



Campaign Traits for Wrath of the Righteous

The following campaign traits tie characters to the Wrath of the Righteous Adventure Path. The Adventure Path assumes that every character in the campaign has one of the following campaign backgrounds. Choosing the best background for your character is important, and that choice will resurface during the course of the campaign.

These backgrounds explain your character's link to the Worldwound, the results of the first adventure will catapult your character into this new realm of legendary power, setting her up for even greater challenges that await in the next five adventures of the campaign.

As a special note, each of the following campaign traits ties into a specific encounter or plot development in the Wrath of the Righteous Adventure Path—what that encounter or development might be, you'll find out as the story unfolds. As a result, it's best if every player in your group picks a different Wrath of the Righteous campaign trait. If you and another player both want the same trait, be sure to work out a way that both of your characters took part in the same event—examples of how to do so are given for each option below.

Finally, you'll also note that these traits are a bit more powerful than most traits—this is intentional, as these traits help to set up your mythic background!

Chance Encounter:

You always tended to get in over your head as a child, but your biggest youthful misadventure was the time you “accidentally” found yourself behind enemy lines in the Worldwound. You probably never would have made it back home to Kenabres if not for the help of a mysterious woman who helped you trick your way through a group of cultists. The woman never told you her name, but you remember her beauty and a deep sense of sadness she seemed to carry with her. Her skill with the bow was impressive as well, but the thing you remember most about her was the symbol of Desna she wore—she often held onto it without seeming to realize it, as if the connection to the goddess was something she clung to in a sense of need, as someone might clutch at a rope while dangling over a vast pit. She left your side a few moments before you were picked up by a patrol of crusaders, who finished the job of escorting you back to safety, and you've never seen her again. Ever since, you've just been lucky when it comes to trickery.

Choose two ability boosts. One must be Strength or Dexterity, and the other is a free ability boost.

You're trained in the skill Stealth or Thievery and the Scouting Lore skill. You gain the Terrain Stalker skill feat if you selected Stealth, or the Concealing Legerdemain skill feat if you selected Thievery.

Second Chance:

Reaction

Frequency: Once per day

Trigger: You fail a skill check that does not have the attack trait.

Reroll that check. You must use the second result. This is a fortune effect.

Associated Mythic Path: Trickster

Multiple Characters: You and other characters were all saved by the same mysterious woman in your childhood. This could have been the same event, or she could have saved you on separate occasions—the discovery that

Nothing Ventured, Nothing Gamed LLC, uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stream/podcast is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.gewatch



someone else was saved by the mysterious stranger has resulted in a long friendship (or perhaps friendly rivalry) with the others she rescued.

Child of the Crusade: Your parents were members of the crusade, as were their parents before them. (If you are an elf, gnome, or other long-lived race, these could be brothers or cousins instead, since it's possible that the Worldwound simply didn't exist at a time before you were born.) The righteousness of the crusades sometimes feels as if it runs in your very blood, and it bolsters you against demonic influence. Your parents may be alive still, or they may have perished on a mission—that choice is up to you. You grew up knowing them, though, and their zeal and devotion to the crusade is the primary reason you feel the same way. They've told you of other family members who have also been involved in the crusade, and it's not uncommon for you to meet a distant cousin or long-lost aunt, uncle, or other family member while traveling among the border towns of Mendev. This strong family tie bolsters your mind and sense of belonging to the crusade.

Choose two ability boosts. One must be Wisdom or Charisma, and the other is a free ability boost.

You're trained in the Medicine skill and the Warfare Lore skill. You gain the Battle Medicine skill feat.

Iron Will:

Reaction

Frequency: Once per day

Trigger: You fail a saving throw against an effect created by a demon which would possess or incapacitate you mentally.

Reroll that check. You must use the second result. This is a fortune effect.

Associated Mythic Path: Marshal.

Multiple Characters: If other characters take this trait, you should all be related—you can be siblings, cousins, or even more distant relations, but you should all be aware of this shared lineage.

Exposed to Awfulness: When you were a child, you were nearly slain by a demon that managed to make its way through the *wardstones* into the lands beyond. The demon was slain before it could kill you, but you lingered at death's door in a coma for weeks before waking. Ever since then, you've been unusually hale and hearty, as if your body had endured its brush with awfulness by becoming supernaturally fit. But still, the scars (whether physical or purely mental) of your brush with death remain, and nightmares of what could have happened often plague your sleep. Something, be it your own personal force of will, some strange "infection" from the assault,

Nothing Ventured, Nothing Gamed LLC, uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stream/podcast is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.gewatch



or perhaps a combination of both, has made you stronger than before. You're not sure what to make of the theories that you survived this exposure to awfulness because you yourself have some trace of demonic heritage that helped give you the advantage you needed to survive— but whatever it was, you're glad for it! Your strange resistance to demonic attacks persists to this day.

Choose two ability boosts. One must be Constitution or Wisdom, and the other is a free ability boost.
You're trained in the Survival skill and the Abyss Lore skill. You gain the Die Hard feat.

Refuse to Die:

Reaction

Frequency: Once per day

Trigger: You fail a saving throw created by a demon which would kill you, or physically incapacitate you.

Reroll that check. You must use the second result. This is a fortune effect.

Associated Mythic Path: Guardian

Multiple Characters: You and any others with this trait are related, if only distantly. You could be siblings or cousins—a condition that perhaps lends some credence to the theory that all of you share more than just a common bloodline.

Riftwarden Orphan: You bear a strange birthmark on your body—something you've learned is the Sign of the Seeker's Spiral, a rune associated with the secret society known as the Riftwardens. You have researched this rune, and have learned that the mark sometimes appears on the children of Riftwardens who have been exposed to particularly strange planar energies. Unfortunately, you never knew your parents, for you were raised by a foster family in Kenabres. Your foster family has confirmed that both of your parents were Riftwardens, and has further confirmed that your parents went missing on a secret mission into the Worldwound less than a month after you were born. You're not sure what happened to them, but you're certain they're dead—and your gut tells you that the one who murdered them yet lives! In any event, you've long felt magic in your blood, and casting spells comes easily to you.

Choose two ability boosts. One must be Constitution or Intelligence, and the other is a free ability boost.

You're trained in the Arcana skill and the Underworld Lore skill. You gain the Canny Acumen feat.

Riftwarden's Rune:

Reaction

Frequency: Once per day

Trigger: You roll a save versus an effect created by a demon, you can see the demon, and a +2 circumstance bonus to saves would make a critical failure into a failure, failure into a success, or a success into a critical success

Gain a +2 on the associated check. This is a fortune effect.

Associated Mythic Path: Archmage

Nothing Ventured, Nothing Gamed LLC, uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stream/podcast is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.gewatch



Multiple Characters: You should be siblings with any other character that takes this trait, so that you share the same missing parents. Your parents could even be foster parents.

Stolen Fury: You were forced to take part in a demonic ritual as a youth after having been captured by cultists. Whatever the ritual's purpose may have been, it didn't work out the way your captors envisioned—rather than corrupting your soul, you absorbed the ritual's energy and made it your own before you escaped to safety. Ever since, you've been haunted by strange nightmares about the ritual, and have long felt that the energies it bathed you in have changed you. Recently, those energies have changed—it's as if you've finally managed to come to terms with your past and have turned the ritual's aftereffects to your advantage, following the old adage of what doesn't kill you makes you stronger. You've been unable to learn more about the ritual or what it was for, but the question lingers in the back of your head to this day. This nagging has instilled in you a fury against demonkind.

Choose two ability boosts. One must be Strength or Constitution, and the other is a free ability boost.

You're trained in the Athletics skill and the Demon Lore skill. You gain the Titan Wrestler skill feat.

Fury's Wrath:

Reaction

Frequency: Once per day

Trigger: You are hit by an attack from a demon, you can see the demon, and a +2 circumstance bonus to AC would turn a critical hit into a hit, or the hit into a miss

Gain a +2 on the associated check. This is a fortune effect.

Associated Mythic Path: Champion

Multiple Characters: You and any other PC who takes this trait were all part of the same ritual, and it was only by working together that you managed to escape—further, the support of your fellow ritual survivors has played a key role in your coming to terms with it, and you retain a close bond of friendship (or perhaps a friendly rivalry) to this day.

Touched by Divinity: As long as you can remember, you've had an unexplainable interest in one deity in particular. One of your parents may have been a priest of this deity, or you may have been an orphan raised by the church, but these alone cannot explain your deep connection to the faith. You've always felt calm and at ease in places holy to the deity, and often have dreams about the god or goddess visiting you—most often in the form of a sacred animal or creature. Your faith is strong, even if you don't happen to be a divine spellcaster—if you are a divine spellcaster, you should be a worshiper of this deity.

You begin play with a silver holy symbol of your chosen deity for free.

Choose two ability boosts. One must be Wisdom or Charisma, and the other is a free ability boost.

You're trained in the Religion skill and your Deity's Lore skill. You gain the Domain Initiate feat.

Nothing Ventured, Nothing Gamed LLC, uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stream/podcast is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.gewatch



Associated Mythic Path: Hierophant

Multiple Characters: If other characters choose this trait, you should all work together to decide what deity you're associated with—it should be the same deity shared by all of you. You might even share the same dreams.
