

Knowledge (History)

15+ The Worldwound is an unnatural blight on the world. Believed to be a rift into the Abyss, this gateway from Golarion opened shortly after the death of Aroden.

20+ The nation of Mendev came to prominence during the First Mendevian Crusade in 4622 AR. This crusade was built up from the weakened church of Aroden and followers of the goddess Iomedae. Since that time, Mendev has engaged in four crusades against the demonic threat.

25+ A series of specialized artifacts keeps the demons of the Worldwound at bay. Known as *wardstones*, these artifacts are layered in runes that ward away demons. Powered by regular acts of faith, *wardstones* dot the border between Mendev and the Worldwound, keeping the demons from crossing in great numbers.

30+ *Wardstones* prevent any form of teleportation magic, demonic or otherwise, from working across their borders. Despite this incredible ability, the *wardstones* don't hinder such magic from working within the confined areas.

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Knowledge (Local or Nobility)

15+ The Pathfinder Society maintains a strong working relationship with the crusaders of Mendev. An extensive treaty exists between the nation and the Society, giving the Society the right to operate in the region, but requiring Pathfinders to defend Mendevian cities and participate in crusades.

20+ Pathfinder activities in Nerosyan operate out of the Starrise Spire, which is led by Venture-Captain Jorsal of Lauterbury. Jorsal is a pious man and a skilled combatant; he's believed to have made no fewer than 50 missions into the Worldwound in search of artifacts for the Society.

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25+ While Jorsal officially oversees Pathfinder Society operations in the area, there is a second venture-captain in Nerosyan who's in charge of a second lodge—a no-nonsense dwarf by the name of Thurl. Covered in tattoos and piercings, Thurl operates undercover as the leader of a mercenary company, and he handles far fewer noble missions for the Society than does his colleague.

30+ There have been rumors among Pathfinders that Venture-Captain Thurl has not been entirely honest in his dealings with the Decemvirate. A group of Pathfinders who recently finished a mission in Numeria were then sent to review the work of the dwarf and his agents, but those Pathfinders have not been heard from in months.

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Knowledge (Planes or Religion)

10+ The Worldwound is infested with demons. Evil and destructive creatures, demons are native to the Abyss, though they can be summoned by means of magic. Many of the demons within the Worldwound emerged from the rift at the center of the region.

20+ The demonic hosts are kept somewhat in line by powerful overlords known as demon lords. The exact number of demon lords is unknown, but many such creatures are revered on Golarion. Each demon lord has a portfolio, similar to that of a deity; however, most demon lords lack many of the powers a true god possesses.

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