies increases the admiration others have for you. Friends and other supporters will never be frightened by the harm you can unleash on opponents. Fear and respect are two sides of the same coin and you decide how that coin toss lands. Your body count earns you fealty. This inspiration is no supernatural effect, but rather your own ability to showcase your conviction and skills in violence as something worth venerating. That said, anyone experiencing such violence are less impressed.

Noble Scion **[400CP]**

The apex of society. That's your place. Your aristocratic affluence is assured as a noble here (and in any future world). Gold flows towards you as if by magic, and you barely need to spend a coin of it. Servants, cohorts, and just average peasants are willing to cover most of you needs free of charge. Entertainment, lodging, meals, et cetera. Your celebrity alone tends to be enough to cover the costs to enjoy life in any civilization. With no need to work for a living, you have plenty of time for dilettante studies; you may increase your repertoire of special abilities (like bardic performance or sneak attack) as if you had increased in some levels in different classes.

You have fortune on any charisma skills you use, doubling their odds of influencing others. Will you use this responsibly and govern for the good of your people, or use the sweet privileges of your rank to reap personal rewards and flaunt your power?

Soivoda Sovereignty **[600CP]**

The ancient counties in eastern and central Ustalav have been rules by the same noble bloodlines for a millennia. In these regions the power of those nobles is absolute, with their rulings and style of governance not even questioned by the ruler of the nation in which they reside. You too benefit from this privilege. In any territory you are the lawful leader, those above you in hierarchy have no legal right to challenge your authority within your jurisdiction. Naturally, this is waived if you begin using that authority to wage war or otherwise harass those beyond your own citizenry. Obviously, you will never be expected to yield authority due to fads like democracy.

This defense does apply when you reach the pinnacle of leadership in a region too. Your right to rule is acknowledge by any neighbours, with reduced effectiveness if you infringe on their own territorial claims. Only the uncivilized tribes and outlaws will continue to intrude or disrespect your land.

You Only Have 22 Intelligence Adivion, Calm Down **[600CP]**

True wealth lies in the refinement of the mind, and yours is as rich as they come. This brilliance is evident in childhood, as even then your thoughts had the precision of wizened sages and it has only improved with experience. Not only did you have access to the best education, but your good genes ensured no subject was too complex for you to grasp and excel at. You're the smartest person alive in your country. The only thing you might find difficult is finding equals. Alas, your superior intellect always leaves you the better of not just your classmates but any tutors as well. At *best*, other mortal minds *might* be able to match your perspicaciousness. In terms of sheer mental ability your only peer likely lies in the likes of Tar-Baphon.

In any given company, you are the smartest person present and the most knowledgeable on any intellectual subjects.

Whispering Way

Nevermore Notoriety **[100CP]**

Though Harrowstone Prison was infamous, it was only because the quality of villains it contained. The worst of these were locked in dark oubliettes in the deepest parts of the facility. The Splatter Man, Father Charlatan, The Mosswater Marauder, The Lopper, each is still remembered long after the prison was burned to the ground. Some figures true identities remain unknown to this day, like Piper of Illmarsh and Dr. D. One is still at large.

Should you desire, you have gained such a menacing nickname for your own grim deeds. Unlike other anonymous killers, you get a choice in how the public refers to you. More than just a title, this is a calling card. You choose a preferred murder method that you're simply better at. Using this tactic causes much more harm in the action as well as any aftermath, giving a lingering fear to witnesses. Copycat killers cannot match your kills in style, and any attempts to imitate that will be treated by the public and law as a clear imposter.

A Series of Unfortunate Events **[100CP]**

You're not just great at committing murder, but also covering them up. Just another unfortunate accident, they'll think. A stone came loose at just the wrong moment to crush Petros, conveniently in a way that prevents *Speak With Dead* from functioning. You know all the common magical tricks that adventurers and authorities will have available to track you. When taking out your enemies, even if it requires suspicious methods, you'll never accidentally leave clues at the scene that reveal your direct involvement. When you do make your move to remove a potential witness, it will be with the awareness of just how to arrange the scene so it looks like an accident or tragedy. With even a bit of time to plan, victims won't even be recognized as murders.

Vrood Dude **[100CP]**

But that doesn't mean you don't love the chase. Being too good at avoiding pursuit gets boring, right? It lacks theater! And at your heart you love theatrics. What's the point in crime if you can't make the enjoyment last? To that end you *always* find time to actively leave behind minor clues.

Having *Alter Self* as a disguise is basically cheating, so you should always keep something iconic nearby, like a unique homunculus, when taking on a role. People might not even *see* the work you put in to that sinister necromantic blood sigil if you neglect to trim the overgrown foliage first! Plus it just wouldn't be the same to collect illegal black market goods like bombs and cadavers if you don't leave behind a signature for the purchase.

Little acts to sabotage your pursuers, or leave graffiti, or similarly offer taunting breadcrumbs doesn't slow you down. As if energized by your own showmanship these actions are quickened, never having that moment to matter for catching up to you. When part of a lengthy cat-and-mouse game or manhunt, you can take 3 opportunities to set up elaborate traps or other major acts of time-consuming destruction to impede your pursuers. Seriously, how are you still ahead?

Do You Know The Way? **[100CP]**

Pst... You'd think joining a shadow cabal eager to exterminate all life is pretty hard! Where do you even begin? Who could you possibly ask. Especially when nobody knows about it... and both the cult itself and ancient enemies seek to erase evidence of its existence...

But when someone starts seeking evil, evil will find them! But, in a good way. For you, anyway. You can choose an unconventional, perhaps even "wicked" kind of lifestyle to appreciate. Perhaps your philosophy is that life is only a time of preparation for glorious undeath. Or maybe something simpler, like a fondness for murder. Maybe you just think the best funeral rites take the form of a gnoll-style buffet? More often than you'd expect, people who long for the same sort of lifestyle now come across your path. These are ~~good~~ (possibly evil) people simply seeking a mentor and friend to help them in this judgmental world. They'll slip up and hint your mutual beliefs, and from there it's up to you to help show them the way.

Seal-Breaker **[200CP]**

You may convert any of your existing abilities or class features into an undead alternative. Animal companions? Make them spectral, skeletal, or other varieties of extremely unalive. You have Bardic Performance? Seems you've also picked up the Dirge Bard archetype! Smite Evil? More like Smite Living! For those abilities with versatile uses, this won't take away the original feature. And for other special class benefits, like a mount, you're not going to have to choose either. Feel free to toggle it between living and ghastly as needed. When you use any skills that undead ought to normally be immune to, such as mind-control or morale boosts, your altered versions not only affect them but seem to be all the stronger for it.

Morbid Fascination **[200CP]**

So you're a big fan, huh? Are you like ~~Adivion Adrissant~~ most of the Whispering Way idolizing Tar-Baphon? Or more like Auran Vrood towards the underappreciated Yrasa Nine-Eyes?

When you venerate someone else, you find it absurdly easy to follow in their footsteps. And the more you adore, the more you can emulate. Even if they've been dead for thousands of years. Even if they've been dead and aren't still around – which is a distinction you need to make in these parts. You can learn anything about a figure you're obsessed with. Even in the most unrealistic circumstance should prevent their secrets from being found. Even if dozens of historians over the centuries failed to uncover such information, you alone will succeed. You don't need to know much before you start copying them, as long as the passion exists. Any efforts to learn to be more like your heroes are proportionally improved based on how cool you think they are.

Unfortunately, this enthusiastic drive doesn't exist when it comes to emulating or researching enemies.

Agent of the Grave **[400CP]**

The secrets of death are yours! Whenever you are learning new spells, you will automatically learn additional ones for necromancy with no added investment required. Furthermore these unholy spells are without any normal class restrictions; you can select from divine, arcane, nature, or occult techniques and cast them with any mystical resource available to you. Even casting death spells using your ki reserves, like some sort of Hungry Ghost Monk! You've got a foot in the grave already, always benefitting from negative energy as if you were an undead creature. But if you end up jumping in completely to unlife the benefits only grow! Regardless of what brand of undead you become, you maintain your personality, mental facilities, and free will. If the transition to this state is intentional on your part, your chances of success in any aspect is practically guaranteed thanks to skills honed specifically for undeath initiation. Whenever creating/controlling undead, your limits are 25% higher for how many you can control. This also applies to turning others into undead when you carefully transform a target into a unique undead, it will be advanced (as the simple template) beyond a common example.

Unfortunately if you want personality to be preserved for more radical (unintelligent) undead types, it requires long preparation. Targets must be inducted in the same secrets of death for at least a year.

The Whispering What? **[400CP]**

Turns out, most people, even veteran adventurers, have never even heard of the ancient continent-spanning cult tied directly to the best-known tyrant in history. And even those that have heard of it dismiss the notion as make-believe. That can be the case for groups you control. Seriously, you have the conspiratorial skills of an aboleth empire. Politicians or authorities that are found to be investigating your associates met with ridicule, because that kind of conspiracy obviously can't exist. Even solid proof can be dismissed as coincidence or fabricated. Because there are always pretenders wishing your group was real. Yes, simultaneous to not being real there are many who wish factions like yours existed. Everywhere you go, there will be at least a few people with ~~nec~~romantic notions of what it would be like to be part of something that's so cloak-and-dagger.

Licher-than-Life **[600CP]**

Lichdom is a deeply personal journey for each soul, frequently requiring an extreme amount of resources and preparation just to discover the method. But you did it - you beat life! You'll have all the standard abilities of being a lich: a palpable aura of fear, a touch attack that can deliver negative energy or cursed paralysis, and of course the coveted ability to rejuvenate so long as your phylactery continues to exist. This in addition to the more basic improvement like sharped mental faculties, greatly improved natural armour, and the advantages of being undead.

Your phylactery can take the form of any item you select, and though such an item cannot be truly indestructible if you bind your soul to an extremely hard-to-destroy artifact that's fine.

Strangely, you encounter few issues learning the steps others need to take to follow you on this path too. This could also let you create unique liches, and corrupt and sabotage any rival's pursuit of lichdom. Boy, it sure would be a *shame* if your rival accidentally messed up their undead apotheosis badly enough to be stuck as a disfigured worg eternally.

Ascension Tier **[600CP]**

Tar-Baphon challenged the god Aroden and humiliated him so heavily in the victories that the God of Humanity gave up, and abandoned his own herald to the lich's clutches. Such power is in your grasp. You must choose a path to follow: the Archmage, Champion, Guardian, Hierophant, Marshal, or Trickster. For now you are only at the beginning of this extraordinary journey but in time you will become a legendary figure. Ahead of you are destined trials that push the boundaries of what one can accomplish in this world, but each one will bring you closer to fully ascending!

Because this is now a Mythic Adventure, you can expect various encounters you face during the jump to be rebalanced accordingly. The rewards are well-worth the challenges.

Esoteric Order of the Palatine Eye

Khu Ba Hetph **[100CP]**

Seek and you shall find. Simply joining a secret society can be impossible. One embarrassing dalliance or previous transgression could deny you any possibility of ever getting in! Snubbing the wrong member, denigrating the idea of drinking mummy dust tea, or just not being politically connected enough. Now, if you'd be a good fit for these exclusive clubs, you can find your way in. Normally there's all sorts of rigorous background checks, requirement of absolute loyalty and secrecy, or expectation of attending regular church service. Membership sponsors will overlook a few minor infractions to help get you in.

Plus, each time you join a new secret society they'll let you take an extravagant codename in line with the group's themes. Moving forward, allies are happy to use the ridiculous, aggrandizing titles you've bestowed upon yourself. And since these are "secret" names, enemies are less able to mock them.

Codes & Ciphers **[100CP]**

Esoteric. It's right there in the order's name ~~except when using the archaic name Eldritch Order of the Palatine Eye~~. The member's of the Order are deeply linked in all levels of politics and arcane study, but need to keep their allegiance hidden to better defend against occult threats. To this end, members often find themselves communicating via all sorts of symbolism rather than direct messages. Like them you're trained in the craft of passing and identified coded messages. This goes far beyond just understanding the signs devised by your own groups, allowing you to easily read between the lines when encountering evidence of other secret societies you've never encountered. At times, you might be able to get the gist of books in languages you *can't even read* just from illustrations and symbols present in the work.

Osirion Jones **[100CP]**

You're an expert in Osirionology, the study of all things Ancient Osirian! This discipline is rather multifaced, but is largely focused on the hieroglyphs, history, and artifacts of the ancient nation and involves plenty of archeological work. Conveniently, much of the religious information is eerily applicable to Egyptian Mythology. In any settings where religious esoterica seems overlap with your previous worlds, you'll easily be able to categorize which details are linked to which alternate versions of deities even when they share appearances, portfolios, and otherwise could be easily mistaken for one another.

More generally, you'll find when you study any one faith you also passively accumulate information on all sorts of other religions as if by osmosis. The more you work to actively learn the more religious knowledge you simply... know. Are you so in tune with the spiritual world it simply provides this information subconsciously?

Fly on the Wall **[100CP]**

You have mastered a favourite ritual of occultists in the region: Insect Scouts. Taking but a moment to compete the conjuration, it creates a swarm of gilded scarabs to aid you, though not for direct combat. They will faithfully explore any structure you direct them to in which they meticulously map out the space and returning to you some hours later. Tracking each flaw and defense of a location, they provide you with this deep understanding. When you enter a location that they have explored, each scout that can safely return to you grants added insight to navigate the area safely – from circumventing or disabling traps or simply knowing what spaces could impair your stealth.

As a master of this particular ritual, you can expect to be able to call up 2 more scouts than a typical caster.

True Silvered Throne **[200CP]**

Ancient mysteries and forbidden secrets, all contained in your eldritch grimoire...
Those who reach prestigious rank within the Order unlock a deeper layer of archaic arcana completely unavailable to uninitiated souls. Theurges of all kinds rely on different materials to access their spells: shaman spirits, witch familiars, even prayers to a higher power – you need none of these. True power lies within the metaphor and symbolism. You can internalize the *true meaning* behind the magics, removing the need for any liaisons to access divine or occult powers. You can create spellbooks and scrolls unlike those of others, translating spells available to you into new artistic forms. Internalizing spells in such a way makes them more personal and more linked to you. You can never lose access to spells memorized in such a way.

Gamemaster **[200CP]**

Since it's onset, the Esoteric Order was an influential club with very powerful connections. With each new participant it grows in power, wealth, and adornment. The requirement of being able to afford the society's annual dues leaves true membership very exclusive. Funding temples, theatres, colleges, even asylums – all sorts of public works are easy with the resources donated to the Order. With the benevolence they show, worthy nobles line up to be part of the movement.

Like the Elect of Nine, when it comes to wealth and influences you've mastered how to best spend one to enhance the other. Each purchase may take time to pay off but will inevitably reward you with much more than you started with. Any charity will benefit you as much as the recipient. Gathering sponsors who just want to be affiliated with your brand is easy. Buying up art and public works that enhance your prestige in society, equally easy. After you've proven yourself as philanthropist in a city, you'll be able to subtly guide everything from local architecture to which fads become popular.

Fortune Teller **[400CP]**

Ceremonial pomp is the true magic! The spirit world is always ready to communicate with you, so long as you are ready to listen. Being raised in ~~Varisia~~ Ustalav comes with a culture rich in mystic traditions that some might read into as mere superstitions, but truly are of incredible value with the right practitioner. The future is unpredictable. Automatic writing, divination, and spells like *augury* or *prognostication*, each one is just as likely to provide false hope or mislead someone as it is to provide accurate foresight.

But your ability to perform any divination magic is greatly improved. So long as the material component for a spell is not something unique or prohibitively expensive, you do not need it. When casting any spells, you may substitute any material components or foci required with your preferred tools for divination arts. Runestones, tealeaves, a spirit planchette or harrow deck, crystal balls, even an enemy's palm are equally capable of working as foci for spells that require such things. Props such as these all improve the spells you cast. The more showmanship you involve in your spellcasting, the stronger it becomes.

Ritualist **[400CP]**

For most, occult rituals are something unreliable and fraught with danger. For the uninitiated, they're more likely to result in backlash and create even more harm than they can ever solve. But you've studied, sacrificed and specialized in these arts. When it comes to esoteric rituals, you learn them faster, perform them faster (sometimes terrifyingly so), can perform complex rituals without secondary casters, and if you elect to have others support you – guarantee they don't suffer any backlash from the casting. Even your skills all grow sharper when needed to complete ritual task! Panic or urgency never overtake you during a ritual; regardless of what is going wrong around you you're able to perform any ritual skills with delicate precision. Even failing that, when a ritual does fail you rarely seem to suffer consequences for the mistake. Though, this can't do much if the cost of *success* carried the high price...

Pyramid Schemes **[600CP]**

Advancement is hard, especially when you need proof of valuable and frequent service to your clandestine allies. But you rapidly rise in prestige with any peers. Even in environments where climbing the political or social ladder is prohibitively difficult you will often be entrusted with essential tasks, some of which may necessitate your promotion. You're always being put in positions to save a superior's career and get rewarded appropriately. Getting powerful connections and rising to the top is second nature. Once you're there, no one will have a problem with you dictating the hierarchy of the organization. The allure of becoming part of your teams is so great, prospective members will eagerly serve for a few thankless years. Once inducted as lowly acolytes they barely expect anything more. The smallest crumbs of acknowledgement and rewards you give will keep people satisfied in whatever role you've assigned them.

Major Arcana **[600CP]**

The outcast angel Tabris dared record the secret history of the multiverse. All planar magic was made clear. In the process he created parts of the *Book of the Damned*, detailing all evil. He created *Chronicle of the Righteous*, containing all the errors, corruption, and flaws of celestial planes. And in-between was the *Concordance of Rivals*, with all details on the outer realms that were neither good nor evil. He stood trial for these crimes and was exiled. But The Order's philosophers maintain the angel's manuscript vindicates him and will guide humanity on the path towards celestial ascension.

These messages were far from clear. Gentleman-explorer Aldon Canter is purported to have reinterpreted the texts for the new era. That claim is dubious but what he accomplished is anything but. The mystic rites of Ancient Osirian, Pharasma's faithful, and diverse Varisian esotericism – all brought together into a new medley of magic. You may follow in these footsteps, collecting from any spellcasting practices to build a new system of magic uniquely yours. All sorts of arcane, occult, divine theories can be interpreted into a rich new tradition.

Sek Ahmet Thul Khof.

Cults of the Dark Tapestry

Mad Eye **[100CP]**

Though Old Cults may often be mistaken for the enigmatic Night Heralds, in truth the diverse groups bear much animosity for one another. Each seek to benefit from the thinning fabric of reality around Lake Encartan, and compete over the various otherworldly curios tied to the Dark Tapestry. Even to the Old Cults, these others are mad fanatics, eager to crack open their own skulls and offer up their minds and sanity to the Dominion of the Black. Most importantly, they are openly at war with the Old Ones. To identify enemies, you have this gift: the ability to see traces of madness on others. It is easy for you to spot what manner of madness it is too, easily spotting the difference between one overwhelmed by fear or hate and those in adoration of the Old Ones.

On top of just spotting the insane, you can tell which madmen are aligned or opposed to different Old Ones.

"It Was A Dark And Stormy Night..." **[100CP]**

For the Immortal Principality, that seems to be every night. Ustalav has a reputation as perpetually fog-shrouded and eternally spooky. But unfortunately that's the calm weather. It's the doubt the calm will last, and the worry of what might lurk in the unknown. You see... the atmosphere itself is supernatural and reactive to people's emotional distress and disruptions of the natural order. When everything's pleasant, the sun is present. In particular your emotions inspire this weather much as Tar-Baphon's malice turns the very skies foul and hateful. Should you become as powerful and driven as he, you too may find the weather able to form supernatural hazards based on your temperament. You may not be calling forth mortuarty tempests and poltergeist storms, but you will not be short on supernatural weather that suits your mood. When you're preparing for something chaotic like bringing a monster to life, well, you'll never be short of churning thunderclouds ready to launch wild bolts of energy. Perfect for a bit of mad science?

Breckege Breed **[100CP]**

There's fiends, angels, and dragons. The only mortal creatures that comes close to being as capable of cross-breeding with everything are humans. Your fertility is as potent as any human being. Be warned, this makes them a frequent target for all sorts of aberrations that can no longer breed without a foster human. Vampires, thriae, ulat-kini, jorogumo, satyrs, hags, xills, harpies, you name it. Any children you have with different species will be healthy. Various monsters out looking to breed will instinctively know this detail, and tend to view you as the prime mate. You'd be first pick to be sent off for marriage to the "neighbours down bay".

Crooked Kin **[100CP]**

Distorted appearances, frightening mutations, deformities... You're able to minimize any fear or revulsion that a monstrous nature might incite with the public. Instead, you have an ability to highlight these difference in a way that makes them come across as exotic and enticing. However, if your differences are generally the sort that make you attractive you may be pleased to discover this does actually work in reverse too. Your travels have taught you the best way to present as a harmless spectacle and as a fearsome creature as needed. Better yet, these travels let you meet many others of monstrous disposition, and you find a much easy time striking up friendships with those who have suffered prejudice over their appearances.

Mad Morals **[200CP]**

They call you insane, but they know nothing of the truth. You pray to the beings that dwell where starlight has never touched and the fools of Golarion are blind to them. Alignment is an illusion. You have no moral restrictions for what skillsets you pursue. When reality wears thin and They return with the Open RPG Creative License, humanity's precious alignments will be done away with regardless. Separatists exist within many faiths, so should you receive magic from a

higher power this allows one of your choices to be any domain – not just the ones that your patron typically offers. This added variety is never heresy in the eyes of your god, though especially orthodox members of your faith could find it questionable.

Be a Paladin of Xnamen-Dor if that's what you really want.

FROM BEYOND **[200CP]**

Otherworldly horrors. Reality is thin here, allowing terrible entities entry to our world. Many sites suffer their presence: the Cantor House in Vieland, House Beumhall in Odranto, or the nightmares beneath Carrion Hill. Places where filth won't wash away. Where obelisks make reality ripple and sway. Horrors that words can't convey. Yet their nature is only extraordinary, rarely functioning in same way as supernatural powers. These eldritch entities aren't easily tracked by detect magic, detect fiends, or similar shortcuts. Why is it they can have such impact, but leave no trace except for shattering the minds of witnesses? Because they're not the otherworldly horrors. They're the ones that belong here.

You belong here too. Alien abilities you have fit in with local metaphysics. They may be incomprehensible and maddening, but the abilities you use are never considered out-of-context.

Mad Moves **[400CP]**

You move in alien ways, defying reason. Your very fists are instruments of mind-devouring insanity; your strikes bring with them alien attacks that carry revelations of what lurks in the Dark Tapestry. Against foes whose bodies are already shattered and unable to retaliate, these horrific blows devour their bodies instead of just their minds. When they're unable to resist this tangible madness, the void will take them, utterly obliterating down to fine dust. This technique, appropriately called Madness Style, can be used concurrently with other martial stances you're trained in.

Alternatively, you may master any other trio of Style Feats present in Pathfinder 1e to receive their benefits (and be able to fuse it seamlessly with any number of other martial art stances). You are also considered to have any prerequisite techniques necessary to make use of the style.

Black Stars Beckon **[400CP]**

Few can stop entities you call forth. You tear down the boundaries keeping you apart from the Old Ones. You're a gifted summoner, and while the focus for this lies somewhere in the inky void between stars you will be able to adapt it to different fiends in time. The power of blackfire flows through you, offering great profane power from the Outer Realms. Relying on this can unravel parts of reality and breach beyond the boundaries set by lesser conjurers. Even in areas with dimension locks or antimagic your summons can be called on and persist. The might of blackfire can be called on whenever a creature teleports or is otherwise conjured, tearing open the barriers between realities further and instead sending them to a random Outer Realm.

All summons will even maintain their innate powers to summon minions of its own (if applicable). Be warned that whatever legion may be drawn from your summons' summons will not be under your direct control.

The Star Spawn **[600CP]**

A troubling mystery is attached to your family line.

It is said that the Black Goat of the Woods has a thousand young. She, Yog-Sothoth, and even *somehow* Cthulhu have progeny in the deadliest nooks of the region. This doesn't make you a direct offspring of any one eldritch entity but more like a favoured relative of many. You receive a measure of your ancestors' attention, which is a good thing as misfortune seems to befall your enemies. You also have a bloodline touched by the void, giving you eldritch abilities like that of a sorcerer. This blessing will see you become an idol worthy of mindless worship in the right circles, where worshippers of

other mythos entities eager to serve your will in any way they can. This devotion could be stopped by intervention by their original patron, but that would require that patron notice and care enough to intervene.

Rituals do exist to tap into this latent heritage, potentially letting you manifest as one of Shub's Dark Young, a Formless Spawn of Tsathoggua, or other such eldritch creature.

Sanity Rules: Optional **[600CP]**

Foul faiths abound in the darkest corners of the cosmos. But you can delve into blasphemous secrets and embrace eldritch evils with impunity! You can elect to ignore abilities that deal attacks on your sanity. Well, not ignore... exactly. Make worse! Yes! Much, *much*, ever so much worse!

You can introduce Sanity as a kind of finite metaphysical resources for others. This leaves targets more vulnerable to all kinds of madness: a wide variety of afflictions that undermine their mind, spirit, and personality. Mania. Fugues. Paranoia. And there is yet greater madnesses you might unlock under truly harrowing stress. While madness can be treated, it is never as easy as simple curative magic. It is very easy to wear down the sanity of targets. Witnessing dead bodies, gruesome death scenes, horrifying creatures, and especially viewing any qlippoth or Great Old One.

You can change the rules to remove Sanity too. This makes it much easier to aid the mentally ill. Dialing up or down the severity of how stress effects a world is up to you. At the greatest severity you can make some degree of sanity damage irrecoverable. This *is* a horror-themed game.

Faith

Golarion has a diverse array of faiths beyond the minor selection of religious figures below, but few have an organized following or dedicated followers. The people of Ustalav are a highly religious and superstitious lot. Many other deities are offered prayers in the region but lack the same intense dedication. You're also free to commit to any faith other than what's listed below. By choosing one of the following deities below you may purchase their faith perks at a 50% discount. You are free to worship unlisted higher powers as part of your backstory, but the lack of clear ideological connection to others in the region might present an added challenge. Desna, Pharasma, and Urgathoa are the most prominent religions and will give you the most inroads with locals.

Showing reverence to multiple deities is common practice here. You may offer prayers to as many such beings as you wish, but select only one below for the purpose of discounts.

Alichino, Jester Prince of the Cage

Lawful-Evil Malebranche Devil of Madness and Masquerades

Maniacal Laugh **[200CP]**

While Asmodeus himself sees few supplicants here due to fear of devils, it is not the case that all infernal powers are despised. Alichino's center of worship is in the north-east Sinaria region. There his Harlequin Society caters to the elite, where they may enjoy masquerades while indulging in all manner of taboos and debaucheries. Perhaps the best-known of all Malebranche, he is tasked with nothing less than the conquest of Golarion by Hell.

You find it easier to enjoy sadism, violence, and generally cruelty of all kinds. It is also natural to spread the enjoyment you get from this to others. You have a diabolical talent for the darkest humour, with all kinds of cruelties easily matched by comedy at their expense. Against any emotional attacks you are more resistant. Whenever you tell such a joke it can be treated as the spell *Hideous Laughter*, afflicting one target with a laughing fit that forces them to collapse to the ground.

A Dozen Voices, A Hundred Faces **[400CP]**

You can change your voice and appearance freely, even taking on the appearance of different humanoid races. The masquerade ball never ends. Use these forms to fulfil your forbidden amusements or fantasies, or to lure others into the same. The freedom of anonymity can bring you endless entertainment just as the illusion of such anonymity can be used to destroy others.

And once they have a mask... how quickly people will sell out their morals! You're a master of convincing others of their own deservingness to indulge themselves, leading them on a deluded path where their own hedonism and depravity becomes a moral of the highest value. There's never any harm in some fun with your secret society, right? Only when it is far too late for them to escape, do you show off your perfect talent for blackmail to keep them trapped in the life to which you've led. Once you've established the strings, force your puppets to dance any way you want.

Dagon, The Shadow in the Sea

Chaotic-Evil Ex-Qlippoth Demon Lord of Sea Monsters and Deformity

Oceanic Oaths **[200CP]**

All aquatic creatures speak when you are willing to listen. You can communicate with any sea creature. You are also more resistant to any attacks and abilities of such beings (whether they are made of water or just water-dwelling). You belong there, in the deep. Never will you suffer harm from water pressure or salinity. You breathe it as easily as you could air. You move just as swiftly underwater as you did on land. These benefits are honed for marine life rather than in fresh water; extended exposure to lakes and rivers might cause your body to retain a bit more water. You can still breathe such water you're just adapted for oceans.

Finally whenever you summon groups of ocean creatures you will find either they possess beneficial mutations and/or the number of creatures called is increased.

Fostering Fishwives **[400CP]**

Horror of the Deep! You bring with you Dagon's pull of the deep, disfiguring enemies (or potential allies) with ease. Each strike against someone in melee has the potential to deform them and weaken their charisma. If you can drain them completely of personality with such attacks, they will deform into amphibious mutants. Any who suffer this cursed transformation are reborn as monsters and instinctively view you as their ally. But a more subtle and terrible teratogenic power is available to you as well, an ability to cause specific birth defects in families through making pacts with them. This will cause similar amphibious allies to be born "naturally" from other foster humanoids – or have the humans that are born into those households rapidly mature into their aquatic form during late adolescence.

1/day you can cause an event of mass suffocation, filling all targets lungs within a small area with seawater. Through prolonged ritual you can transform targets into aquatic humanoids like the ulat-kini or sahuagin.

Desna, Song of the Spheres

Chaotic-Good Goddess of Dreams and Travelers

Destined Dreamer **[200CP]**

During the Age of Enthronement, many relied on the stars to guide them to new lands and it was Desna who provided their light to travelers and kept the night a time of serenity and safety. Now it is time to provide them warnings so they can remain safe.

Fighting an undying undulating horror in the deep sea amidst alien ruins... undead locked in re-lethal combat in underground fight clubs... a lich ablaze with arcane power atop The Tower during a necrotic thunderstorm... Any time your path is fated to cross with powerful enemies you will be forewarned. Whether you consider these dreams or nightmares they provide insight to an upcoming foes. While these visions may not always be clear, but they will always prepare you for the road ahead and the struggles to come. Optionally, you may elect to have your eye colour changed to a pale silver with a dim moonlike glow.

The Eclipse **[400CP]**

For Desna, the moonlight should symbolize comfort and tranquility. But not all who wander under starlit skies share such sentiments. Many predators lurk at this time and use shadow for stealth – to cause terror and despair! But you can show those monsters that life is about hunting for more than blood. You will give them a new phase to hunt for things which bring joy instead of misery. Once per lunar cycle, you may instantly cure a target afflicted with lycanthropy. With the lifting of the curse, so too will lift the weight of any evil they committed or unhealthy attachment to the power of the monstrous state. This cannot affect natural werecreatures. As a consolation: at night (particularly under the light of the moon) you will have a slight chance of resisting any hostile magic used against you. Against the curse of lycanthropy this protection is absolute.

Dispater, Asmodeus' Eye

Lawful-Evil Archdevil of Management and Menageries

The Eclipsing Eye **[200CP]**

Preying on the weaknesses of the Esoteric Order of the Palatine Eye, many members have been lost to Dispater's clutches. His reasonable, rational, honourable clutches! It is of little surprise he can appeal to their specific niche; they have overlapping interests in rigid hierarchies and ceremony, obsessive micromanagement, and grand collections of extravagant artifacts. They even both favour similar eye symbolism.

Your eyes pierce all the petty efforts of others to conceal their faults. Friend or foe is not able to escape your discerning gaze. Through sight alone you can strip away magical illusions from those unfit to wear them. Magical disguises, distortions like *Blur*, or even complete invisibility can be pulled away. Any you subject to this gaze are shaken from the experience. No amount of courage will prevent this (admittedly mild) fear from sinking in, except perhaps having a physiology that is unable to feel fear.

Courtly King **[400CP]**

Nothing is more powerful than a home-field advantage. If ruling is an artform, the land you rule over should be art. Surround yourself with the trophies that represent your kingdom. These are perfect examples of your triumphs, or the decorates scars of your enemies. When you seek to perfect your surroundings you also perfect yourself. The more of your realm you can keep at your side the more powerful your defenses become. Even symbolism is enough, especially if used to replace any unrefined local sites.

With more showpieces that emphasize your power and control, the more protected you are. But also, the more mentally vulnerable any adversaries become.

When forced to travel, Dispater will uproot entire gardens, rebuild zoos, and order marketplace remade at his destination. When you make a place your home, anyone plotting against you will find it as oppressive as the Infernal City. They will feel like an animal locked in the menagerie. Even one venue replicated (or transported) from home can disorient a foe and make them lose their way. If you were to bring a full museum of wonders that showcase your authority, any normal enemy wouldn't be able to find the willpower to confront you at all. They will look upon your works and despair.

Erastil, Old Deadeye

Lawful-Good God of Home and Hunting

Sacred Threshold **[200CP]**

The law of hospitality is based on the idea of providing a minimum level of shelter and sustenance to strangers. In some realms, failure to offer hospitality is a serious affront. But here anyone seeking entrance to your home is just as likely to be seeking your family as that sustenance. Your responsibility to protect family and community must come before any strangers. You are not beholden to any rules of hospitality, nor will you face any social stigma for trying to keep your household safe or private.

Because you cannot be forced to allow others entrance it is even more meaningful when you do. Breaking bread with visitors and treating them kindly is always treated as an act of kindness rather than something they're entitled to. Hunters of humanoids will lose their predatory edge when faced with your generosity. Except for the most aggressive and bloodthirsty, they'll likely seek a meal elsewhere.

Old-Fashioned **[400CP]**

More than in any other region, here he represents the values of a close-knit community resistant to intrusion by strangers. He is venerated for stubbornness and being set in his ways, with criticism directed at outsiders disrupting social order only being a good thing. You will find conviction in your way of doing things helps others defer to your judgement. Building a strong community will give you strength in return. Tradition and wisdom quite literally empower towns you're active in. Your strength of character, willfulness, and ability to lead others are intertwined. Whenever you enjoy growth in one of these areas you will flourish in the others as well.

Gorum, Our Lord in Iron

Chaotic-Neutral God of Strength and Fair Combat

Iron Man **[200CP]**

Concerned with little besides pursuit of glorious battle, Gorum has few citizens that pay him homage in the fear-ruled nation. However there are a great many visitors that pass through this territory, mercenaries and brigands alike, that offer him their worship. Confidence, resolve, and an indefatigable spirit are the hallmarks of a Gorumite. Like their god, they will never back down from a challenge or surrender when there is still hope of victory. This raw durability of spirit is passed on to all your equipment, provided you put in cursory effort to maintain it and treat it with respect. Any efforts to sunder your gear or even damage your property or fortifications are bound to fail. Only underhanded sneak attacks or crafty magic meant to bypass defenses entirely can bypass this.

Greater Ghash **[400CP]**

His most common worshippers are the hulking orcs that come from the neighbouring regions of Belkzen and Lastwall. That western fortress city, guarding against the orcish hordes, also happens to be the center of his faith in the region. With his holy symbol of a sword cleaving a mountain, Gorum is often associated with the narrow Ghash woodland valley in Ulcazar. This area seems cut into the mountainside as if by Gorum's very blade! While you won't be capable of carving a mountain in two with just this ability – you are noticeably stronger than others of your species. But whenever you're forced to push your limits in strength, it seems that you always find ability to improve just a little. Like Our Lord in Iron, your strength shall never grow rusty. Unusually, you're also the tallest creature in any given space in your size category...

Groetus, Harbinger of Last Days

Chaotic-Neutral God of Doom and Ruins

The End Is Nigh **[200CP]**

So bleak, so dark, so miserable. Won't it be a relief when the end arrives for Ustalav? Everything expires eventually. You can wait. You have truly come to accept that all things end. Real endings are something to savour and celebrate. And each moment brings you a little closer to the ending. The truth of inescapable apocalypse, elder evils, or cosmic horror, these threats simply don't phase you like they do for others.

Enjoy some doom, without gloom. You don't suffer from ennui or dread. The time you have left is too limited to spend it depressed. This short time left makes it all the more precious - even when it feels like an eternity. You'll never grow dissatisfied with something you enjoy, finding it just as good on the millionth lunar cycle as you did the first one.

Apocalypse Gaze **[400CP]**

Apocalypse has come to mean "catastrophe", but it is also just another word for revelation. Groetus is isolated from other deities and few make attempts to reach him. While they are not in conflict with him, other gods do not want their servants to contact him as such encounters often end in insanity. They were not ready for the cosmic knowledge he could impart. Some truths are too terrible to ever unlearn. For some, bearing witness to inevitable end of all things can leave its mark. These revelations damage more than the mind, they can ravage a soul. No doubt you have seen madness that would shatter lesser beings. You have seen foulness that ought not to ever be.

To lock eyes with you is to see proof of the inevitable end. Your gaze shows the end times. It reflects a glimpse of each horror you have seen or felt. As a gaze attack, you can force others to see any sanity-shaking events you have seen before.

Gozreh, The Wind and the Waves

True Neutral God of the Weather and Water

A Silver Lining **[200CP]**

One of the few things that the common folk turn to Gozreh for here is good weather. Ignoring The Recondite Order of the Indomitable Sea's temple in Illmarsh for a moment, he has almost no organized presence in the region. But they are still paid lip service for mild winters and fog-free nights. As they are concerned only with nature, a lack of formal faith is no concern. Their faith is found anywhere that nature is respected.

You will find nature to be something easy to cherish. While weather won't always be calm it will almost always be unusually comforting. Even in a thunderstorm it seems easy to find inner peace, the roiling clouds and lights forming a beautiful scene and the heavy rain washing away your stress. More often the weather seems to match your preferences. It seems no matter where you go there's some part of the environment preserving your tranquility. The soothing sounds of soft waves upon a shore, playful shapes in the clouds, gentle breezes that cool you on a hot day yet warm you during winter's chill, and the scent of fresh flowers seems to find you.

The Marriage **[400CP]**

Civilization must treat its counterpart with respect. Without waterways, wilderness, and all the creatures that inhabit them we would surely fall. The Harrow Deck showcases The Marriage as a unification of each of the elements. Gozreh too, is portrayed as both a masculine figure or storming skies while simultaneously a feminine figure of the sea. Nature is fickle, and more often than not it is the destructive powers of the elements that cause others to revere this faith. But they are quick to shift from fury to calm...

You too can calm the tempest of emotions that overwhelms another. Washing away the rage from a barbarian or even dampening the racial hatred some beings experience. These hostile negative emotions will drift away on the wind, and only active effort by the target can restore them. That aspect of this power can be used at any time.

Once per year, outside of combat, you also can use the power of The Marriage for greater effect. Whether originally hostile or merely indifferent to you, you may cause a single target to instead be entirely helpful. They gain new insight to your character as if you were old friends. Friends are often willing to follow many of your requests, barring those that go completely against their nature or otherwise imperil them. Any beings immune to being influenced by diplomacy cannot be targeted with this effect.

Lorcan, the Red Reply

Lawful-Evil Infernal Duke of Vampires and Rebirth

Sanguine Sage **[200CP]**

There's power in blood. Like Romoska Arkminos you have a deep grasp on all elixirs of life. Hone this talent and you too may find yourself fought over by competing counts, cults, and vampire courts.

If they involve blood or life-extension you can reverse-engineer even complex forms of alchemy, even the fabled Carrion Crown. Unfortunately, this is not an instantaneous process but something that requires dedicated time and study to each potion. For unique concoctions designed for specific people, your blood expertise can identify the intended user. This also allows you to enhance formula by making it for individuals based on their blood, multiplying the potency of any such concoctions.

A period of study can also provide slight improvement to any bloodline abilities, if applicable. Identifying nuances within blood is second-nature. If you become vampire or creature with scent you could track others by blood alone.

Last Lifeline **[400CP]**

A certain esoteric order would very much like to see Lorcan cults stamped out entirely. Such are their links to Pharasma any that anyone seek to violate her cycle with eternal life should be destroyed, but especially unholy vampires that prey on life! Cheating natural death is blasphemous in these regions. Alas, a tempting devil you are. Even the acolytes of that order are drawn in by the idea of ascending to a higher status. And you have something to tempt them.

In a world where immortality is always in reach, even those who already have it seek something better. All sorts of threats can snuff out even an eternal life: a suntan, a splinter, garlic bread. Death is not the end. Ascension awaits a dutiful servant. The Infernal Dukes Ruithvein and Lorcan are constantly in diabolical competition for vampiric souls. The anxiety surrounding death, of loss of control over their own fates, plagues both mortals and immortals.

Daily, you can cast an improved version of *True Resurrection*. This magic allows you to restore the dead or undead alike, brought back to peak condition even if their bodies were utterly destroyed. You'll find offering this as insurance or bargaining with other beings is an extremely effective way to obtain their service and loyalty.

Milani, Protector of the Palatinates

Chaotic-Good Goddess of Hope and Revolution

Refuge of Red Rose **[200CP]**

Milani's clergy are drawn to troubled regions in need of liberty, and under the oppressive heel of the bourgeoisie aristocrats few places needed her more than Ustalav. Her support and guidance was enough to drive out the rotting nobility that used to plague Lozeri, Canterwall, and Vieland counties. She does not just leave a place once it has been liberated. That is but the beginning for prolonged peace. As the arch-enemy of Asmodeus and Zon-Kuthon, perhaps Milani serves as the hero that has kept worship of those particular sinister forces away from Ustalav.

Any victory over tyranny will earn you a grace period where new threats do not arise. Tranquility is assured when you secure great victories over evil law, giving time to reestablish a council that truly serves the people. Your victories serve as a repellant to corruption and tyranny of all kinds. When you depose a villain, be it a corrupt mayor all the way up to a terrorist manipulating right-minded freedom fighters, no new villain will replace them. Whoever steps up to lead will be free of subversive or selfish agendas. Truly, the best people for the role will appear to bring prosperity. But without vigilance it's only a matter of time before corruption slips back in.

The Uprising **[400CP]**

The work of a revolutionary is often met with death. Sometimes, destruction is the catalyst for new life. You can connect to moral needs of others, to stoke those sparks of discontent of into a wildfire of democracy. You can guide small events to grow into a need for greater regional change. Use one accident to instill a need for change in people. Historians point to the 4661 destruction of Harrowstone as a major event that caused the entire region's bloodless revolution nine years later. You tap this zeitgeist and the spirit of all martyrs ready to fight for a better future.

You are not just one person. You are a revolution. The goals of the martyrs live on in you because they are you. You are the latest incarnation of someone who gave their life for a just cause. You can access the memories from that previous life. You could have been Lyvar Hawkran, or Vesorianna, perhaps even Mistress Qais or Parnoneryx! No, them leaving behind a ghost doesn't prevent them from also being your past life. Whichever figure you channel must have been recent enough to still be remembered in the cultural zeitgeist. To get clear information from your past life requires a little bit of magic and meditation ~~and imagination~~. You can pretend to be the reincarnation of multiple figures.

Mordiggian, The Charnel God

Chaotic-Evil Great Old One of Ghouls and Darkness

The Survivor **[200CP]**

Like Auran Vrood or the Count Galdana, you are surrounded by the haunting voices of the long-dead. With each passing day and each death this whispers grow more numerous. If you find yourself on a world that has never had death, the ability fails to function.

The whispers of all the worlds dead echo around you. You are practically guaranteed to succeed in any manner of séance or interaction with haunts. These voices provide deep insight into all matters of death, with almost any ghost forced to reveal their secrets to you. Should you be reduced to a similar state of incorporeal undeath, any abilities would be empowered. This allows you to more easily succeed in any manner of spiritual possession, including the possibility of overwhelming another's spirit to claim their body for yourself in time.

In the Shadow of the Sepulcher **[400CP]**

None can say how long Mordiggian has existed, for he reincarnates back and forth across time. Where once he has existed, he may yet exist again. The presence of his cults can be found as far back in time as time exists, and the same can be said for the future of his faith. Should you be slain, you too can enjoy the perks of a continued life. As a blot of darkness, you can attach yourself to any other undead within the same darkness tomb to possess. The recipient of your spirit will be empowered gaining about 10% worth of your overall strength. Simply keep your host from being destroyed for the next 24 hours and you will be fully restored. Congealing and coalescing from inky darkness you reclaim your form.

Of course, there may be times no undead is close enough to claim. You may resort to a far more drastic reincarnation. As long as your death occurs within a burial site or tomb you can respawn to a time when that structure was built.

Iomedae, The Inheritor

Lawful-Good Goddess of Valor and Honor

Oathbound **[100CP]**

Traditionally taking the form of a sword & shield symbols upon your palms, this marks a pact with the goddess herself showing your commitment to Good. Your obligations are righteous but few: defend the innocent even at risk of your own life, faithfully serve your commanding officers, temper justice with mercy, and prevent the spread of orckind. While this oath is not mystically binding, acting in accordance with it you will provide you with a sense of peace and security. You will know yourself to be righteous, unburdened by the stress of any difficult moral decisions made as you know you serve Good itself.

Eternal Vigil **[100CP]**

Her years of struggle against Tar-Baphon as a mortal would have cemented her status as a saint in the eyes of Ustalav, even if she had not ascended to divinity. Her work is not complete. There is no shortage of good that could be done here. With Lastwall so nearby, many of her Knights of Ozem take it upon themselves to patron this cursed land against the ever-present threat of undead. Ever-vigilant, they monitor Gallowspire to ensure the Whispering Tyrant shows no signs of return. Whether out to vanquish evil or provide succor to the downtrodden citizens at the mercy of monsters of the night, there are few faiths as respected here.

Eternal watch against an eternal foe. Lastwall could be a seen as a miserable outpost that only existed for military security. But it is not simply that, because its people are righteous. It became a city of joyous faith, vivacious song, and loyal friends. No matter the task, when you set out to act for the good of others you are bound to experience good in return. You have no guarantees of success, but what you do have is assurance that the company will provide entertainment that makes all the hard work feel more like play. When you love what you do, you never work a day in your life; and you love doing good.

11 Acts of Iomedae **[400CP]**

The Patron Saint of First Blood, Lymirin, was an essential figure from the Shining Crusade. A temple dedicated to her remains just outside Caliphas. She was eager for battle and had no tolerance for evil, yet was equally ready to provide extensive moral instructions to the faithful for their conduct. You have taken each act within *The Lymirin Discourses* to heart, internalizing its teachings. Each act focuses on Iomedae's martial heroism but with a focus on metaphysical meaning behind those acts. By attuning yourself to such philosophy you receive a sacred bonus to basically every combat task you set out to do.

This makes you better at combat maneuvers, magic resistance and offense, melee accuracy and damage, self-defense, protection of nearby allies, penetrating a creature's spell resistance, your own ability to perform curative magic, landing critical blows, channeling energy, and even jumping.

Jezelda, Mistress of the Hungry Moon

Chaotic-Evil Demon Lord of Desolation and Werewolves

Dogmatism **[200CP]**

There is nothing more despicable to a Jezeldan than a non-werewolf werecreature. That most call all such werecreatures "lycanthropes" is a foul insult to werewolf supremacy! All other humanoids are viewed as mere prey (though this doesn't prevent some hateful rural folk from worshipping her), but those kind of werecreatures are true enemies. Even more detestable are werebeasts of kindhearted disposition. To this end all your attacks against other shapeshifters are super-effective; where normal lycanthropes can ignore the damage reduction of similar beings you take it a step further and are a true bane to their kind.

Broken Moon **[400CP]**

A century ago, Remembrance Moon was a festival for honouring heroes the Shining Crusade for the sacrifice in defeating Tar-Baphon. Instead, Jezelda converted this yearly festival into a celebration for *her* people, carefully selecting a target and preparing a hunt. It matters not what the phase of the moon is, you can assume bestial or hybrid forms without its support. Not only do you have total control over yourself during a transformations, as a natural-born werewolf, but all such shifts are increased in power over those who aren't part of Jezeldan pack. In terms of both raw strength and your vitality, any similar transformation you undergo provides substantially greater power.

If you can afflict others with Curse of Lycanthropy, you can also ritualistically improve that curse. Instead of the mindless beast they can have total control over their minds. All the better for them to willingly choose violence.

Naderi, The Lost Maiden

True Neutral Goddess of Love and Romantic Tragedy

Forbidden Relationships **[200CP]**

In some circumstances, the best thing for a romance is for it to never begin. Even though true love outlasts death, there is no reason to bring such trauma upon others you love. Naderi is often worshipped by those who feel trapped or lost, and too many of these suffering souls latch on to Naderi herself as a possibility for new love to blossom. Just say no. When you are unwilling to enter a romance, you'll never feel attraction towards another being. Not to draw attention to anyone in particular, you have the ability to shut down any absolute creeps insistent on pursuing you or trying to force their way into your life ~~such as Zyphus~~.

Love should never be weaponized. You have immunity to charms, both of magical and mundane nature. You are also able to keep others from being charmed by you unintentionally.

Ever After **[400CP]**

Fighting against fate, society, and sometimes even divine intervention… it's not fair. Love should triumph over all. When things are hopeless sometimes it feels like the time to give up. But circumstances will never be able to keep you and a lover apart. As long as one of you is alive, obstacles can't stay in your way for long. Opportunities will always arise to bring you together. As long as your love is true, there is hope you will reunite! Even death, should it dare take one of you – will not bring an end to love you feel for others. And eventually, or perhaps quickly, you will find each other again. When you both perish your bond will bring you together again. Whatever afterlife awaits will also be full of opportunities to keep the two of you together. But when something goes wrong… when a lover is taken too soon… it will be like a deadly plunge from high ground, creating ripples of grief for those involved. Enemies can find no joy in such a victory only sharing the despair and pain they inflict when killing someone you care for. Your romances will be the sort that inspire others to tell the stories for generations.

Like The Peacock, your love represents great beauty that ought to be preserved for eternity. Your love to another can always bring back that spark of intensity and drama of a more youthful relationship. Even while you grow older and the relationship gains more mutual understanding and depth it will forever maintain passion.

Norgorber, Reaper of Reputation

Neutral-Evil God of Manipulation and Secrets

Reputable Ruse **[200CP]**

A nation of conspiracy upon conspiracy just wouldn't be complete without ~~Ulon~~ Norgorber. His most essential service in the nation occurs in the Monastery of the Veil, posing as order of Pharasmin monks since 4144. These assassins are almost unknown to the world, other than a grisly pattern of killings they've left in their wake over centuries. They hunt down all manner of dangerous knowledge to hoard for themselves, a rather benign task of keeping it secure until a more enlightened age might permit the information be released. But there's also Vorkstag & Grine's Chymic Works, a front for a body-snatching business run by one of Norgorber's priests out of Lepidstadt.

You too have an uncanny knack for misrepresenting information surrounding entire establishments. You can disguise entire operations with the same ease a skin stealer might change their skin. Hiding the forbidden activity happening within any of your properties is seamless. When you commit to one of these false fronts you have a great ability to maintain it. Inevitably you'll end up learning the mundane skills needed to stick to the cover story. If illegal activity requires action outside your property just try not to leave behind too much evidence. Unless you're actively being investigated, your illegal operations should run smoothly for years. But even if crimes start getting too ghastly to ignore framing a scapegoat is a simple task for you too.

Anaphexia **[400CP]**

The right to speak is one you deny. If someone speaks of you or of one of your organizations or matters that you wish to keep hidden you will find out. Merely speaking your name is enough to draw your attention regardless of distance though you may limit this awareness to specific names and titles should you wish. Even knowing your secrets can bring a danger to others. Whenever you are in close proximity with those that know your hidden information, you know. This covers entire organizations that you run, though the advantage of finding those who discuss your operations loses most of its value if it is something already in the public eye. This only guarantees that you know when your identity or affairs are discussed but won't provide added context.

Furthermore, any of your victims will be unable to reveal your identity should you succeed in slaying them. Mystical efforts to communicate with any victim fails as you enforce a silence upon any body left behind.

Pharasma, Lady of Graves

True Neutral Goddess of Foresight and Repose

"All who live must face her judgement" **[200CP]**

Trace the goddesses' spiral symbol upon your chest as you recite this aphorism. It may seem a simple prayer, but when delivered by you becomes a promise. This utterance is typically reserved for enemies but can be just as often spoken against any who are too flippant or disrespectful. A lesson will be learned. Dues will be paid. They will have to answer for their actions in some way – even if it does not occur in this life.

Their punishment is in no way guaranteed to bring you a direct benefit. Eventually karma will catch up with the target, even though it may take longer than you like. They will come to discover that thoughtless or cruel actions have consequence. The more powerful, the more capable they may be of facing a consequence for their action, but it will be enough to remind them of their error all the same.

Hopefully knowing that wrongdoer will face judgement is enough for you.

Mortal Usher **[400CP]**

When trouble brews and formidable liches are on the cusp of returning to plague the living, there are few up to the task. You are recognized by psychopomps as an ally in the natural order of life and death, already having completed great deeds in their service. This sacred duty provides you with a calming aura, relaxing all creatures in your presence. It also gives you ability to channel the Boneyard's agents, offering new powers based on different psychopomps you befriend. From the yamaraj or vanth right down to the humble nosoi and esobok, all can bestow a gift.

Learn the haunting melodies of the nosoi to fascinate all, master a morrigna's wrappings to use them as a whip-like attacks and armour, or share your own disease resistance with others as a morbai does... Each psychopomp may have a valuable talent to teach you moving forward.

Your most powerful supernatural technique will be the Reaping Strike, available whenever you target a single creature and empowering the damage dealt substantially with negative or positive energy. Against the living this attack is infused with death; against the undead this attack is infused with the energy of life.

Shelyn, The Eternal Rose

Neutral-Good Goddess of Music and Joy

Rainbow Songbird **[200CP]**

The skies may seem forever overcast in this countryside but everyone needs a ray of sunshine. Songs, both mournful and joyous, echo out from Caliphas' Palace of Voices and the Karcau Opera. Such venues are pinnacle of entertainment for the social elite of the nation, a land where mirth can be seldom found.

Even a somber harmony shows solidarity for others. Your performances can always lift the spirits of others. You need not create a masterpiece, nor even training as a bard. Misery and fear will always give way when you have music to offer others. Shelyn will bless any who share their songs with pride – it doesn't take an opera singer who works herself hoarse to master the perfect song. Though you certainly could become such a virtuoso. Within you is the talent to always improve your singing so long as you put in effort. Nurture your talent and you could be a vocal legend like Countess Livgrace!

Fairest of Them All **[400CP]**

Shelyn's reluctant battles to save her brother's soul, despite Zon-Kuthon becoming a twisted monster of hatred, inspires others to persevere through adverse tragedies and dire family circumstances. In Ustalav the threat of losing a love one to corruptive darkness is all too real. The goddess' frequency of being depicted with heterochromia gives her a connection to local changelings who bear this trait, who often struggle finding a place to feel like they belong. Across the Inner Sea she is a patron for all those who feel different, misunderstood, or long for somewhere they can fit in.

To join her church one must complete three acts of love. These sacred tasks are helping a family or community learn to accept love they have rejected, undo a misunderstanding or misconception that has gotten in the way of love, and introduce a couple that then falls in love. You achieved these feats and can repeat them with blessed ease. Allow others to find the care that exists in every heart. You can prove that everyone deserves happiness and consideration.

Your mere presence dispels prejudice and bigotry, while fostering understanding between others. Even in Ustalav, you'll never be victimized by a mob that hates outsiders – and if you were to come across such a group you could have them deescalate peacefully. Everywhere you go will see incredibly diverse people connect as equals. Soon you're sure to see some of those relationships blossoms into true love rather than just tolerance. (Oh, and you're much prettier too.)

Shub-Niggurath, The Watcher in the Bay

Chaotic-Evil Outer God of Fertility and Forests

Thousand Young **[200CP]**

Something from the Dark Tapesty, the darkness between stars where true madness lies... While she has a relatively strong following in the Inner Sea region (at least compared to other Outer Gods), nowhere is her worship more prevalent than the shores of Lake Encarthan. A piece of the eldritch goddess remains here having been drawn in long ago by forbidden rites. But more than that, now drawn back by her unimaginable brood.

The connection to your offspring is a powerful thing. They'll mature at unprecedented rates, instinctually able to use whatever alien heritage you pass down. You can watch them all from afar, even if you lack thousands of eyes full of star-studded darkness that pierce their very souls. You always know the condition of your children. With each one, your connection to a world grows stronger, roots deeper. Anywhere with one of your direct relatives is a place you can manifest. You can't be banished, expelled, or otherwise forcibly teleported when you're around your young.

Afforest Affront **[400CP]**

Mad druids have worshipped Shub-Niggurath since time immemorial. The disturbing implications that they can retain druidic power is rarely addressed by saner circles. How can such corruption possibly be a reverence for nature?

After you have set down your seeds they becomes difficult to uproot. The magic you use fertilizes the wilderness, creating ritual sites in which ambient magic is more readily available. Such activities will nourish the area, promoting dense flora and infusing the space with planar energy that makes magic easier for anyone. With enough investment these places will become sacred for millenia. Any sort of rituals and summoning progress much more naturally in these areas. But these practices also attune you to the area and make it yours.

Regardless of the time that passes, these places were sown with your magic and that of the Dark Tapestry. Future casters that use your ritual circles draws your attention, giving you keen awareness of whatever magic is used. The complex rites of intruders go astray here. You may elect for their attempts at such summonings to let loose dreaded creatures from the void: mi-go, hounds of tindalos, or cerebic fungus. Trespassers who persist in spite of such events, or who are truly careless, may find they end up calling forth one of your own children.

No amount of caution, save abandoning their rituals entirely, is a truly safe choice within your domain.

Urgathoa, Pallid Princess

Neutral-Evil Goddess of Gratification and Undeath

Hungry Are The Dead **[200CP]**

"Seize what you can, tear it apart, and savour its sweet bloody taste, for existence is dull without the blessing of sensation." For an evil deity Urgathoa has few enemies. She is content to indulge herself and cares little for conflict. Once a mortal with endless thirst for life, it was that sheer gluttony that brought her back. You too may enjoy certain indulges often barred to the dead. Even should your biological functions cease, you need not give up any mortal pleasures. It isn't fair for just ghouls and vampires to feast. Whether you want the just the taste of wine or the intoxication, you can have it.

All of your senses remain just as vibrant and satisfying whether you're alive or undead. In fact, you may find any loss of physical gratification is actually rewarded with a far greater degree of spiritual satisfaction. Worry not, even without a traditional 'life' you will never grow dissatisfied from a sensory experience. These benefits can also be applied to other unusual forms that would dampen or remove your senses.

Chicken Soup for the Soul **[400CP]**

The act of eating. Consuming. Especially for those who do not need it to survive. Satisfying these urges is always a reward. Creatures should cram as much sensation into experience as possible. Eating fulfills not just a physical or emotional need, but a spiritual one - a need that can never be completely sated. Regardless of how much you devour you will never become unpleasantly full. But perhaps more usefully for you, hedonism restores your spiritual reserves as much as it nourishes your body.

Urgathoa does not demand you to worship at her altar or detract from your own pleasure. Nor will other divines be able to impose prayer upon you. They are only needed for the appetizer to get you started. To cast divine magic all you need is your own vice. Strong alcohol. Potent drugs. Decadent dinners. Well... any meal you truly enjoy will do. You need not cannibalize brains of infants for their innocent thought-meats. If buttered bread is what truly satisfies your palate, that is enough. The more you enjoy yourself, the more your divine magic will regenerate. Celebrate existence every day and night.

Zyphus, The Grim Harvestman

Neutral-Evil God of Suicide and Misfortune

Archenemy **[200CP]**

You can easily establish yourself as the most hated rival of another, even if they completely ignore you. This includes beings entirely out of your league, such as picking a personal grudge against Pharasma. Even if such a grudge is completely one-sided, those that know of your enemy will end up learning of your rivalry as will. The fans or followers of your chosen foe will begin to validate this rivalry – even if your targeted opponent never gives you the time of day. Servants of your target will start to display symbols associated with you, most often as a warped effort to ward you off. Whenever possible these symbols will be etched onto entryways and arches or other spaces that best showcase their support for you- er, your "rival".

For The Crows **[400CP]**

In The Harrow, The Crows represents murder and the violent loss of that which is loved. It's symbolism is felt heavily by an ex-paladin of Iomedae, Halloran Idriss, who under the thrall of vampirism was forced to commit atrocities by his sire. Even if he finds atonement, the only escape available to him is the light of the sun. At least, that's the hope.

Each unique tragedy, each time life is proven pointless and miserable, each painful hopeless death... Zyphus revels in such morbid fates. His cult thrives on the misery, believing every avoidable and accidental death strengthens their deity. Whether or not this is true for him, thank to The Crows, it is something you can benefit from. Each time you engineer a pointless death or suicide your dexterity improves. Staging a death, or just making it look like an accident, will still contribute to this growth. Each death must be distinct. These gains will add up, eventually improving all your ability to avoid attacks and traps by as much as 10%. For those that assist in these accidents, the gains can be shared.

Companions

Be warned that the more allies you tackle this adventure with the greater threats may grow to compensate. It wouldn't be much of an adventure if some people were sidelined or there wasn't enough to do! This *mysterious* scaling can be avoided if they don't participate in the quest, but then how will they develop their skills? I suppose you could always split the party and adventure separately... If you opt out of taking all Free companions, take an additional [+100CP].

"The Grave's Already Been..." **[Optional]**

A tragic mentor, dying to initiate your heroic quest. This gives you the opportunity to decide the nature of your relationship with the late Professor Lorrimor. A teacher's pet? Just a subject of one of his studies? A friendly neighbour? A close friend in the Order? An archenemy? Perhaps he just respected your skills as a guard and hired you regularly for protection during archeological explorations. Maybe you weren't even that close and just owed him a favour that was finally called in.

You do not get the professor as a companion. As a devout Pharasmin he is ready to pass on. In future worlds, you can select one character that is already dead and establish how they influenced your backstory and shaped you as a person.

Funeral Party **[50; 3 Free]**

A full group of fellow allies, each one someone you can quickly grow to trust. Or maybe you've already met? With each purchase you have the opportunity here to create or import a companion to join you in this journey into mystery. They roll location separately, but with a clear invitation to the same funeral you'll all be meeting up very soon. Each ally has 600CP to determine their ancestry, perks, and gear. Like you they may choose a free background, starting class, and faith for discounts. They may take +100CP drawbacks, but their personal budgets can't exceed 1000CP.

Iconic Ally **[50; 1 Free]**

As Amiri to the Stolen Lands or Seelah to the Worldwound, so too will you have a hero at your side. (It could even be one of those two.) Any one of Paizo's characters designed to encapsulate one of the character classes and be a representative of Golarion's culture is available to join you! You can pick any of the Iconic Heroes of Golarion, but some suggestions for this journey are: Feiya the Witch, Quinn the Investigator, Seoni the Sorcerer, Erasmus the Medium, Imrijka the Inquisitor of Pharasma, or Damiel the Alchemist.

They possess any skills and abilities described in their biographies. Furthermore they are certain to match your growth rate, at least in terms of your primary class here. You may get along immediately as they have clear goals of your own, but as they will certainly be seeking to solve the same murders you'll have plenty of opportunity to grow closer as friends.

Costar Cohort **[50, 1 Free]**

This one right here. They're the one that stands out. They might have been a nobody in the story – but they're special to you. So, by necessity they'll have to be given more focus than the other background NPCs we have in the tale. The DM has taken note of your attachment here and is glad to write in the possibility of a B-plot romance arc (if that's the angle you're seeking). Choose anyone from the original *Carrion Crown* Adventure Path. If they didn't have levels in a character class before, they do now. If they would have been hostile or an obstacle to your progression, then fate will leave open a potential route to you becoming allies – and perhaps find a substitute to take their place among your enemies.

Special offer: Instead of choosing a particular *Carrion Crown* NPC to be part of your party you can take Alison Kindler – a famously successful Pathfinder Chronicler and popular author of many tales that link loosely to the events of this story.

Animal Companion **[Special]**

Instead of being the humanoid you can elect to be an animal companion, eidolon, phantom, mount, familiar, or any similar bonded sapient class feature available to your chosen class. Your adventurer will gain the full benefits of whatever ancestry and upgrades that apply to **their** base form. Any other perks you've selected can be applied to either you or your adventurer at your discretion – with the option to purchase any multiple times if you want both to have it. Your adventurer can be an imported companion or new person with a biography to your specifications. If you do not wish to BE the familiar, this can alternatively be used as an import a companion to the role, allowing them to operate in the capacity as one of your class features with whatever benefits that may provide them.

No additional points are offered to these class feature companions by default and they cannot take a class of their own. Any companions that select classes with the appropriate features also have the option of importing a different existing companion/follower for one of their class features (if applicable).

Nosoi Neighbour **[50CP]**

With the body of whipoorwill, crow, or other small bird – this small creature is immediately distinguishable as an outsider by its adorable mask and the decorative trinkets adorning its tailfeathers that trail behind it in flight. One of many servants of Pharasma, these beings work as scribes and recordkeepers to keep track of mortal deaths and work to prevent souls from being denied their eternal reward. Despite their grim tasks, they are often whimsical and playful. This one is appreciative of breads, sweets, and anything that could be used for further ornamentation.

Build-A-Buddy **[50CP]**

Vrood, Grine, Caromarc... Everybody who's anybody knows homunculi make the coolest minions. And the one you have is *advanced* in cool factor with the cutting-edge alchemical procedures of the region. They come in various customizable devil-like shapes but are rarely bigger than a housecat due to ingredient limitations. It was made from your blood so you have a telepathic link with the little gremlin and decided on its design. Though mute it writes nicely, dances clumsily, and can mentally exchange information with you. Deathly loyal, it will do its utmost to live up to your expectations.

Gear

This section allows you to pick up some personal items, unique artifacts, or even entire properties. There are more discounts if you have the matching origin – still 50% off. There's also a few minor discounts available for the unusual heritages. If you purchase anything below that resembles something you already have from a previous world, feel free to merge the items to combine their functions. If you purchase similar items from this jump, they can also be combined as you see fit.

Abominations

Spiteful Garment **[100, Discount Hag]**

The preferref fashion for the likes of Wilendithas or Osiso Clatterclaws. This simple cotton garment is most often spun into a gown. Coveted by witches (who can bring out the full potential of the item), they can make this item take on the form of any clothing desired. Only magic as potent as *true seeing* can to penetrate the disguise. For most, the dress offers relatively minor defensive benefit to resistances as well as to any social skills. While it can be worn by anyone, when it is worn by a witch all bonuses the attire provides are doubled.

Lastly, you may cast a single touch-range spells into the garment, which will automatically discharge onto the next foe that makes a direct attack on you.

Packlord's Heart **[100, Discount Lycanthrope]**

It is customary among werewolf packs, at least within the Shudderwood, that when a previous leader dies their successor will consume their heart. Most often, the next leader has obtained the heart in the process of slaying their predecessor. Eating it will awaken new inner strength within a werecreature, unlocking a force of personality which can be recognized by others of their kind. It does not however instill any kind of control or loyalty over them. This isn't some magic ritual, just a tradition that strengthens one's candidacy for legitimate rise to power in such packs hierarchies.

Bloodbrew Vintage **[100, Discount Vampire]**

Glistening crimson liquid in this vial carries the hefty aroma of fresh-spilled blood, as in concentrated. Though it is not a healing potion, anyone who consumes the concoction will find themselves temporarily healthier. A highly addictive substance, at least for the bloodsuckers it was designed to feed. Withdrawal can be quite unpleasant. But, enslaved vampires and vampire spawn drinking this concoction are released from their master's service for a full hour. Living creatures drinking it become more vulnerable to all manner of negative energy and death effects (for the same duration), but are at no risk of addiction. It comes in a *very* fancy bottle and includes the recipe should you have the alchemical talent to reproduce it.

Cabinet of Skins and Faces **[100CP, Discount Skin Stealer]**

Exactly as advertised. This large oak cabinet won't be taking anyone to a secret wonderland, but instead a realm of nightmares. Containing a variety of flayed skins, there are enough disguises in here to give a skin stealer someone to wear every day of the year. All such body suits kept inside are not merely preserved slowly restored in condition, and there's a full length mirror built-in to the door to get a good view of how disguises look on you.

A nightmarish fey already stocked this with an assortment of different looking identities. One of these is a custom patchwork skin that can look like any kind of monster (in your size) you can imagine. The disguise doesn't carry any special abilities, and may be difficult to utilize if you're not a skin stealer.

Provincial

Travel Tomes **[100CP]**

The Halo of Dreams is a Desnan text that provides a great deal of historical information on the migration of her faithful from Varisia throughout the rest of Avistan. Of special note are the details on the lives of many of her priests during this period – along with knowledge on some minor artifacts of the faith like the Dusk Moth and sacred sites for travellers such as the Stairway of the Moon. *Hymns to the Winds and Waves* is a Gozren has some pleasant guidelines for respecting nature and soft songs for travel. Together the stories, landmarks, and songs will provide surprising insight to lost wonders.

Your copies of these books are waterproof and compact, making them perfect for travel.

Necrobane Formaldehyde **[100CP]**

This alchemical substance is a viable defense against the perversions against nature by necromancy and undead of all kinds. As a mortician you'll find the most use from this as an upgrade for standard embalming agents where it improves their effectiveness. That's only part of the reason it is prevalent throughout Ustalav despite the costly production. Any bodies treated in this substance resist attempts to be raised as undead for a week. Experienced necromancers might still succeed, but others will find their spells and materials wasted in the effort. It can also be used to repel ghouls and other foul scavengers. Undead who eat the substance are unlikely to tolerate the toxic flavour it imparts, and find themselves temporarily weakened for the experience.

Ghostbusters **[200CP]**

Six eerie green glass vials that churn with luminous wispy vapours, each secured with elaborate cold-iron casings. Most often the designs are a bit morbid, covered in strange eldritch runes or necromancer motifs.

Haunts are typically strange phenomenon with much more difficult conditions to exorcise than a simple trap. Skip the work. That's why these Haunt Siphons are a precious commodity here. You've got a set of six that can be used to attack virtually every kind of haunt. Just twist off the cap when you're in the area-of-effect of a haunting, and it will unleash positive energy to harm them with the possibility of sucking in the spectral threat. This isn't a guarantee, but you can increase the odds significantly if you are able to wear down the target first. After a haunt has been neutralized by a siphon it struggles to remanifest.

After they've been successfully used against a haunt they function as negative-energy splash weapons.

Canopic Stone **[200CP]**

Or do you want an artifact that unleashes something haunting? A totemic talisman bound in silver, purposefully created by an evil spellcaster to force a bestial spirit into service: a vilkacis. A being of bloodshed that can only arise from the most brutal werewolves. It is permanently bound to the material plane so long as your stone exists. This artifact keeps a lycanthropic creature stuck between life and death, with its accursed anger building up eternally. Unlike a typical wraith, this entity's possession transforms a target as if they were a werewolf – sending them on a violent rampage. As with any werewolf this undead can spread lycanthropy with it's bites. Beyond the danger of a corporeal werewolf, each of its malevolent strikes also chill to the bone.

The item itself offers no direct control over the vilkacis. However, the summoned spirit is unable to possess or attack the bearer of the stone. Only rare reports indicated that ever mastering these creatures or calming their bloodlust is possible.

Resident Evil Village **[400CP]**

A hometown where you can always find respite. This is no metropolis like Caliphas (or even Carrion Hill for that matter) but it's still a step up from those rickety swamper hamlets like Morast or Hergstag. Small villages like Ravengro, Illmarsh, Moonscream Glade, or Ruwido are the best comparison for what you have here. This community of like-minded folk seek to preserve the same traditions and way of life as you – even if your culture could seem inhospitable or incomprehensible to outsiders. Locals could be shunned as monsters by the nearby settlements, or full of dangerous monsters or half-breeds not seen in other parts of Ustalav. But anyone who makes an effort to get to know them will discover they're content to maintain their lifestyle.

It hosts a stupendous cathedral to your chosen deity and an even larger graveyard – equal to the Restlands. Each of these sites can be considered (un)holy ground at your discretion. The devotion they show that faith is about equal to your own.

Phantom Penitentiary **[400CP]**

Providing security for the public on the same level as Harrowstone Prison and Gallowspire. It's one thing to keep convicts imprisoned while they're alive but in a world like this you need greater assurances. When prisoners' spirits linger after death they have a nasty habit of being able to move through walls. Now, if they've served their sentence they can pass on to an afterlife, but they can't escape back into the world of the living.

Technically there exists methods to lift the seals. The simplest method is that as the warden you can pardon a captive at any time. Outside forces will have an incredibly difficult time setting anyone else free. But it is just possible enough to try, luring more enemies into your clutches. One option is that jailbreakers need to inscribe runes around the entire perimeter of your prison, repeating the name of the captive they seek to free. The other is a scavenger hunt, having a divine seals hidden elsewhere in the nation that need to be broken to free a prisoner. You can select an alternative 'weakness' of similar scope.

The facility is currently in a state of severe disrepair but flawlessly traps incorporeal entities in their cells. Normal ghosts can be contained without a problem, even if you leave all the cells open. It's not as magically efficient for capturing the living or corporeal undead. There exists only one special cell for such a threat, but it would be able to hold even Tar-Baphon if you managed to incarcerate him.

Collegiate

Last Will & Testament **[100CP]**

It's never to early to make sure your affairs are in order in the unlikely circumstances of your passing. This will is special. It will automatically upgrade to lay the groundwork for the beneficiaries of your will to have breadcrumbs that allow them to eventually solve any circumstances of your murder. In the case that nobody you're close with could solve such a case, it will also expand to consider acquaintances and more distant figures that can help solve the case.

Also automatically upgrades to ensure those fair-weather friends who choose to skip your funeral receive nothing! Not even a mention! They won't even be acknowledged as your associates ~~until later books~~! Spite them from the grave! In worlds where appropriate, this may take the form of other mediums.

Post-Mortem **[100CP]**

Professor Lorrimor corresponded with associates globally. They could exchange regular letters and share all manner of international gossip and academic pursuits. He lived in the far side of the countryside away from major roads, a hamlet overshadowed by the Hungry Mountains. His innumerable contacts could be found woldwide, from the prestigious universities in Varisia to the depths of Garundi jungles. Before his letters could reach sea they have to travel down 1200 miles of the Sellen River, the most pirated waterway in the world.

But that was never a problem for him, and it won't be for you. All your postage will be respected and reach the intended destination. Your mail always arrives, and no later than 2 weeks after you've sent it. Any replies benefit from the same expeditious delivery. In fact, any legitimate packages you order are certain to reach you safely. If willing, any people you invite will be able to travel to your location within the same time frame at most. In combination with the **Last Will & Testament** all of your possessions will end up exactly where you want, and allies worldwide will be able to arrive in time for your funeral.

The Schneider Cut **[200CP]**

Popular throughout the Inner Sea, Alison Kindler's books are more for enjoyment than learning or true biographical accuracy. Still she took pains to accurately portray the dangers of undead foes, better preparing any readers for nosferatu vampires, vrykolakas, and even ghosts. Many tales in the collection are semibiographical accounts of her own adventures against the forces of evil. Now you have the whole set, boasting matching embossed covers that give them an elegant appearance to match the tales within. Most often written as gothic romance adventures you'll want to start reading some of her best first: *Her Wounds Never Bled*, *Hunter's Moon*, *Guilty Blood*, and of course *Case of the Dreaming Dead*. There's even a first edition of her 4715AR novel: *Bloodbound*! Before the conclusion of this jump, you'll obtain one more penned by Kindler, a retelling of one of your adventures (with some creative liberties for storytelling).

Elementary Ensemble **[200CP]**

Lepidstadt's graduates in the courses for Forensics & Investigation are awarded with this fine gear. A black deerstalker's cap bearing an emblem linked to you. By default, this is the sharp eye-like design of the Sleepless Agency. This wondrous headwear enhances perception and general deductive capabilities. It increases your retention of any monster lore, making you more competent at identifying all manner of creatures and their capabilities.

The other trinket you receive is a smoking pipe. This is not a traditional gift from the university, but popular all the same. While it can burn any number of substances, tobacco is the preferred poison in these parts. It does improve your focus slightly, allowing you to follow tracks or notice other fine details. A more overt bit of magic is that you can generate a small smoky servant. This helper is capable of handling minor household chores, or clearing spaces of smoke and fog.

Bondslave Thrall **[400CP]**

A large brass apparatus studded with dials and protrusions, connected to a series of lightning rods. It can trigger lightning storms in order to collect the requisite electricity. When powered, the machine offers total control of the actions and mind of a construct. This is direct connection to experience the world through their body. This doesn't tend to offer too much sensory input beyond sight and sound given golems aren't typically built for that. If you control a sapient construct it will also gives you a sense of their general emotional state and any pains they suffer. Constructs are unable to resist this interference and maintain no memory of actions while controlled. When controlling a construct in this way – you can use your own skills and powers through it.

You also have a powerful custom flesh golem, at least analogous to feats displayed by the Aberrant Promethean or the Beast of Lepidstadt. This device must be manually attuned to any future golems you seek to control through it.

Favoured Class Bonus **[400CP]**

When the Whispering Tyrant returned, his first target was the arcane academy Casnoriva – and unlike some villains it wasn't just because he couldn't secure a teaching job. He was threatened by the quality of education offered in Ustalav. He knew that knowing was half the battle to overthrowing him. To this day Ustalav offers more diverse schooling than anywhere in Avistan (after Absalom). Though, when it comes to arcana most regions here aren't too interesting in meddling with that topic, what with the widespread fear of witchcraft and necromancy.

Now there's another university in Golarion that could compete with those of Rozenport, Lepidstadt, Caliphas, or even the lost Casnoriva. Choose six major departments to guide the curriculum and reputation of your campus – anything from broad subjects (law, mathematics, astronomy) to something more specific (osirionology, enthnomusicology, a magi club). The campus still provides coverage of other mundane subjects, these are just the ones where your school shines.

At your discretion you can be a student, professor, dean, or just the founder/owner. As you control the course material, it is entirely possible to have classes here that allow students to learn to Character Classes that are obtained by study (i.e. not oracles, sorcerers, barbarians, etc.).

Aristocrat

Decoy Discovery **[100CP]**

Vampiric nobility have taken to employing Coffin Mimics as of late to fool any would-be vampire slayers. No lich lair would be complete without a phony phylactery. To make use of Count Caromarc's original Bondslave Thrall, hazardous electrical devices must be activated that risk disastrous results. Countess Caliphvaso's has a "youth tonic" rigged to give off a deceptive magical aura when it's actually lethal ingested poison. Sometimes you need a convincing stand-in for items precious to you.

Here is a replica of one other item you possess. In both design and cursory magical identification this stand-in is indistinguishable from the real thing. However this version lacks all benefits of the original, and is booby-trapped at an equal level to whatever the original benefits were. If you don't have any equipment worth concealing, you can still purchase a mimic.

Animated Object **[100CP]**

To the dismay of adventurers everywhere, animated objects can come in many shapes and sizes. Some have unique capabilities to constrict or burn instead of just slamming into others. Others are brittle, clunky, or just slow. Consider the capabilities of your chosen item before your magically bring it to life. It will serve as a loyal ally, eager to follow your will.

If you don't want to apply this to existing equipment, you can select either a scythe, manacles, or straightjacket.

The Invidian Eye **[200CP]**

This flawless gem in this necklace is entirely devoted to you, who it recognizes as it's master. In your defense it casts varied spells of protection: *Freedom*, *Greater Dispel, Remove Curse*, and *Protection From Chaos*. It casts each of these specifically in response to magical imprisonment, fear and mind-affected effects, curses, or possession respectively. It is limited to three spells a day, and casts these of its own will rather than yours. It's *terrible* at facial memory, so anyone matching your race and gender receive the same benefit.

A problem arises for any would-be thieves. A trail of mysterious deaths have increased the infamy of this already fabulous jewel making it extremely prized. Yet, the necklace itself always appears non-magical under analysis from even the most skillful arcanists. So great was its fame the last owners, the Maulout aristocratic family, decided to put it on display in Caliphas. The necklace will irregularly attempt self-defense suggestions on unfamiliar wearers, compelling them to acts of self harm. If these compulsions fail to kill a wearer three times, it resorts to drastic measures and magically suffocates the wearer.

Chronicles of Raven's Tongue **[200CP]**

A match for a minor artifact mace. Raven's Head is a sacred relic to the church of Pharasma and imbued with the power of all the bishops in Ustalav. Once a symbol of office for the head bishop it was eventually lost in battle during the war against the Whispering Tyrant.

You also have a weapon fashioned with brass raven-headed imagery, suitable to whatever weapon you favour. The (+3) enchantments upon it leave it stronger than similar weapons and has the undead-bane quality too, making it strike even harder and more accurately against those foes. This weapon will come into even greater power in the hands of holy clerics. Any abilities you have to channel positive energy can be used more often and have more power.

Sun Orchid Elixir **[400CP]**

A small yet elaborate vial of one of the most valuable alchemical products this world can offer. Produced in Thuvia and only awarded to the highest bidder in auction (with all other bidders still losing their bids), this valuable substance extends a lifespan by 100 years and can keep a body at peak age during that period. Your purchase doesn't have a full dose remaining, as like Countess Caliphvaso you've already taken enough to be unconcerned with aging for the foreseeable future. What remains is just a fraction of the concoction, if you're lucky it'll be enough to extend another's life by up to a dozen years. But perhaps experimentation and a truly brilliant alchemist might be enough for its secret formula to be reverse engineered? This vial slowly refills at a rate of 1d12 years worth of this elixir over each decade.

Schloss Soivoida **[400CP]**

Your modest manor house. It's not comparable to Castle Kronquist or Bastadhall in scope, but has every amenity needed for high-class life while being fortified enough to withstand a siege. Like Schloss Caromarc and Castle Stryithe it is laden with dormant traps and defenders that can be reactivated at the flip of a switch. We're talking spires manned by Gargoyle sentinels, gardens full of Living Topiaries, halls where Phantom Armour maintain eternal vigilance, and a trophy room full of Taxidermic Creatures. Even the paintings are as much for defense as interior design, storing Trompe L'œil that will roam the halls.

But being a defensive masterpiece is still secondary to the main purpose of it being your own luxurious living space. Whether you want this to be a fortress, a hunting lodge, or more of a pleasure palace is up to you.

Whispering Way

Serving Your Hunger **[100CP]**

Written by Urgathoa's first antipaladin, Dason. He sought to shake a reader away from conventional thoughts on morality and moderation. But this copy has seen a lot of travel, and someone has liberally added all sorts of notations to the volume. It's your choice who this co-author is – whether you want them to be a harsh critic of the contents and help you dismantle the philosophy, or someone eager to add in supplementary support and recipes.

This delves into what it truly means to put your own pursuit of gratification before all else. The goddess found it exceptionally satisfying and recognized its value as an Unholy Text for her faith. It holds various topics important to her: the basic tenets of her faith, recipes for extravagant meals (including instructions for cooking humanoids), and a primer on how to prepare oneself for becoming undead (though focused on the easiest routes like vampirism and ghouls).

Deathgag Elixir **[100CP]**

For elite cultists knowledgeable in the members' methods to reach undeath, this serum will take those secrets to the grave. If you're brought to death's doorstep for any reason it activates, triggering an intense caustic substance. After convulsions and a series of unsettling death throes, it dissolves away the drinker's entire jaw and only high level spells like *Miracle* and *Wish* can counter this. Some might feel this is worth it for guarding a philosophy meant only for the initiated.

Others might ponder why a cultist that plans to definitely become undead would ever consume this elixir. This sort of fridge logic has no place in the mysterious story of *Carrion Crown*. At any rate you have the understanding to produce more of this stuff, though each dose can be a little costly.

Moribund Key **[200CP]**

This silver medallion doubles as a key into Whispering Way sanctuaries. Decorated with a skull set with two inert red ioun stones for eyes and surrounded by engraved runes. The stones and runes illuminate when in close proximity of any undead, making it extra ominous. By realigning the center skull-disc of the medallion you can interact with all manner cult objects including (de)activating various magical defenses they've left in important locations. Not only can it unlock their secrets, but you can use it to apply both *Arcane Lock*s and *Programmed Image*s on property of your own – with this item then serving as a tool to bypass or disable the security it has imparted.

The wearer can cast *Message* at will, and *Spectral Hand* and *Vampiric Touch* three times per day. Any creature that steals this from you suffers one negative level until they relinquish it.

Sown Skull **[200CP]**

A hundred slain lie. Grind bone and marrow to cement. Craft now a skull of splintered graves. What you have here is not an ingredient for the elixir being made by the Whispering Way – but it is a valuable collection of bones all the same. This is a morbid magical art project composed of skull fragments of all the dead of a cursed village. You can pluck out any of its teeth, which will regrow by the month's end.

Cooperation between Alichino and Gorum allowed for the creation of the first sparoti seeds, and the quick summoning of skeletal warriors. Now you have an unlimited supply of these ash-stained teeth. Tossing any of them in the group will cause a skeletal warrior to burst forth seconds later, ready to follow your commands for the hour it exists. They work best in large groups, but if you want a consistent spartolos instead of an item that can bring forth many, that's an option too. These warriors are known to carry some of the fighting spirit they had in life, except with a strong desire to follow orders of a master.

Witchgates **[400CP]**

These monolithic arches fashioned from the bones of your enemies do more than intimidate. Challenging obstacles for any mages, they are extreme dimensional anchors. Any attempt to travel with long-range teleportation magic forces the caster to arrive directly at the Witchgate. They have a 20 mile radius with any attempts to move in or out of their area thwarted. Very short-range teleport effects are exempt. They also disorient such casters heavily, who suffer from a disruptive (but mercifully temporary) vertigo for up to a minute after they've been dragged to the witchgate. There is no brute-forcing past this effect, the best a caster can hope for is realizing to cancel their spell before they're sent astray. Any territory you control can gain this defense to repel invaders.

If giant towering structures of skulls and bones aren't to your liking it is 100% possible to have a less gruesome design – they weren't designed with this material for practical benefits but for personal tastes. Having these teleportation traps appear as elfgates, wardstones, or something else entirely is up to you.

Capital & Cursed Terrain **[400CP]**

Ah, Gallowspire. The weather sure is godforsaken this time of year. Any properties you have can be cursed as bad as the Worldwound... We're not talking just a little spooky. Your own haunted demesne rivals Virlych country in extreme environments if not in size. This place has full-on storms of blood, skin, and bone. You can introduce one new horror hazard daily, to any property you own. Such curses are highly diverse and reflective of the one linked to the land, so feel free to modify them or scale them down to a merely spooky level if that pleases you. In any case they won't threaten any true allies in your territory. But for enemies, some of the weather hazards could erase entire groups of unprepared intruders.

As a little bonus: every 37 years a property can be the source for a deluge of blood rains, showering the nearest nation with a peculiar red fluid. Functionally, this stuff is identically to humanoid blood. Have fun.

Esoteric Order of the Palatine Eye

Manual of the Order of the Palatine Eye **[100CP]**

With more pages dedicated to delicately scribed art, symbols, and celestial formula than text, this manual is fashioned to evoke a sense of mysterious occultism. The deep purple cover adorned with various brass decorations inspired by Osirion iconography and unique symbols of the Order. Containing secret guidelines and secret rituals for a secret order, only secret few hold the key to even get the book open. It has a mechanical lock, but that can be easily subverted with a bit of force. *Comprehend Languages* spells won't help reveal these secrets, as it is written in Varisian, but a coded form that is full of metaphor and requiring insider knowledge to actually grasp. Ultimately all this secrecy is just used to conceal the ceremonies of the Esoteric Order, and other theories on the interplay between mathematics and arcana.

Harrow Deck **[200CP]**

There are many traditional ways to use the cards for divination. Nothing is the true and correct way to use a deck, and someone who bonds with their cards should learn to ask them questions and interpret the symbols in whichever way feels most natural. This artisanal heirloom deck was crafted for an ancestor before being passed down, so you do have a bit of training in card spreads and interpretation. The artstyle is illustrated as simply or elaborately as you desire while maintaining the spirits and symbols of the Harrow. It can also be used less reverently, as part of a sacrilegious gambling game called Towers. These cards maintain a deceptive edge to them meaning they could be utilized as throwing weapons. Destroyed cards reappear at a rate of 1 per hour.

The 55th **[200CP]**

Modern Harrow decks all have 54 cards, divided among nine different alignments and six suits: strength, dexterity, constitution, intelligence, wisdom, and charisma. Fearful whispers speak of lost cards such as The Prince of Wolves. Tied to tales of a bestial Ustlavic prince and his followers, that card might foretell the return of the true rulers of this realm or uncovering hidden heritage. But you don't have that card. Nor do you have the other reputed legendary cards like The Yellow Prophet or The Wending Way. You've gotten something new and impossible, a Harrow Card beyond legendary in novelty. ~~Of course people can't just make new cards.~~

This card is representative of s significant moment of choice you will face in this world. The meaning will inevitably be revealed in time. The alignment and suit of the card will remain null until you resolve what is to come. Hopefully the forewarning this card gives you is enough to make the right decision. Each world will grant you an additional card. These can be utilized along with other Harrow Cards for divination if desired.

Spirit Planchette **[200CP]**

Ouija? When activated this attunes itself to local spiritual energies when used, allowing them to communicate with the living. Through the use of this tool you may ask questions of the deceased and they will guide your hands to spell out an answer. Not all spirits are honest or well-informed, so there is no guarantee of truth in these interviews. Additionally, answers can only be one or two words at most, as the planchette is designed for just brief influence. This is because particularly malevolent ghosts can overwhelm a user when they try to make contact. This can cause brief bouts of confusion or possibly harm one's sanity. As such the planchette only allows for the most temporary possession.

Optionally, this purchase includes an extravagent golden spirit board with elaborate hieroglyphs and Osirian imagery. But the board itself is non-magical and these seances could be done on any smooth surface. All you need to do is inscribe letters or symbols for the spirits to point to when you use the planchette.

Book of the Damned **[400CP]**

Rather than the full text this offers you one of the primary sections of Tabris' *Book of the Damned,* avoiding the error-ridden copycat manuscripts such as the *Versex Text* or *Plaques of the Black Sun*. Written in a confusing mix of Abyssal and Infernal, it also has plenty of common-language warnings appended to any sections that pose a direct risk to the souls of readers. While incomplete (in the sense it doesn't reveal every secret of the profane) this text still holds functionally limitless details on a particular subset of evil. You may choose either the Deamonic, Demonic, or Diabolical thirds of the tome. Inside it covers almost every question one could about their home planes and the residents, down to specific rulers of those realms.

In any case it serves as an unlimited spellbook within which every evil spell is recorded, and has a dark heart of its own allowing it to understand the evil of new worlds in order to upgrade such contents. It will also empower any evil spellcasters that rely on the text.

Seven Relics of Kazavon **[400CP]**

Kazavon was a dreaded great wyrm Blue Dragon who rules as a terrifying tyrant for over a decade. He marked the second-greatest calamity to befall Ustalav, following Tar-Baphon, despite his vastly shorter time in power. Upon the dragon's defeat it became necessary to dismember him lest his unholy power allow him to reform. Now seven unique artifacts which each bear incredible individual powers, they remain separated across nations and even dimensions to avoid the dragon's potential reassembly. Either select one of these artifacts to gain or design one of their equal, imbued with a sinister dragon's hate for mortal weakness. Just be warned that each bears a trace of a dragon's spirit with an ego ready to oppose those who dare use him for good.

Cults of the Dark Tapestry

Cerebral Consultant **[100CP]**

A sentient brain in a jar. The brain maintains memories and skills from life, but even purely mental powers like psionics are lost to it. Technically, the creature's mind is not entirely alive. Yet due to the mi-go technology it still fully cognizant of its predicament. Dials upon the side of this cylinder dictate whether the creature inside is allowed to see, hear, or speak. The vocal module allows the mind inside to still verbalize its thoughts. Mi-go preserve many valuable Brain Cylinders for research purposes and the one you've got here follow that rule. You can choose the general mindset and personality of this ally, and select what topic it has expertise in.

The revelation that the mind within is alive and aware of its predicament is enough to shake the sanity of most right-thinking folks.

On Verified Madness **[100CP]**

A jet-black tome that posits the theory various aberrations of Golarion have strong connection to the Dark Tapestry. Not so dangerous as to be scrubbed entirely from the records, this treatise is on the banned reading list for most counties. It is a safe introduction to the topics of what lurks between the stars. Unlike many other books of its kind, this one doesn't risk any madness that can accompany learning of such topics. It serves as a bestiary for all but the most unique aberrations. Reading from it insulates you slightly from the horror of such creatures, preventing terror from overwhelming you should you suffer a firsthand encounter. A full study of the material will better prepare you for conflict with them. Just don't let the inquisitors find out you have a copy.

Book of Abstruse Geometries **[200CP]**

This forbidden tome bears no title and is bound in cracked ancient whale hide and written in ancient Azlanti, so you know it's good. It serves as a primer for secrets of dimensions and the spaces between them, including information on what dwells in those vistas beyond mortal comprehension. Fully understanding the contents will induce sanity loss, but comes with the benefit of enhancing knowledge on all thing tied to the Dark Tapestry. There are countless mathematical formula for summoning or calling forth the attention of such entities. As they are based in physics instead of arcana, even a non-caster can utilize the book in this way.

But it does still serves as a spellbook for many varieties of arcane planar spells; *Contact Other Plane*, *Dimension Door*, *Ethereal Jaunt*, *Phase Door*, *Planar Binding*, and *Symbol of Insanity* are included. These forbidden spells also include instructions for making contact with various Dimensional Shamblers, of which there are individual rituals for 100 of them. Because it is a primeval text 80% of the entities listed in the book no longer exist. There are no methods recorded in these books that discuss means of controlling that which you call forth.

The Sausage Effigy **[200CP]**

Er... Seasage Effigy. Maybe rename it Visage of the Deep or something? A cthuloid idol, it stands on seven tentacles and bears twisted, grotesque grin. As long as you have this curio you can breathe water. Carved from murky green stone not of Golarion, it allows one to reach out and commune with otherworldly powers. Because it allows access to their unholy patron it is sacred to the ulat-kini of Lake Encarthan. This relic is often called the Face of Dagon, and has largely been a method to contact that Demon Lord. But that is not the limits of who it can reach. Any Great Old One or Outer God can be petitioned for guidance.

Anyone else using this to commune may find their minds fractured from experiencing the direct attention of horrors from beyond. You may also suffer from the sanity-sundering revelations, but it's (probably) not malicious. It's just that their idea of answers may not be suitable for mortals.

The first entity you contact each jump using this effigy will never purposefully use the connection to harm your sanity.

Perilous Parish **[400CP]**

The Recondite Order of the Indomitable Sea. The Monastery of the Veil. Elm Way Church. Far too few faithful make pilgrimages to these temples. But that's how the clergy there prefer it since they're each false fronts for fouler faiths. You have a center for similar worship hidden away within another property. Imagery of the area hints to the true nature of what is hidden within. While you don't *have* to worship a being of the Dark Tapestry, whatever is praised here does influence what boons it can offer.

This marks a place where the boundaries between realities are thin. It will open the minds of supplicants, letting them harness forces from beyond with help from your selected benefactor. Becoming a cleric or monk might seem the most fitting, but Old Ones also collect oracles, wizards, alchemists, and even bards. Any of these forbidden arts may be pursued here, and there is already a loyal congregation protecting the temple's secrets from any you do not personally induct to the faith.

Lastly, either by curse or blessing, there is a Divine Guardian (CR +1) tirelessly standing guard over this site. You can elevate any one creature by offering them the mission to forever tie them to this sacred site. It will not suffer any mortal frailty, hunger, thirst, illness, age...

Probe Dome **[400CP]**

Numerian crafts are clunky compared to this. A technological wonder of shimmering metals that makes even cutting-edge inventions look primitive. Incomprehensible equipment lines the chamber – but some can be recognized as vivisection tools. The surgery station inside offers a system of restraints that can adapt to any organism, and keep it alive under even the most extreme invasive procedures. Learning the functions of any lifeform, down to the genetic level, will be possible if you come to understand the tools here. Keeping a host contained to better nourish any parasites and elevate lifeforms to greater heights is key to the studies here.

But it has another function to locate unique lifeforms to foster. Whenever forbidden alien powers are used the technology can pinpoint the source. It can be used to invisibly surveil most regions with ease, undeterred by protections against magical scrying.

Immune to the threat of pressure from the ocean's depths or from any lack of pressure it would face in space. You can keep this secret lab anywhere. From inside it offers a mind-numbing view, where one's surroundings beyond the craft are crystal clear but gradually shift towards the ceiling to show unfamiliar space: a dismal gray planet orbiting a fiery orange star. There are tools to set the panoramic hologram to instead view any other homeworld.

Toggles

Which Edition?

The jump is obviously based around the worldbuilding of 1e Pathfinder, but that doesn't mean it has to be completely beholden to their Rules-As-Written. If you have preferences for the way things are presented in 2e, or ideas present only in Owlcat's Pathfinder games, or even a bit of homebrew content that's okay too. Things don't need to match up exactly with the abstraction of d20 game mechanics, you're not in some Gamer-style world. As long as you fanwank responsibly take whatever sort of class or race you want.

Yes, that entire selection of racial choices are more like suggestions too. Any of the Standard or Advanced Races are fair game as free choices. Monstrous or Very Powerful Races are fine, for **[100CP]**. Being a different planar scion (ganzi, geniekin, etc.) is also completely acceptable as an addition to your species **[100CP]**. In normal circumstances these rare and unusual races would suffer prejudice in Ustalav – but you can simply handwave it and claim that your Rougarou race is known locally and isn't seen as a threat.

Campaign Continuity

So you've been here before and don't want to end up in a new world? Barring having already been involved in these events or upending history so thoroughly this adventure cannot possibly exist – feel free to enjoy returning to a previous Golarion.

Whodunnit?

This is, in some ways, a murder mystery. Or even a series of murder mysteries where both the perpetrators and those orchestrating the killings are shrouded in secrecy. It wouldn't due to simply know the culprits beforehand! By making this choice, you have a few ways of addressing the problem. You may elect to have no knowledge of the perpetrator of the crimes. In this case the backstory of the various characters involved will stick closely to the original material. You may alternatively have the situation adjusted to have the primary perpetrators replaced by entirely different actors. This will lead to a similar tale, but with various twists that can keep you guessing. In any case divination magics and any similar shortcuts to spoil the mystery immediately without an investigation will either fail or mislead you, generally by clever preventative counterplay from the mastermind villain (if possible). But failing that possibility, DM fiat.

And no, neglecting to mention the villain until the climax is not going to be a problem in this mystery. There will be a chance to solve things if you're attentive to clues.

Encounter Rebalancing

Sometimes, a DM has to make due with a smaller party size, or unoptimized builds from players. Other times, a hyper-optimized party or oversized might succeed too easy to provide a satisfying adventure. To resolve such issues many options are available. If you don't want to take any companions and are ready to do this mission alone, this fights here won't have nearly as many enemies either.

With this option you the challenges you face in the jump will automatically advance (or decrease) as appropriate for the build you choose. You will face challenges, but none of them will be truly unfair or impossible – with appropriate tools available to see you through. Of course, this doesn't take into account your powers from beyond this world, so it's still entirely possible to easily overcome the story. So, with that guarantee of nothing being too overwhelming (unless you actively seek out trouble beyond your means), perhaps you'd be interested in some drawbacks?

RSVP/RIP

This is, all assuming you bother to attend your old friend's funeral. Maybe, like others in his posh club of elites, you have other business to take care of? Or perhaps you didn't know him at all. Barring certain drawbacks choices, you are under no obligation to be hooked into this plot. Take off and enjoy gallivanting across the Inner Sea and beyond.

Drawbacks Draw Near!

By-the-books storytelling? A neat series of clues that lead from one case to another? There's not enough distractions or players on this board. To make this a bit more interesting you can take on additional setbacks, complications, or adventure hooks. You can gain up to +1000CP by taking drawbacks. Imported/Created companions may also select from any drawbacks with a price of exactly **[+100CP]** up to a maximum of +400CP of points added to their personal budgets.

First Session **[+100CP]**

Just dropping in? You have no connection to this world, as if you were just a character created to take part in this story and before that had no history at all. This region does not warmly welcome strangers, and you will not find it easy to fit in.

While you still gain the appropriate discounts of choosing a Background & Faith, you don't receive any of the connections or understanding of the world that would come from having lived in it. Even if you're something like a paladin or inquisitor, you'll almost certainly face suspicion from any fellow worshippers for having appeared out of nowhere with no records. Plenty of factions infiltrate other with false priests, so be prepared to prove who you are and hope that no one tries to look too closely into your past...

Second Session **[+100CP]**

The funeral of Petros Lorrimor isn't the first time you've lost someone close to you. His death is something that will haunt you personally and drive you to find his killer. In this death-gripped nation, losing people is always on your mind. When someone you know dies, it cuts deep every time. You will often be haunted by the memory of those who have passed on. Or at least take on an unhealthy share of brooding melancholy.

But as stated, Petros isn't your only friend that has been killed. He is just the latest victim. This adventure is just unfolding but you're already dealing with the death of another loved one. A suspicious or brutal death, where the perpetrator was never caught. Commitment to solving these cases will give you some respite from the loss but won't bring them back. Once you punish their killer this trauma will pass.

Final Session **[+100CP]**

You've got an archenemy that is too self-important to acknowledge you exist despite being a thorn in your side. The bad guy is a total no-show. No clues will so much as hint to their direct involvement - not until their plans are already so far in motion that you're forced to play the role they want you to. And they're simply not interested in a cat-and-mouse game. You don't interest them. They've got plenty of minions that will continue to harass you and provide smaller episodic mysteries, but they never have any clues that lead to your real mastermind. Figuring out that this figure even exists will take months of painstaking effort and putting a stop to the activities of their minions. Learning their identity? That will take much, much, longer. There won't be a direct encounter with your main enemy until the very end of your journey here. Not until they're good and ready to show themselves.

First, Second, & Final Session **[+100CP]**

Taking all of First Session, Second Session, and Final Session is quite the burden. The only local history here is the memory of people who were taken from you. It may be a full decade before you discover the identity of their killer, all while they continue to bring more turmoil to your life.

Common **[+100CP]**

You're subject to a Basic Array for your attribute. 13, 12, 11, 10, 9, 8. Assign them to your ability scores as you see fit – before racial modifiers. 13 is still above average, a good enough score to reliably get you a job in a field reliant on that kind of ability. This impairment of abilities also affects your language skills, as unless you choose the 13 to be in Intelligence, you're only going to be capable of speaking the common tongue (Taldane, here) and your specific racial languages. You can certainly improve these scores with training or enchantments, but advantages from previous worlds that improve the 'stats' of your mind or body won't apply here. You'll still maintain any unique powers this just normalizes your raw attributes.

Without this drawback you'd start off as a more exceptional sort, possessing more suitable attributes for a fantasy hero (On the Point Buy System approximately 20 points; Example array: 15, 14, 13, 13, 12, 10 or 17, 14, 13, 11, 10, 8).

Commoner **[+100CP]**

You are not entitled to a free character class, instead beginning your adventuring career as a 1st-level Commoner. This overrides both classes in the event you took Extra Classy. That's if you're from the Provincial. Other backgrounds are just a little better off: Collegiates and members of the Esoteric Order of the Palatine Eye treat their first levels as Expert, and the cultists of the Whispering Way or Dark Tapestry as Adept. You can probably guess the appropriate NPC Class for an Aristocrat. You'll lag behind 'real' adventurers in power and utility, but once you begin gathering experience in the field or find a mentor you can begin advancing in other classes. At minimum, every odd level will functionally be as if you had a much more limited class. After the jump concludes, these dead levels can possibly be retrained into your preferred class.

Commonest **[+100CP]**

Sorry, you're never going to be a beauty like Madame Ivanja or Count Lucinean Galdana. But it's okay not to stand out! You've got a face that won't draw attention. You're neither beautiful, nor ugly, nor fearsome, and don't come off as particularly exotic which around here is a benefit! Hell, if you're some kind of monstrosity you could even find advantages being so plain. Overall this leaves you far less equipped to use diplomacy or intimidation to your advantage. Short of outright mind-control, you lose access to appearance-improving perks or any exceptional talents you have to attract others. Perhaps you can still earn some affection with your skills?

Don't worry, this isn't going to make you some kind of creepy undertaker like Father Grimburrow, Judge Daramid, or Mayor Greedle. You're simply incredibly average looking.

Common, Commoner, & Commonest **[+100CP]**

If you took the complete set, receive a small bonus for the trials ahead.

Big Bad Wolf **[+100*]**

This enemy may pose a danger to groups of novice adventurers.

There's no shortage of dangerous beasts in this neck of the woods. Wolfmen are a classic of horror. You might be dealing with a proper werewolf, a barghest, a warg, or just a particularly beastly nosferatu. It's just as possible for this to be a recognizable canon character as something completely unexpected. They're still trying to track you down – but it will only be a few weeks before a showdown. Perhaps Greta is on vacation from Redtooth and looking for someone to hunt?

They're a little bit more than a match for your skills, but you don't have to face them alone. That being under the assumption you only had the skills from this world. Should you have unique skills from Earth or other more unusual realms they are likely going to regret this hunt.

Bigger Badder Wolf **[+200*]**

This is an enemy that is a considerable threat for parties of late-stage adventurers.

Adivion Adrissant wasn't even a figure in the Whispering Way hierarchy until he recently came up with his wacky plan to restore Tar-Baphon. But the *actual* leader of their cult, for centuries, has been Lucimar the Lich-Wolf. Quite calculated in his leadership he genuinely has *no incentive* to see the Carrion Crown plan succeed – all it has done is draw unnecessary attention to his faction. Generally speaking he also has *no reason* to avenge any Whispering Way cultists that are slain over the course of this scheme as they all jumped ship to the first radical that came along trying to change things. Ignoring that he is a bestial lich, he's also a cruel hunter that toys with prey using hit-and-run tactics or just making attacks from vantage points that never put him at personal risk – an easy task as an extremely high-level necromancer.

As tall as a warhorse and able to crush one with its mythic jaws, The Devil in Gray is *the* boogeyman of Lozeri. Unlike many winter wolves its pelt is an ashy gray, and it can vanish into a blizzard-like cloud. It's rampages are legendary, though almost always a direct result of hunters driving it into civilized areas. Most of the time, such groups of adventurers are destroyed long before that, if not by its fangs then by the unholy howls it uses to inflict madness and summon forth its infernal allies. Many claim to have slain it over the decades, yet its depredations continue. Entire packs of werewolves in the Shudderwood avoid this beast.

One of these two figures is adamantly hunting you. Each has the means to return to the material plane after banishment or destruction and will continue to hound you. Eventually, should you survive several attempts on your life, you will have the opportunity to discover their motivations for the attacks. The information you gain over this side quest will grant an opportunity to either slay them for good, or perhaps gain them as an ally instead of a foe.

Biggest Baddest Wolf **[+300*]**

This is an enemy that would threaten lesser deities, and easily eradicates many adventurers.

Why settle for anything but the biggest threat? You've earned the enmity of Jezelda, the Mistress of the Hungry Moon herself. She hates you specifically and isn't the kind to let a chosen prey die easily or quickly. Her willingness to savour the chase means she won't attack directly for at least a year. When it finally comes time for her to hunt she wants to know you can put up a chase. Instead, over that time she will manipulate any afflicted werewolves to hunt you whenever they lose control under the full moon. Kill enough, and she will start organizing whole packs to assail you. Things will heat up, until she sends a favoured antipaladin, Adimarus Ionacu, and his pack of fiendish werewolves to battle you personally.

This is all preparation to be dragged to her realm of Moonbog for a hunting session where the werewolves never stop coming and Jezelda herself can join in the festivities. Any of your allies she discovers will also be targeted. They are not her prize but hunting them or turning them in order to isolate you is something that will make her chase more enjoyable.

If you impress her by surviving her trials, without shaming her or otherwise inciting petty reasons to escalate demonic vengeance, you have the *ill-advised* option of taking her as a companion instead of keeping the CP. Alternatively, your foe could be any other entity on Jezelda's level (Demigods), that poses a similar challenge.

*BBW

No additional points are rewarded for facing a trio of enemies. You can only gain points once from the trio of drawbacks listed above, but each drawback is still an opportunity for more combat experience. Or perhaps you just want to adopt some strays? You either receive points for winning the conflict OR a prospective companion. In case you have an allergy to canines, instead of wolf-themed enemies you can substitute any of the previous three drawbacks with an opponent that matches the general threat level and presents similar challenges.

Being able to deescalate any of these drawback foes they can become companions. But whatever reason they had for hunting you in the first place will certainly end up turning into a sidequest for you to resolve. Whatever threat lies at the end will be roughly equal to having to have defeated them in the first place. Befriending one of these Big Bads is at least as difficult as defeating them.

Hate **[+100CP]**

Human or not, your kind doesn't belong here. That's how you're treated initially and it's certainly how you feel about being here. It seems you just don't mesh. You're going to endure all that prejudice that Ustalav can offer. In backwater places like Ravengro and Illmarsh, you stick out for the worse. At any of the elite schools, no one is interested in networking with an ignorant sort who hasn't been educated in the way they're accustomed. In high society you might be a novelty but certainly not an equal. And around the nasty sort of cults and serial killers, you're just a drifter that no local will notice go missing. If you're not one of the typical ancestries, you will be treated like a monster.

Choose two (2) of the example groups above you face widespread discrimination from, or select a custom group with equal social sway to belittle you. At best the people you meet in those categories start off as regarding you with suspicion or open unfriendliness. In some cases this initial discrimination can be overcome with effort. Others could just become more hostile for your pestering.

Hater **[+100CP]**

If you can't beat 'em, join them. Choose a social class, character class, or even whole species of humanoids. Your prejudice prevents you from cooperating with any of *them*. They're vulgar, they're foul, and you will pursue whatever tools you have available to make their lives miserable. You can make exceptions if they know their place and stay out of your way. Honestly, wanting to destroy all undead or orcs will just make you fit in.

Hatest **[+100CP]**

Prejudices have a way of seeping into everything around them. When you despite someone not for who they are or what they've done but what they are, those views seem to be quickly adapted by another close to you. But your outspoken foes receive the same 'benefit' of easily sharing resentment. And hate doesn't just exists in their minds, it fills their soul and body. It becomes an animated force that keeps them going so they can take revenge on your existence. For every hateful enemy you slay be prepared to take out their second-life too when they inevitably return as ghosts, revenants, or worse.

The Hate Parade **[+100CP]**

All three!? The discrimination you face heightened quite seriously. Make efforts to build trust with strangers before it gets out of hand. As a consequence you may not worship Shelyn nor receive any divine blessings from her, Desna, or Saranrae.

Lease on Life **[+50CP]**

What possessed you to take this drawback? No, seriously. Pick an entity. Like Lacramoria to the leukodaemon Xyssas or Gibs Hephenus to The Splatter Man, you're now loaning access to your body. Mercifully your passenger isn't too bad. They occasionally take over your body (when you're not using it) – but won't commit any heinous acts that violate your principles. They will frequently try to entertain you with dark humour or encouragement to harm your enemies. Note their soul is Evil and subject to *Detect Evil*. They'll add difficultly to concentrate on tasks that require focus – and leave you open to attacks if you're trying to concentrate in combat (such as during spellcaster). Their tenancy gives an advantage against hostile targets that try to wrestle control of your mind. They're partially interested in keeping you alive. As a possession effect they can be suppressed with *Protection Against Evil*, but will take offense since they consider themselves loyal to your goals.

If you have a summonable static class feature like a Phantom or Eidolon, they can take on these qualities that disrupt your concentration. If you elected to be a class with the Oracle's Curse feature, add the full benefits of the Possessed Curse in addition to whichever curse you select for a build.

Iconic Adversary **[+50CP]**

Someone needs to stand in your way. Someone with more personality than a faceless villain who won't show themselves until its time for your final conflict. They have reasonable, even sympathetic cause to stand in your way. But eventually they will have to do so resolutely as it becomes clear your goals are in direct opposition. You'll regularly come into conflict with them as they try to reason you away from your path, perhaps even as a temporary ally before your goals force them to escalates into full-blown conflict. But, if you are willing to set aside a goal important to you to take their side instead there's a possibility to resolve this animosity.

Some suggestions befitting the region are: Oloch the Warpriest of Gorum, Nyctessa the Necromancer, Alain the Cavalier, Zova the Shifter, Mavaro the Occultist, or Estra the Spiritualist. Naturally, any of these choices would make equally-valid choices as an Iconic Ally if circumstances had been kinder. If you take both Iconic Ally and Iconic Adversary, the two will be mutually opposed in goals and you can only possibly choose one in the end.

Carrion My Wayward Crown **[+50CP]**

Your travelling companions can't keep to the appropriate grim tension at all! Seriously, this is supposed to be an anxious atmosphere full of mystery and horror! Why must your allies be so good at cracking jokes and lightening up the mood? Whatever tone you were expecting, or trying to cultivate, don't expect it to go that direction at all if your party gets a chance to make light of it. When given the opportunity they're always going to have FUN. At least any trauma will be short-lived?

Expect an unusual amount of humour, merrymaking, and generally poking fun of whatever events are transpiring from your companions. Hopefully they can compose themselves at some of the more serious moments, like funerals. Overall they'll be treating any adventures here as more whimsical and lighthearted than warranted. Medium-awareness has it's downsides, and you can bet to hear lots of taunts about low rolls, high rolls, and asking what the enchantment bonus is on any gear.

Melodies Most Macabre **[+50CP]**

But it's okay! The DM can ~~over~~correct for the mood issues these players are creating. Ustalav is renowned for it's musical academies almost as much as the River Kingdoms! So put away all those custom mixtapes and soundtrack perks. The perfect solution to get gothic gloom is curating the music selection. All the music you hear here will be on theme!

Every bard was trained on the same spooky compositions. They'll be over reliant on using the soundtracks from modern horror pop culture. It's still a pretty big variety but will be limited to a lot of eerie tracks. You'll be hearing stuff from *Silent Hill*, *Reanimator*, *28 Days Later*, *Aliens, The Omen*, and *Left 4 Dead* everywhere. All allies' musical expertise is similarly limited, with anything that isn't suitably scary and befitting the campaign's mood will need to be relearned.

This doesn't give you any ambient music, sometimes silence is great for building tension.

Victim (of Editing) Volumes **[+200CP]**

Being perfectly honest, the plot can be a little shaky without a DM to add to it. Or fix it. Some NPCs have multiple, significantly different, ages presented. The Big Bad cannot possibly be identified before the epilogue of the penultimate book, and is never introduced in person until the climactic fight. For some action adventures that could be fine, but this is presented as a collection of *mystery adventures* in which there is absolutely no chance of players ever feeling close to making correct guesses on the perpetrators. Sadly, you're going to be subject to the same sort of issues. Vague and contradictory elements of the story are distorted.

As a minor side-effect: pursuing the adventure will also only be able to bring you up to the equivalent of Level 16 at most – though you can absolutely still hone your skills through pursuing further challenges to test yourself. **By avoiding this drawback**, the world will be a lot more coherent than the source material. The many editorial issues that plague the Adventure Path will be resolved in ways that seem natural. The world will seem to provide you with many diverse opportunities to polish the new skills you've obtained here.

In The Doghouse **[+200CP]**

You may have been running this secret society for actual centuries, flawlessly keeping it out of the public eye as you subtly bring it closer to its ultimate goals... all while rescuing members from oppression and building personal bonds with each when you provide them sanctuary... but what have you done for them lately? While you were busy endangering yourself on tasks of ultimate importance to the cause, someone **NEW** has showed up with fresh ideas. So what if the new guy represents everything your group despises? He could be the most pretentious, entitled, wealthy, and alive person – even if your followers were actual ghouls who zealously embrace an eat-the-rich philosophy, they'd pick him instead. Even as he undoes all the gains you've made. So why would they abandon you after all you've done? Why not!

Any lenience you show towards your long-term companions or followers will be met with absurd disloyalty. Effectively you don't have the option of being respected – if you want allies the options to keep them are love, fear, or bribery.

Condemned **[+200CP]**

Nothing good can be found in the yellow stain of Sclerain Swamp... well, people have tried... but something else settled there first. The Saffron House leaks wrongness and nauseates tourists with it's layout that seems more like how a house would be built by something trying to imitate one with no understanding of a room's purpose. Haunted hotel House Beumhal saw the master of the house hang his entire family, kennel of dogs, and prize stallion in a night of frenzied madness. It is reopening as a tourist attraction, with strict limits none may trespass on the 4th (and more recently 3rd) floor. House Undiomede sinks slowly deeper into the mire of Illmarsh, except for the druidic circle it was built around.

Superstition lingers about many old manors. But you must restore one of the historic houses of the realm back to its former glory. And whichever one you choose is absolutely host to dark powers. Until you fix the problems and wrest the dark forces from the estate this hostile property will keep appearing in future settings. Rather than one of Ustalav's landmarks this can target one of your owned properties (of about "castle" size) to have fallen on similar hard times - becoming little better than a ruin that require a *thorough* repair, exorcism, and a few dungeon crawls to discover the problem. Try to cleanse it before you move on to a new world or the spirits may be considered purposeful additions.

The Cabinet of Calamities **[+200CP]**

Throughout the nation many families have subscribed to a tradition of assembling repositories of exotic treasures, specimens, and oddities. Most of these cabinets of curiosities are just that, having little value outside of being interesting fakes or folk art.

Your family was different, and you grew up with a fear of what antiques were locked away in the cellar. The objects you inherited from the past should not be trifled with. You may have artifacts of great value and phenomenal powers, but you have a justified phobia towards using them. These objects carry all kinds of memories that should remain buried. The first time any of your items are used it creates a haunt in the area which boasts equal power to the item in question.

Eye of Judgement **[+200CP]**

The tales of lycanthropes and stranger shapeshifters are numerous here – but just as well-known is the lore on how to slay them. Locals believe that the full moon is the unblinking eye of Pharasma herself, judging all that lies beneath her gaze. People are revealed for who they truly are, so those becoming beasts deserve no sympathy as they are naught but savages. All they deserve is the wrath of the righteous.

Under the light of the moon you suffer a curse indicative of some dark past. Just by seeing you in that monstrous state is proof of your crimes against decency. You can select a specific trait or event for this to manifest as, which will have enough subtle hints in the form for witnesses to have a vague idea of what makes you a monster. The vile transformation was something done to you. The outsider responsible sought to expose your secrets and prey on you psychologically by forcing you to face a past crime. This curse prevents you from using any kind of alt-forms or shapeshifting, and when effected under the full moon it even takes away the racial advantages you had here.

The culprit, either a nosoi psychopomp or esipil sahkil, can be kept as a pet if spared. The transformation offers no practical benefit except frightening others, but they can allow you to keep it.

Nothing Is Scarier **[+200CP]**

Any resistance or immunities to fear you have, either by perk or life experience, are suppressed.

Normally in Ustalav that would be a very bad thing. But fear keeps people alive. Though, you might be too skittish for how many threats you face. Your ability to learn how to deal with threats is reduced too, as the idea of conflict with horror is something you try NOT to remember. You're more anxious about monsters than you need to be though because you do not experience any of those 'random encounter' superstitious nonsense you're so afraid of. (This doesn't make you safe of course it just leaves you more untrained for the active threats.) If you want conflict and challenges to hone your skills you need to actively seek them out. Any additional adversaries you find, even when they do present a challenge, don't seem to help you hone your skills. The experience you can gain from any such encounter is worth a mere tenth of what a person can usually learn from a fight.

Going out of your way to train feels like an exercise in futility. Yet with the things that go bump in the night, you'll need to find ways to prepare.

Face Off **[+200CP]**

This foul fey wears the face of friends and is a flawless actor. Powerful inhabitants of the Material Plane (like yourself), can unintentionally evoke a Skin Stealer when they experience intense feelings of malice or distrust. You're responsible for having conjured one of these beings. Even if you can find and destroy it, the creature will be reborn anew from cosmic energy the next time you feel these intense emotions. This one loves you dearly, but not your "friends". It sees existing allies as weak lackies that are only fit to become its disguises or made to fight amongst each other. Ripping flesh suits directly off its victims, the nightmare will have no issue impersonating others in likeness. Skin Stealers live to sow distrust and paranoia, while also playing their characters. It will not be reasoned with, as creating mayhem and a lust for new flesh (to wear) is the only motivation it cares for.

It is already impersonating someone you know.

Save or ~~Die~~ Slide **[+200]**

You're travelling across Ustalav and are bound to see incredible monuments and splendid cathedrals. There will be grand estates of the ancient noble bloodlines. But such sites often contain hidden and terrifying dangers. We're not talking traps or mimics. You're going to have to cross *bridges*. There will be *mud*. There's no simple way to put this, but your reflexes and sense of balance is sub-zombie. If you're in a fight on an uneven or mobile surface, your real fight is with that surface. The whole region takes form before function with it's incredible assortment of tripping and slipping hazards. Over your travels you'll be fighting atop towers in storms, stumbling over mass graves, and running through root-ridden overgrowth.

If you ever find yourself having to fight on a decrepit rickety bridge, you may as well just give up and die. No flying allowed.

In the Mouth of Madness **[+300]**

Oh? You've already lost it, huh? Roll a **[1d12]** or pay **[50CP]** to choose your affliction. Whatever madness you have is superficially curable. With time and care, it will enter a dormant state with less impact on your life. You have been treated for this long-term issue, and the madness is *currently* dormant. Take care to avoid sources of stress, as you are much more susceptible to horror than others. You are guaranteed to suffer from the full effects of this condition several times during your time here, and resist all efforts to resolve the state with magical aid. You'll need lengthy bedrest and care.

The options are: **[1]** Amnesia, **[2]** Catatonia, **[3]** Cognitive Block (inability to speak, write, or concentrate), **[4]** Dissociated Identity, **[5]** Mania, **[6]** Moral Insanity, **[7]** Night Terrors, **[8]** Paranoia, **[9]** Phobia, **[10]** Psychopathy, **[11]** Psychosomatic Loss (of one of your senses or limbs), or **[12]** Schizophrenia. You generally experience the consequences of this Greater Madness as described by the game's limitations, though can instead specify how the condition effects you with your own judgement if unable to access the source material (or have a better idea for your story).

If you experience a moment of extreme trauma that would push a normal person to the breaking point, you will suffer full insanity and become a physical danger to yourself and others, unable to grasp reality.

Ajar-Baphon **[+300CP]**

Someone left the seals open, or perhaps they never worked at all. Because it seems everyone's favourite Whispering Tyrant snuck out early. For now he is quietly biding time and amassing his armies and preparing for a second round of apocalyptic undead warfare. After the pointless murder mystery you're about to endure an undead apocalypse straight out of *Tyrant's Grasp*. Currently you are nothing to him, but may be seen as inconsequential nuisance should you resolve the *Carrion Crown* adventure. But given enough time or success against his forces you will soon end up as a priority target. You can avoid this personal animosity by staying out of his way, but without powerful opposition he is certain to bring a new era of horror upon Ustalav and the nations beyond.

But if you are the sort that would genuinely desire to see the original Tar-Baphon freed... then you're about to be extremely disappointed. Eventually you'll discover he's long escaped and any efforts to free him were in vain. He's given up on evil, you understand. Upon your discovery that he's leading a peaceful and good life, he will stop at nothing to conceal the centuries he's spent free mastering various goodly crafts. And protect his world from any threat you present.

Whether you're working for good or evil, the Whispering Tyrant stands in your way. This is a mythic lich who has left gods cowering. His personal power is at least equal to the powers you bear, if more undead and spooky in style.

Pulling Punches (Emotional, Mind-Affecting) **[+300CP]**

There's nobody for you to connect with. From one case to the next there is barely any connection except they were on the way. Everything is connected in such a flimsy and tenuous way that there's nothing tangible enough to hold on to. Especially in terms of how important these missions are to you. You have to stay on the road and keep adventuring, why exactly? There's not a friend you'll get to keep around for long as the latest quest forces you apart. You're going to be stuck on the move, rushing from one encounter to the next, following a new clue to the next city. It's never enough time to attach to anyone. Never long enough to see the benefits your actions have brought for others. Any friendship or romance will be short-lived. Maybe they're building a life that doesn't mesh, or you feel a need to travel somewhere to achieve something more. You'll need to imagine a motive to keep going, because fate just isn't ready to let you feel like you have one.

Not even the antagonists will feel like personal enemies. Even one's responsible for killing friends and mentors. Their motives were never about harming you or your friends, it just happens that they keep getting in their way.

Ruin Has Come To Our Family **[+300CP]**

There's an ancient infestation that hastens the world's end. It was planted in Thrushmoor. Cut out this malevolent root. The Inmost Blot! Xhamen-Dor!

The Star Seed! Xhamen-Dor!

What Grows Within! Xhamen-Dor!

Passive resistance cannot stop the corruption that exists in the subconscious of all mankind. It must be utterly erased.

The Jumpslave Thrall **[+300CP]**

Lyvar Hawkran's soul was claimed by the Whispering Way. Radvir Giovanni is denied the right to free will by his uncaring master. The Beast of Lepidstadt can be controlled at any time from Schloss Caromarc. Social conventions of werewolves demand they follow whoever claims the Packlord's Heart. The daughters of Illmarsh are doomed to be nothing but breeding slaves for the neighbors. Even liches are on leashes once their phylactery is stolen.

You too suffer from your life and choices being out of your hands. Your actions are controlled by another from afar. Their leverage takes two forms; a control item exists for them to manually control your actions and compelling collateral of some kind that would keep you obedient. They are not overly cruel but do treat you as a pawn in their schemes, occasionally forcing you to perform actions at odds with your morals. If the control device ends up in other hands your predicament would certainly be worse. Lashing out against them directly will lead to far graver consequences than following orders.

Open Game License **[+300CP]**

Oh please, another power-hungry mystical cult? Okay, a cabal of wizards most foul have come into great power in the region. Having originated in an unfathomably distant coastal settlement, very little is understood about their motives (money) beyond a desire to eradicate diversity and complexity in the world. First they will retroactively eradicate the drow (but replace their evil with equally foul serpentfolk), simplify the species of dragons to new varieties after removing chromatic and metallic concepts, and even go so far as to start scrubbing moral alignment from the world when it's a building block of the planes... there seems to be no stopping the bizarre atrocities they are willing to unleash. Should you attack them head-on, you will find your class abilities, spells, and possibly even race retroactively erased. Destroying these coastal wizards will not undo the harm they have inflicted upon the world at large.

No amount of payments will satisfy their greed, but they certainly make offers to lure you into believing it's possible.

Forsaken **[+300CP*]**

Rituals are precise, and accidents can happen. You were on the receiving end of a transformative ritual designed for another. Whether the intended result was being a lich, werecreature, demon, or something else entirely. The time you have left is short indeed as you can practically feel your spirit is being burned away as swiftly as the phosphorous on a matchstick. Mercifully, being in a place like Harrowstone Prison or Gallowspire will be rich in the ghostly energy that can sustain you. But this is merely prolonging what is likely inevitable. Should the occult circumstances be resolved and their energy settled, you will need to find a new refuge and could perish as quickly as a day.

You may maintain the Forsaken Lich (or regular Lich) template post-jump if you desire. You can gain the points OR become a lich through this. The transformation does not have to make you a lich specifically but any monstrous creature you've become is still stuck on a doomed expiry date unless you take great efforts to find the energy sources you need to stay (un)alive.

Megadungeonvania **[+300CP*]**

But maybe there is a grand purpose waiting for you? Something that has been hidden all this time. The place you belong! The black coach comes for you now. It is time for you to go home, to Bastardhall. You received the calling to return to some place of terror and discover mysteries about your own past. Will you be able to find the links that awaken divine power in yourself? ~~Or will it just be these +300CP?~~ The interior of this dungeon provides a nation's worth of treasure and adventures, with the threats to match. Technically, the location you're destined to explore doesn't need to be Bastardhall.

Perhaps you're ready to explore Casnoriva, Academy of Arcane Insanity? Maybe you will plunder the rank tunnels of Graidmere and discover just how deep the swamp of Serzilian goes. It could be the Shudderwood itself is your dungeon as you work to learn secrets of your heritage that are hidden in the many lost landmarks there. The scope of the dungeon you will set out to explore is truly massive in both size and complexity, and the threats inside are varied and seem to scale with your part. With the structure being organic and/or haunted, it will keep shifting and require at least a year of exploration to complete. You can gain this +300 points at the conclusion of truly conquering the megadungeon OR keep the dungeon.

Continuing the Campaign

Your story draws to a close, but adventures await no matter where you travel from here! Stay a while longer and you will find new challenges await you right here. Wherever you go, all that you've gained here will be with you on the next quest.

One final choice for this tale, where will you go from here?

Earth

A world you most likely consider home. You will be returned to it at the same moment in time you originally left, if that is your desire. But there are many versions of Earth... and certainly not all are the one you might think of as home. Jump to any version for the next stage of your chain. Or, if you do find that first home this marks the end of your multiverse journey.

Golarion

A new home that has grown too familiar to leave so early. There are new quests begging someone like you to undergo them right here. You remain in this world, at least for now. You can treat this as an option to end your chain and remain here for the rest of your life... or continue the chain but create a build for another Pathfinder Adventure Path Jump.

Beyond

Infinite realms exist beyond the two choices above. Worlds known to many just like this one and the Dreamlands. Other hidden worlds like Droffa, known only to few. Reality has worn quite thin and there's no telling where you may end up next. But wherever you go you're sure to have the option to take on even greater power. Maybe you'll find a new home there?

Notes

stupid_dog
Version 1.00

Here's that unique Tiefling offer. Totally valid for use with this incarnation of Golarion, yep. A species Pharasma actively hates probably shouldn't be allowed to exist, so they'd be full of existential dread even if they weren't *literally* made out of it.
Heritage: Sakhil-Spawn (Screambound)
Description: Born knowing mortal peril, these disturbing tieflings can't help but spiral into periods of panic.
Ability Modifiers: +2 STR, +2 CHA, -2 INT
Alternative Skills: +2 Sense Motive, +2 Intimidate
Alternate Spell-like Ability: *Paranoia*

With **Which Addition?** in mind, if you take **Licher-Than-Life** + **Ascension Tier** you could treat it as following Mythic Lich Path instead. Such a choice will still have the adventure escalate to be something befitting a Mythic story.

Honestly, the racial choice limitations can be ignored if you don't like it. Feel free to be any playable race. Most races might face some level of discrimination, but you could also handwave this issue like a lazy DM who doesn't want to have controversial topics like prejudice. Despite all the horrors that surround them, it's fine to say the people of Ustalav are decent people.

Suggested dragon relatives or bloodline sources: Sicnavier I through V (Umbral), Seryzilian (Black), Kulsyther (Green), Kazavon (Blue), Zedoran (Green).

The perks of **Knight of Ozem**, **Sleepless Detective**, **Agent of the Grave**, **Ritualist**, **Noble Scion**, and **Mortal Usher** are each Prestige Classes in Pathfinder 1e which are particularly appropriate for the region and/or Adventure Path. You may opt to treat these perks as providing benefits matching the Prestige Class instead of as written, while also functioning as a Gestalt Class with your chosen base class. You may optionally swap out Milani, Iomedae, and Shelyn's 400CP Faith perks to act as the benefits of being a Rose Warden, Inheritor's Crusader, or Devoted Muse respectively. Such Prestige Classes can be mastered in this way without actually worshipping the goddess, if you buy the Prestige Class without using a discount.

Black Stars Beckon: Functionally, this allows you to progress in the Blackfire Adept prestige class. However, when making your first Blackfire Pact the bonuses apply to mythos entities, which are typically aberrations. From a game mechanic side, a more complete list of such beings can be found under the Occult Ritual: Contact Entity.

RAW **Noble Scion** Prestige class is normally limited to advancing bardic, rogue, spellcasting, or generic melee features. But with Jumpchain it's not any more broken for those "some" (4) dilettante studies from other classes to be more diverse or representative of different vocations. Balanced examples: +1d6 sneak attack, +2 levels worth of Bardic Performance, a witch's hex (not major or grand), +2 for a favoured enemy or terrain, +1d6 channel energy, +1 level worth of spells per day, +1 attack/damage, increased damage die with a chosen weapon (monk/warpriest), 2 rounds of rage, +1 daily use of challenge/smite/judgement.

Agent of the Grave, casting from ki probably costs ki points equal to [Spell Level / 3], rounded up. That's the general cost of spells for a Quiggong Monk's magic. They get a little more added on as the distinctly worst prestige class of the bunch.

Swamp Lord: Swamp terrain is optional just the type of terrain favoured by the many Swamp Lords of Ustalav, just pick a home to do maximum nature stuff or as a location to unlock any primal magic classes. Barbarian, witch, shifter, ranger whatever classes fit having a link to the spirits of the natural world are valid.

With **Seal-Breaker**, you can add an extra (undead or necromancy themed) archetype's benefits onto your base class without sacrificing original powers. Fanwank how different abilities become more undead.

Star Spawn can give you access to a Sorcerer Bloodline or Oracle Mystery progression in addition to your selected class. Preferred Bloodline choices: Aberrant/Warped, Dreamspun/Visionary, Ghoul, Impossible, Maestro, Starsoul/Void-Touched.

The sorts of weather you can get from **Mad Mist** at great power are rather scary. They won't directly harm you but you still might want a toggle perk or emotional control. Some of this weather might be seriously cursed stuff and won't come with the same control as the purposefully cursed terrains of **Capital C Cursed** where these sorts of hazards are just for your benefit. (Storms of Blood, Skin, and Bone - Shadows of Gallowspire pg.81) Some of the devastating weather includes Desicating Duststorms that (often fatally) dehydrates people until their skin cracks, afflicting them with mummy rot. Mortuary Tempests include heavy winds, malicious bolts of purple unholy-lightning seeking live targets, and (slightly) acidic sleet that stinks of embalming fluid. Sanguinary Clouds are banks of blood-red mist that actively exsanguinate others who become effectively blinded in their obscuring crimson. Poltergeists Storms are roiling and howling

clouds of glowing green spectral faces that create mass panic with their screams all while inflicting supernatural aging by sucking the life force from others.

Bigger Badder Wolf: Outside of Lucimar or the Devil in Gray, some good villainous threats that suit this campaign are: Ysara Nine-Eyes, Socorro (The Butcher of Carrion Hill), Sicnavier V, Razmir, or the Laughing Man of Saffron House.

Ruin Has Come To Our Family: You have been seeded with the knowledge of Xhamen-Dor, necessitating that you undertake a series of quests on the same level as the Pathfinder's Strange Aeons Adventure Path as well. If you would be immune to the effects of the Inmost Blot, rest assured that it has seeded dozens of others and the consequences will soon befall not just Ustalav, but the whole of Golarion.

Pre-release changelog:
War Without Rivals no longer explicitly awards experience from kills. Treating all classes as 'levelling up' as easily as within the abstract system of Pathfinder is probably fine without such a perk anyway. Fight strong foes, learn strong survival skills.
Removed the **Literally Ravenloft** drawback to drag the whole of Ustalav into that evil domain.