

Grimoire of Guidance

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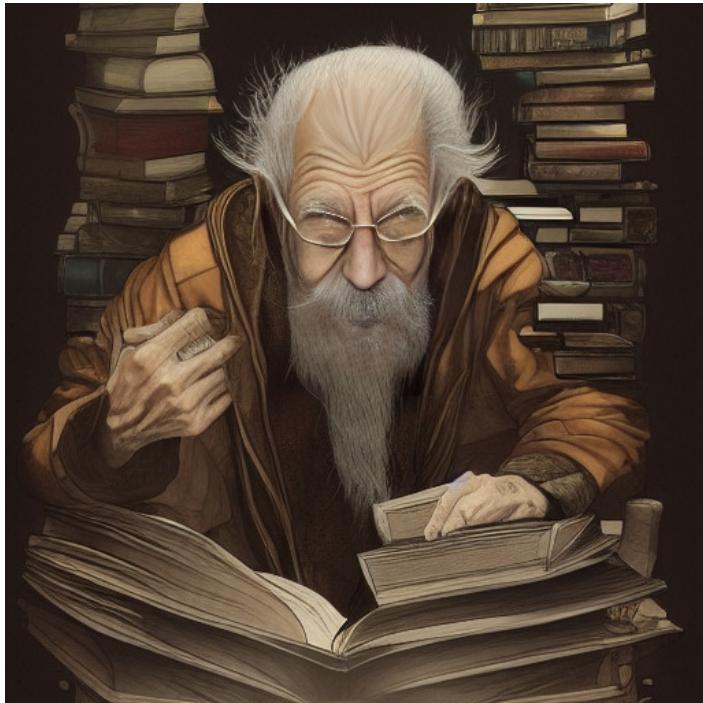
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Chapter 1

Running The Game

This book provides helpful guidance on how to play the Rise role-playing game. It includes some context for the narrative universe of Rise, mechanics for monsters and other antagonists, and clarifying rules for special circumstances.

Why Use So Many Rules?



Tabletop role-playing games attempt to create rules to define how their universe works. Some games are intentionally vague or minimalist about their rules, which can be fun! Simple games are easy to start playing, and they try to avoid getting in the way of good role-playing. However, Rise takes a different approach. It spends a lot of effort - and words - attempting to define an internally consistent universe, and creating a large number of specific abilities that can be used in that universe. There are a few important advantages to taking this approach: establishing expectations, supporting multiple play styles, and assisting the GM.

Establishing Expectations

Different people can have very different ideas about what is realistic - or narratively appropriate - in a made-up fantasy universe. To some people, kicking in the tavern door and starting a brawl is just some good clean fun, and you'll take a few good punches and then laugh about it later that evening over drinks. But to other people, that might sound like a good way to find yourself imprisoned for the foreseeable future with all of your possessions confiscated by the town guard. Another interpretation of that scenario might see the brawler seriously injured with a broken bottle in the eye, leaving them partially blinded for weeks - or indefinitely.

All of those ideas are valid, and they each match the narrative of a particular type of story. However, it's important that everyone sitting at a table and playing a game agrees about what to expect. Players can get confused or frustrated when their actions have consequences that feel arbitrary or unfair. Generally, games are more fun if everyone in the game shares a common set of expectations and conventions. Otherwise, games can devolve into disagreements about what is or isn't reasonable.

One way to establish these expectations is to use a rules system like Rise that defines some expectations explicitly. If the scenario above happened in Rise, the last outcome of an incapacitating blow to the eye shouldn't normally be possible, since the rules explicitly define how injury works. Knowing what is and isn't possible can help give players and GMs a useful set of guardrails for what they try to do in the universe. It's relatively easy to get everyone to agree about simple things that regular human people have experience with, like how difficult it is to climb a tree. However, Rise is full of superhuman people and monsters, and eventually you'll need to figure out how far a barbarian as strong as Hercules can throw a bear. Having a single authoritative resource to consult can cut off long disagreements about details that are difficult or impossible to determine objectively.

Of course, different games played with a flexible rules system like Rise can have very different tones and themes. Either of the first two scenarios in the tavern are still plausible in different games, and a GM can use house rules to make vital wounds have more long-term consequences if they want. Using a rules system like Rise can help, but it is not the full answer by itself. The GM and players always share responsibility for establishing expectations about what genre a game will be, and conforming to those expectations to the

extent that it makes the game more fun.

Supporting Multiple Play Styles



Some people deeply enjoy the process of role-playing itself. They enjoy the process of getting into a character and speaking in their voice, exploring their needs and desires, and building a narrative for them over time. These people often do not need the confines of a robust rules system, and can play equally well in games with minimal rules or none at all.

Other people do not enjoy role-playing as an end in itself, or even at all. However, they may still enjoy the *game* aspect of a role-playing game. Instead of playing a character for their personality and backstory, they may play a character for their unique mechanics and tactical advantages.

Still other people may be interested in role-playing as a concept, but find it daunting. The blank page in front of you when you start painting a picture or writing an essay can be daunting, and that first step is often the hardest to take. Giving people a clearly defined set of abilities and specific tools for interacting with the world can enhance creativity by providing a safe space for interaction and experimentation. Even if you don't enjoy or feel confident in speaking in your character's voice, you can still engage with the narrative aspects of the adventure by casting a relevant spell or making a relevant skill check. People in this middle ground can sometimes enjoy deeper role-playing games while being feeling lost in role-playing games with minimal or nonexistent rules.

One of the joys - and challenges - of Rise is drawing together people with very different desires and play styles to share a single experience. Rules-free role-playing games and tactical wargames can both have a narrower appeal than rules-heavy role-playing games like Rise, which try to provide something for everyone. You can run games with deep role-players alongside tactical gamers,

and it can be a lot of fun. It does place a greater burden on the GM to provide the right ratio of content to keep everyone happy, and it does require the players to be patient when their preferred playstyle is put in the background to support the needs of other players. A well-blended game can also draw people out of their comfort zones slowly and safely over time as they observe and start to enjoy the playstyles of the other players in the game.

Assisting the GM

The Game Master carries an extra weight of responsibility to shape the flow of the game. Creating narratively consistent universes, appropriate challenges, and engaging storylines out of thin air is deeply challenging. If this job is too difficult, no one will want to do it, and then no one will play the game! Making the GM's job easier is a critical component of any role-playing game.

There are several ways that Rise can make the GM's job easier. It provides information about the mechanics and tropes of the universe that the game takes place in, which helps establish expectations and resolve disputes that might come up during the game. It will provide a clear narrative foundation for the world and the characters in that world, which minimizes the up-front work required to run a game, once that section of the book is more complete. It will provide a wealth of pre-packaged challenges appropriate for players of any power level or play style, and advice for how to use those challenges appropriately, once that section of the book is more complete. The GM-focused sections are currently the most unfinished part of Rise, and this will be a more useful guide before Rise is done.

Ad-Hoc Circumstantial Modifiers

Circumstances frequently modify a creature's odds of success when making attacks and checks, or when defending itself from attacks. Rise defines a number of specific circumstances with explicit effects, but as the GM, you should feel free to decide that any circumstances should modify the odds of success.

There are two kinds of circumstantial modifiers. Circumstances that make a creature better or worse at its task give it a bonus or penalty to its attack or check. Circumstances that make the task easier or harder increase or decrease the difficulty value of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a -2 penalty. Of course, you can get more specific than that, especially in unusually significant circumstances.

Narrative Pacing

A typical game of Rise is broken up into two distinct concepts. Sometimes, you will interact with the world in broad, sweeping descriptions, as you describe in general terms what your character does. For example, you and your group may decide to travel overland for seven days to reach a distant city. Just like you don't need to mention every time your character breathes or takes a step, you don't need to track every second of time spent on that journey. Until something of dramatic significance happens, the GM should

narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your group is ambushed by roaming bandits, the exact actions you take become important. This is called an encounter. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in [rounds](#). A round represents six seconds of time, so there are ten rounds per minute.

Not all encounters require tracking time precisely. For example, if you and your party encounter a broken-down caravan carrying an angry prince, your exact actions can be important. Whether you show appropriate deference and fix his caravan, ignore him, or kill him to steal his jewelry can have important repurcussions in the game world. However, the exact time it takes to make that decision and execute on it is not usually important.

Not every challenge needs to be handled with the narrative pacing of an encounter, especially if the outcome of the challenge is uninteresting or predetermined. Even combat can be described in broad terms, such as if you are significantly more powerful than your foes and your victory is assured. In all cases, the GM decides how to handle the flow of time and the narrative pacing. They may have information you don't about what is important and what is irrelevant.

Principles of Rise

- **The Game Master controls the world.** Everything about the game world is up to the GM: the people your character meets, the challenges they will overcome, and the very ground under their feet. Even the “rules” of the game are completely subject to the GM’s whim.
- **You control your character.** A GM should never tell you how your character feels or what they try to do — unless, of course, your character is being controlled by hostile magic or some other power.
- **Respect and trust are critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what they are doing. Likewise, the GM needs to let the players do what they want — even if it doesn’t suit their idea of what “should” happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they’re pretty good rules. But sometimes, you don’t need them all — or you think you’ve come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn’t contain rules for how to drink water, sleep, or blink. If something isn’t described explicitly here, assume that it works the same way it does in reality.
- **It’s just a game, so have fun.**

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter**. In general, an action has dramatic significance if there is a consequence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

A check represents an attempt to accomplish a dramatically significant goal, usually while under some sort of time pressure or distraction. When there is no dramatic significance to the task, a check should not be rolled.

Taking 5: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 5 when determining whether the check is successful. This is called “taking 5”.

Taking 10: If a character would not succeed when taking 5, the character can try to “take 10” instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates their check result if they had rolled a 10.

Essentially, taking 10 means the character repeatedly attempts the task until they succeed. It is possible to take 10 on a task that has consequences for failure, but taking 10 guarantees that those consequences occur.

Uncommon Combat Circumstances

Even if the attack had no obvious physical or visual effects, a creature that resists an attack still feels a hostile force or a tingle, but cannot usually deduce the exact nature of the attack.

Creatures can voluntarily lower their defenses against attacks that they are aware of. When they do, their defense is treated as 0 against the attack.

Dealing Damage, Taking Damage, and Losing Hit Points: Some abilities trigger when a creature deals damage or is dealt damage. Other abilities trigger when a creature loses hit points or causes another creature to lose hit points. An attack deals damage even if all damage dealt by the attack is applied to [damage resistance](#) instead of [hit points](#).

Improvised Combat Abilities

Sometimes, players will try to improvise attacks that don’t match any of their written abilities. In general, clever improvisation using the environment can be a fun way to add excitement to a combat. The safest way to reward improvisation is to give a bonus to a character’s existing abilities, like an accuracy or damage bonus. Be careful about letting players effectively create new abilities for their character out of thin air.

Constant improvisation can slow the game down and make your life harder. It’s hard to invent reasonable new abilities on the fly. If you make the effect of their improvised action too weak, they can feel like they wasted their time or were punished for their creativity. If it’s too strong, it can change the game balance in significant ways

and make other players wonder why they bother using their abilities as written. That can make players who don't enjoy or who aren't good at thinking on the fly like that feel like their characters can't contribute as much.

For example, players might reasonably try to improvise an attack that would disarm an opponent of their weapon. Disarming is a classic narrative trope, and it sounds plausible at a glance. However, losing your weapon is a debilitating effect numerically, especially if you allow the player to steal the dropped weapon. If warriors in Rise could be disarmed with a simple attack roll, it would massively reduce the power of melee martial characters, including player characters. Melee-focused combatants already have more complex positioning requirements and are in danger from enemy attacks, so giving them an additional penalty would discourage anyone from going into melee. It's better to treat disarming as being a loss condition akin to being defeated or running out of hit points.

Jump Arcs

Generally, it's way too complicated to deal with the exact path that a jumping creature takes during its jump. According to the Rise rules, some of the jumping arcs look very strange. For example, if a creature jumps forward at a 45 degree angle into thin air, it will fall to the ground in a straight line at the end of its jump, which creates an unrealistic triangle-shaped trajectory. Try not to get bogged down in the details of exactly what space creatures occupy in midair, or the exact arc.

If you really want to be more detailed, you can say that a creature's maximum height during a horizontal jump must happen in the middle of its jump. That maximum height jump must be no less than a quarter of the forward distance travelled. Those rules generate more realistic outcomes if a creature tries to make a thirty-foot long jump in a room with a five-foot ceiling, since the creature should hit its head on the ceiling and be unable to complete its jump. However, although this creates more realistic results, it is much more convoluted to resolve, which can take time. In addition, it weakens the mobility of mundane characters, which makes magical forms of mobility like flight even more powerful than they already are. As always, use the rules and conventions that keep you and your player group happiest.

Object Statistics

An object's size primarily influences the number of [hit points](#) it has. The primary material it is constructed from determines its [damage resistance](#), and can modify the number of hit points it has. Details are given in Table 1.1: Object Statistics By Size, page 6 and Table 1.2: Object Statistics By Material, page 6.

These rules are more detailed than you should really need. During a typical game session, it's often best to just guess whether a character could plausibly sunder or smash an object rather than consulting these tables.

Table 1.1: Object Statistics By Size

Size	Hit Points	Sunder DV Modifier
Fine	1	0 ¹
Diminutive	2	0
Tiny	5	5
Small	10	10
Medium	20	15
Large	50	20
Huge	100	25
Gargantuan	200	30
Colossal	500	35

1. Extremely small objects may be difficult to grip effectively, which can significantly increase the difficulty to sunder them.

Table 1.2: Object Statistics By Material

Material	DR ¹	HP Multiplier ²
Adamantine	30	x3
Glass	5	x1/2
Ice	0	x1/2
Iron or steel	15	x2
Leather or hide	5	—
Mithral	20	x2
Paper or cloth	0	x1/2
Rope	5	—
Stone	10	x2
Wood	5	—

1. An object's [damage resistance](#) also increases the difficulty value of checks to sunder it with raw Strength.

2. Any value here modifies the number of hit points the object would normally have based on its size.

Player vs Player Combat

Most of the rules of Rise function in the same way for monsters and players. Monsters calculate their statistics in a simpler way, but they still have the same fundamental set of actions. However, there is a small quirk in the timing of combat declaration that doesn't work if there are players on both sides of an encounter.

Normally, players are allowed to declare [Swift](#) actions during their normal turn. This can create a situation where a player decides whether or not to take a Swift action based on seeing the results of an earlier non-Swift action within their allied group. For example, a melee fighter might choose to use the [total defense](#) ability because her allies killed all of the adjacent enemies. However, what if one of those enemies was making a decision about whether to use [total defense](#) in the same way? Suppose the melee fighter will also drop unconscious or die from incoming damage from that monster's allies. There's a paradox - if that monster defends itself knowing that the fighter will die, it might turn a hit into a miss, which means it would be alive for the melee fighter to attack. However, if the fighter defends herself, the monster will attack instead of defending itself because the fighter won't be dead.

Monsters don't make complicated contingent action decisions. This timing oddity shouldn't come up during normal gameplay.

However, it can cause problems when players are on both sides of a combat.

Fortunately, this issue is fairly easy to solve. Players must be required to pre-declare any [Swift](#) actions they plan on taking before anyone's turn actually begins. Each player still takes turns in the normal order, which matters for triggered effects that happen during a player's action. This prevents contingent Swift actions from creating weird paradoxes.

You can choose to run this way all the time, if you want. Forcing players to pre-declare Swift actions makes slightly more sense, and you might find it useful in specific combat scenarios against intelligent monsters. However, it's a bit of a hassle. Forcing each player to decide whether they want to take a Swift action before anyone resolves any actions can slow down combat significantly.

All Items

Sometimes, it can be useful to know the entire list of items that exist. This table includes a way to randomly generate items of a given rank. Simply roll percentile (d100) and consult the table to find the corresponding item of that rank.

The table does not include any items for a roll of 100. If you roll 100 when randomly generating an item, roll again for an item that is one rank higher. Alternately, you can roll again to generate multiple items of the same rank.

Table 1.3: All Items

Name	Type	Description	Rank (Cost)	d100
Torch	Object	Emits light	— (5 sp)	0–99
Alchemist's Fire	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	0–7
Firebomb	Alchemical	Throw to deal 1d10 damage in an area	0 (1 gp)	8–14
Flash Powder	Alchemical	Emits burst of bright light	0 (1 gp)	15–21
Moonrod	Alchemical	Emits bright illumination	0 (1 gp)	22–28
Smokestick	Alchemical	Creates a cloud of smoke	0 (1 gp)	29–35
Tindertwig	Alchemical	Quickly activated flame	0 (1 gp)	36–42
Poison, Nightshade	Poison 	Inflicts 1d6+1d8 damage with each stage	0 (1 gp)	43–49
Antitoxin Elixir 	Potion 	Impervious to poison	0 (1 gp)	50–57
Elixir of Resilience 	Potion 	Grants +4 damage resistance	0 (1 gp)	58–64
Potion of Healing 	Potion 	Restores 3d6 hit points and mitigates vital wounds	0 (1 gp)	65–71
Artisan's Tools	Kit	Required for some Craft checks	0 (1 gp)	72–78
Battering Ram	Object	Grants +3 bonus when breaking objects	0 (1 gp)	79–85
Lock	Object	Devices 12 to unlock	0 (1 gp)	86–92
Manacles	Object	Flexibility 12 to escape	0 (1 gp)	93–99
Acid Flask	Alchemical	Throw to deal 3d6 damage over time	1 (4 gp)	0–2
Mindbomb	Alchemical	Throw to deal 1d6+1d8 damage in an area	1 (4 gp)	3
Snowball	Alchemical	Throw to deal 1d6+1d8 damage and slow	1 (4 gp)	4–5
Tanglefoot Bag	Alchemical	Slows a foe, though it is easily removable	1 (4 gp)	6
Thunderstone	Alchemical	Throw to deal 1d6+1d8 damage and deafen in an area	1 (4 gp)	7–8
Poison, Asp Venom	Poison 	Stuns	1 (4 gp)	9
Poison, Jellyfish Extract	Poison 	Deals 1d6 damage per stage	1 (4 gp)	10–11
Poison, Sassone Leaf	Poison 	Deals 3d6 damage per stage	1 (4 gp)	12–13
Elixir of Hardiness 	Potion 	Grants +2 to vital rolls	1 (4 gp)	14
Elixir of Strength 	Potion 	Grants +1 bonus for weight limits	1 (4 gp)	15–16
Potion of Regeneration 	Potion 	Remove vital wound after long rest	1 (4 gp)	17
Collar of Imbuement (1) 	Amulet	Grants a rank 1 magic weapon property to natural weapons	1 (4 gp)	18–19
Healing Belt 	Belt	Exert to heal 3d6 hit points	1 (4 gp)	20
Lifekeeping Belt 	Belt	Grants +1 to vital rolls	1 (4 gp)	21–22
Armor of Scuttling 	Body armor	Move at full speed while prone	1 (4 gp)	23–24
Featherlight Armor 	Body armor	Reduces encumbrance by 1	1 (4 gp)	25
Hidden Armor 	Body armor	Can look like normal clothing	1 (4 gp)	26–27
Boots of Desperate Retreat 	Boots	Can move when you recover	1 (4 gp)	28
Boots of Reliable Motion 	Boots	Can reroll 1s with movement-based skills	1 (4 gp)	29–30
Boots of the Desertlands 	Boots	Eases travel in deserts	1 (4 gp)	31
Boots of the Winterlands 	Boots	Eases travel in cold areas	1 (4 gp)	32–33
Charging Boots 	Boots	Reduces penalties for charging by 1	1 (4 gp)	34–35
Bracers of Armor 	Bracers	Grants encumbrance-free medium armor	1 (4 gp)	36
Bracers of Blessed Protection 	Bracers	Can protect against one critical hit	1 (4 gp)	37–38
Bracers of Repulsion 	Bracers	Can knock nearby creatures back	1 (4 gp)	39
Shieldburst Bracers 	Bracers	Can exert to gain instant +2 Armor defense	1 (4 gp)	40–41
Circlet of Reliable Intuition 	Circlet	Can reroll 1s with intuition-based skills	1 (4 gp)	42
Circlet of Reliable Observation 	Circlet	Can reroll 1s with observation-based skills	1 (4 gp)	43–44
Cloak of Death's Door 	Cloak	Grants +1 Armor at low health	1 (4 gp)	45–46
Radiant Crown 	Crown	Sheds light as a torch	1 (4 gp)	47
Bladespawn Gloves 	Gloves	Can create daggers	1 (4 gp)	48–49

Gloves of Reliable Finesse ✨	Gloves	Can reroll 1s with finesse-based skills	1 (4 gp)	50
Disguise Kit	Kit	Required for some Disguise checks	1 (4 gp)	51–52
Medical Kit	Kit	Required for some Medicine checks	1 (4 gp)	53
Thieves' Tools	Kit	Required for some Devices checks	1 (4 gp)	54–55
Horse, Draft	Mount	Large horse trained for labor	1 (4 gp)	56–57
Horse, Light	Mount	Large horse trained for riding	1 (4 gp)	58
Pony	Mount	Medium pony trained for riding	1 (4 gp)	59–60
Riding Dog	Mount	Medium dog trained for battle or riding	1 (4 gp)	61
Bag of Shrinking	Object	Shrinks items by one size category	1 (4 gp)	62–63
Belt Lantern	Object	Emits light without being held	1 (4 gp)	64
Lock+	Object	Devices 15 to unlock	1 (4 gp)	65–66
Manacles+	Object	Flexibility 15 to escape	1 (4 gp)	67–68
Outfit, Courtier's	Object	Typical attire for courtiers in noble society	1 (4 gp)	69
Rowboat	Object	Simple boat for short journeys	1 (4 gp)	70–71
Torch+	Object	Emits light for one week	1 (4 gp)	72
Wagon	Object	Simple wagon for transporting heavy loads	1 (4 gp)	73–74
Ring of Desperate Breath ✨	Ring	Can exert to breathe briefly	1 (4 gp)	75
Shield of Arrow Catching ✨	Shield	Redirects nearby projectiles to hit you	1 (4 gp)	76–77
Merciful Staff ✨	Staff	Converts damage to subdual damage	1 (4 gp)	78–79
Pinhole Staff ✨	Staff	Allows excluding a single square from an area	1 (4 gp)	80
Reaching Staff ✨	Staff	Can exert to use abilities from a short distance away	1 (4 gp)	81–82
Staff of Silence ✨	Staff	Can exert to cast spells without verbal components	1 (4 gp)	83
Staff of Stillness ✨	Staff	Can exert to cast spells without somatic components	1 (4 gp)	84–85
Foothold Trap	Trap	Temporarily immobilizes	1 (4 gp)	86
Spell Wand, 1st ✨	Wand	Grants knowledge of a rank 1 spell	1 (4 gp)	87–88
Aquatic ✨	Weapon	No accuracy penalty in water	1 (4 gp)	89–90
Iridescent ✨	Weapon	Can dazzle	1 (4 gp)	91
Merciful ✨	Weapon	Deals subdual damage	1 (4 gp)	92–93
Morphing ✨	Weapon	Can change into similar weapons	1 (4 gp)	94
Returning ✨	Weapon	Flies back to you after being thrown	1 (4 gp)	95–96
Routing ✨	Weapon	Grants +1 accuracy vs scared foes	1 (4 gp)	97
Tireless ✨	Weapon	Ignore 2 fatigue with strikes	1 (4 gp)	98–99
Alchemist's Fire+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	0–1
Firebomb+	Alchemical	Throw to deal 3d6 damage in an area	2 (20 gp)	2
Flash Powder+	Alchemical	Emits burst of brilliant light	2 (20 gp)	3
Moonrod+	Alchemical	Emits bright illumination for 8 hours	2 (20 gp)	4–5
Shockstone	Alchemical	Throw to deal 1d10 damage in an area	2 (20 gp)	6
Poison, Arsenic	Poison 🧫	Deals 3d10 damage per stage	2 (20 gp)	7
Poison, Black Adder Venom	Poison 🧫	Deals 3d10 damage endlessly	2 (20 gp)	8
Poison, Giant Wasp Venom	Poison 🧫	Slows and eventually immobilizes	2 (20 gp)	9
Poison, Nitharit	Poison 🧫	Stuns	2 (20 gp)	10
Elixir of Resilience+ ✨	Potion 🍺	Grants +8 damage resistance	2 (20 gp)	11
Potion of Healing+ ✨	Potion 🍺	Restores 5d8 hit points and mitigates vital wounds	2 (20 gp)	12–13
Amulet of Distant Stealth ✨	Amulet	Increases range with <i>sneak attack</i>	2 (20 gp)	14
Amulet of Divine Healing ✨	Amulet	Grants +1d8 healing with divine aid and <i>lay on hands</i>	2 (20 gp)	15
Amulet of Mystic Rage ✨	Amulet	Accuracy from <i>rage</i> affects magical attacks	2 (20 gp)	16
Amulet of Sturdy Companionship ✨	Amulet	Grants +8 damage resistance to animal allies	2 (20 gp)	17
Collar of Imbuement (1)+ ✨	Amulet	Grants a rank 2 magic weapon property to natural weapons	2 (20 gp)	18

Exemplar's Amulet ★	Amulet	Increase skill exemplar bonus with untrained skills by 1	2 (20 gp)	19
Belt of Health ★	Belt	Grants +4 hit points	2 (20 gp)	20
Poisonbane Belt ★	Belt	Impervious to poisons	2 (20 gp)	21–22
Utility Belt ★	Belt	Contains five large pockets	2 (20 gp)	23
Grafted Armor ★	Body armor	Grants HP instead of damage resistance	2 (20 gp)	24
Resistant Armor ★	Body armor	Grants +6 damage resistance	2 (20 gp)	25
Stonebody Armor ★	Body armor	Grants +12 damage resistance, but slower and heavier	2 (20 gp)	26
Trimmed Armor ★	Body armor	Reduces Dex penalty from non-light armor	2 (20 gp)	27
Anchoring Boots ★	Boots	Immune to most forced movement attacks	2 (20 gp)	28
Levitating Boots ★	Boots	Can exert to levitate after jumping	2 (20 gp)	29–30
Phasestep Boots ★	Boots	Can exert to move through creatures	2 (20 gp)	31
Bracers of Resistance ★	Bracers	Grants +4 damage resistance	2 (20 gp)	32
Blind Seer's Circlet ★	Circlet	Increases range of blindsense and blindsight	2 (20 gp)	33
Circlet of Desperate Visions ★	Circlet	Grants lingering benefits from <i>desperate exertion</i>	2 (20 gp)	34
Ocular Circlet ★	Circlet	Can allow you to see at distance	2 (20 gp)	35
Cloak of Elemental Endurance ★	Cloak	Grants tolerance of temperature extremes	2 (20 gp)	36
Cloak of Nondetection ★	Cloak	Impervious to magical detection	2 (20 gp)	37–38
Cloak of the Noble Rider ★	Cloak	Can exert to save your mount from death	2 (20 gp)	39
Ghost Shroud ★	Cloak	Grants limited ability to hit ghostly creatures	2 (20 gp)	40
Quilled Cloak ★	Cloak	Deals 3d10 damage when grappled	2 (20 gp)	41
Gauntlets of Might ★	Gauntlets	Grants +1 Strength for specific purposes	2 (20 gp)	42
Gauntlets of Telekinetic Propulsion ★	Gauntlets	Reduces thrown longshot penalty by 1	2 (20 gp)	43
Slinging Gauntlets ★	Gauntlets	Can deal 3d6 damage	2 (20 gp)	44
Ambidextrous Gloves ★	Gloves	Make dual strikes without Dexterity	2 (20 gp)	45–46
Gloves of Improvisation ★	Gloves	Grants proficiency with improvised weapons	2 (20 gp)	47
Thieving Gloves ★	Gloves	Can absorb a small item	2 (20 gp)	48
Alchemist's Lab	Kit	Required for some Craft (alchemy) checks	2 (20 gp)	49
Artisan's Tools+	Kit	Useful for many Craft checks	2 (20 gp)	50
War Pony	Mount	Medium pony trained for battle	2 (20 gp)	51
Warhorse	Mount	Large horse trained for battle	2 (20 gp)	52
Carriage	Object	Fancy carriage that carries up to four people	2 (20 gp)	53
Lock++	Object	Devices 20 to unlock	2 (20 gp)	54–55
Manacles++	Object	Flexibility 20 to escape	2 (20 gp)	56
Outfit, Noble's	Object	Typical attire for nobility	2 (20 gp)	57
Cleansing Ring ★	Ring	Can exert to remove a condition	2 (20 gp)	58
Ring of Nourishment ★	Ring	Provides food and water	2 (20 gp)	59
Ring of the True Form ★	Ring	Impervious to form-altering attacks	2 (20 gp)	60
Radiant Rod ★	Rod	Can deal 1d6+1d8 damage	2 (20 gp)	61
Rod of Flame ★	Rod	Deals 1d6+1d8 damage in a cone	2 (20 gp)	62–63
Rod of Translocation ★	Rod	Can teleport up to 30 feet	2 (20 gp)	64
Shield of Arrow Deflection ★	Shield	Grants +2 defenses vs ranged strikes	2 (20 gp)	65
Shield of Arrow Reflection ★	Shield	Reflects missed ranged strikes	2 (20 gp)	66
Baneswallow Staff ★	Staff	Can exert and remove a condition to gain +2 accuracy	2 (20 gp)	67
Bloodfrenzy Staff ★	Staff	Grants +2 accuracy when you injure a foe	2 (20 gp)	68
Brutish Staff ★	Staff	Grants +1d4 damage if you have 3 Str	2 (20 gp)	69
Contracting Staff ★	Staff	Allows reshaping areas to become smaller	2 (20 gp)	70–71
Distant Staff ★	Staff	Can exert to double range	2 (20 gp)	72
Educated Staff ★	Staff	Grants +1d4 damage if you have 3 Int	2 (20 gp)	73

Extending Staff ✨	Staff	Grants +15 foot range	2 (20 gp)	74
Hexbite Staff ✨	Staff	Deals 3d6 damage when foes remove conditions	2 (20 gp)	75
Splitting Staff ✨	Staff	Can exert to add an extra target	2 (20 gp)	76
Staff of Agonizing Fear ✨	Staff	Fear effects also penalize Fortitude	2 (20 gp)	77
Staff of Elision ✨	Staff	Allows excluding something from an area	2 (20 gp)	78–79
Staff of Stored Attunement ✨	Staff	Change easily between two stored attunements	2 (20 gp)	80
Widening Staff ✨	Staff	Can exert to double area	2 (20 gp)	81
Bear Trap	Trap	Deals 3d10 damage and immobilizes	2 (20 gp)	82
Caltrops	Trap	Deals 1d10 damage when stepped on	2 (20 gp)	83
Fireburst Trap	Trap	Deals 3d6 damage in a small area	2 (20 gp)	84
Spell Wand, 2nd ✨	Wand	Grants knowledge of a rank 2 spell	2 (20 gp)	85
Anchoring Burst ✨	Weapon	Can prevent teleportation	2 (20 gp)	86
Baneswallow ✨	Weapon	Can exert and remove a condition to gain +2 accuracy	2 (20 gp)	87–88
Blade Barrage ✨	Weapon	Can deal damage in a cone	2 (20 gp)	89
Bloodfrenzy ✨	Weapon	Grants +2 accuracy when you injure a foe	2 (20 gp)	90
Eager ✨	Weapon	Can be drawn quickly, +1 accuracy when drawn	2 (20 gp)	91
Educated ✨	Weapon	Deals +1d4 damage if you have 3 Int	2 (20 gp)	92
Grounded ✨	Weapon	Grants +1 accuracy while stationary	2 (20 gp)	93
Longshot ✨	Weapon	Reduces longshot penalty by 1	2 (20 gp)	94
Psionic Burst ✨	Weapon	Can attack Mental defense	2 (20 gp)	95–96
Seeking ✨	Weapon	Reduces miss chances	2 (20 gp)	97
Toxic Burst ✨	Weapon	Can attack Fortitude defense	2 (20 gp)	98
Unbalanced ✨	Weapon	-1 accuracy, but +3 for criticals	2 (20 gp)	99
Acid Flask+	Alchemical	Throw to deal 5d8 damage over time	3 (100 gp)	0–1
Mindbomb+	Alchemical	Throw to deal 3d6 damage in an area	3 (100 gp)	2
Smokestick+	Alchemical	Creates a massive cloud of smoke	3 (100 gp)	3
Snowball+	Alchemical	Throw to deal 5d8 damage and slow	3 (100 gp)	4
Stunning Sphere	Alchemical	Throw to stun creatures in an area	3 (100 gp)	5
Sunrod	Alchemical	Emits brilliant illumination	3 (100 gp)	6
Tanglefoot Bag+	Alchemical	Slows a foe	3 (100 gp)	7
Thunderstone+	Alchemical	Throw to deal 3d10 damage and deafen in an area	3 (100 gp)	8
Poison, Bloodroot	Poison 🌸	Slows	3 (100 gp)	9
Poison, Wyvern Venom	Poison 🌸	Deals 5d8 damage	3 (100 gp)	10
Cleansing Potion ✨	Potion 🍯	Removes a condition	3 (100 gp)	11
Elixir of Hardiness+ ✨	Potion 🍯	Grants +3 vital rolls	3 (100 gp)	12
Amulet of Controlled Rage ✨	Amulet	Reduces penalties from rage with high Willpower	3 (100 gp)	13
Amulet of Mighty Stealth ✨	Amulet	Can sneak attack with non-Light weapons	3 (100 gp)	14
Amulet of Undead Control ✨	Amulet	Can control undead with turn undead	3 (100 gp)	15
Amulet of Wild Control ✨	Amulet	Reduces damage and chaos with wild magic	3 (100 gp)	16–17
Collar of Imbuement (1)++ ✨	Amulet	Grants a rank 3 magic weapon property to natural weapons	3 (100 gp)	18
Distant Protector's Amulet ✨	Amulet	Increases range of protect	3 (100 gp)	19
Haranguing Amulet ✨	Amulet	Goad with denounce the heathens	3 (100 gp)	20
Holy Avenger's Amulet ✨	Amulet	Grants +1 accuracy with smite when avenging allies	3 (100 gp)	21
Twinhunter Amulet ✨	Amulet	Adds an additional target with quarry	3 (100 gp)	22
Wild Magic Amulet ✨	Amulet	Increases damage and chaos with wild magic	3 (100 gp)	23
Belt of Constitution ✨	Belt	Grants +1 constitution	3 (100 gp)	24
Belt of Regeneration ✨	Belt	Regain 1d8 hit points while below half hit points	3 (100 gp)	25
Healing Belt+ ✨	Belt	Exert to heal 5d8 hit points	3 (100 gp)	26

Lifekeeping Belt+ ⭐	Belt	Grants +2 to vital rolls	3 (100 gp)	27
Shrinking Belt ⭐	Belt	Reduces your size	3 (100 gp)	28
Blindfold of the Third Eye ⭐	Blindfold	Grants blindsight, blindsense, and blindness	3 (100 gp)	29
Armor of Scuttling+ ⭐	Body armor	Move at full speed and defend normally while prone	3 (100 gp)	30
Crumpling Armor ⭐	Body armor	Reduces damage from two attacks by 10	3 (100 gp)	31
Featherlight Armor+ ⭐	Body armor	Reduces encumbrance by 2	3 (100 gp)	32
Fortified Armor ⭐	Body armor	Reduces critical hits from strikes	3 (100 gp)	33
Hidden Armor+ ⭐	Body armor	Can look and sound like normal clothing	3 (100 gp)	34
Lifeweave Armor ⭐	Body armor	Grants +16 damage resistance, but -8 hit points	3 (100 gp)	35
Soulweave Armor ⭐	Body armor	Grants +12 damage resistance, but -2 power	3 (100 gp)	36
Boots of Elvenkind ⭐	Boots	Grants +3 Stealth	3 (100 gp)	37
Boots of Gravitation ⭐	Boots	Redirects personal gravity to adjacent objects	3 (100 gp)	38
Boots of Water Walking ⭐	Boots	Allows walking on liquids	3 (100 gp)	39
Boots of the Desertlands+ ⭐	Boots	Eases travel in warm deserts	3 (100 gp)	40
Boots of the Winterlands+ ⭐	Boots	Greatly eases travel in cold areas	3 (100 gp)	41
Charging Boots+ ⭐	Boots	Removes penalties for charging	3 (100 gp)	42
Skydancing Boots ⭐	Boots	Can very briefly walk on air	3 (100 gp)	43
Bracers of Armor+ ⭐	Bracers	Grants encumbrance-free medium armor	3 (100 gp)	44
Circlet of Perception ⭐	Circlet	Grants +1 perception	3 (100 gp)	45
Circlet of Willpower ⭐	Circlet	Grants +1 willpower	3 (100 gp)	46
Imperious Circlet ⭐	Circlet	Grants +3 Intimidate	3 (100 gp)	47
Ruler's Circlet ⭐	Circlet	Grants +3 Persuasion	3 (100 gp)	48
Avian Cloak ⭐	Cloak	Grants a glide speed	3 (100 gp)	49–50
Cloak of Death's Door+ ⭐	Cloak	Grants +1 defenses at low health	3 (100 gp)	51
Phoenixflame Cloak ⭐	Cloak	Deals 3d6 damage when you recover	3 (100 gp)	52
Challenger's Crown ⭐	Crown	Increases accuracy penalty on goaded foes by 1	3 (100 gp)	53
Crown of Flame ⭐	Crown	Can deal 3d6 damage around you	3 (100 gp)	54
Radiant Crown+ ⭐	Crown	Sheds great light	3 (100 gp)	55
Gauntlets of Strength ⭐	Gauntlets	Grants +1 strength	3 (100 gp)	56
Throwing Gauntlets ⭐	Gauntlets	Allows throwing objects up to 60 feet	3 (100 gp)	57
Gloves of Dexterity ⭐	Gloves	Grants +1 dexterity	3 (100 gp)	58
Locksmith Gloves ⭐	Gloves	Grants +3 Devices	3 (100 gp)	59
Pickpocket Gloves ⭐	Gloves	Grants +3 Sleight of Hand	3 (100 gp)	60
Bag of Shrinking+	Object	Shrinks items by two size categories	3 (100 gp)	61
Belt Lantern+	Object	Emits light without being held	3 (100 gp)	62
Keelboat	Object	Slow-moving, seaworthy ship with 15 crew	3 (100 gp)	63
Sending Stones	Object	Allows distant communication	3 (100 gp)	64
Liar's Ring ⭐	Ring	Grants +3 Deception	3 (100 gp)	65
Ring of Protection ⭐	Ring	Grants many small defensive bonuses	3 (100 gp)	66
Ring of Spell Investment ⭐	Ring	Can invest a spell to gain its effect later	3 (100 gp)	67
Ring of Water Breathing ⭐	Ring	Allows breathing water like air	3 (100 gp)	68
Covering Shield ⭐	Shield	Grants +2 Armor during total defense	3 (100 gp)	69
Hardblock Shield ⭐	Shield	Imposes -1 Armor penalty when creatures miss you	3 (100 gp)	70
Shield of Arrow Catching+ ⭐	Shield	Redirects projectiles to hit you	3 (100 gp)	71
Shield of Medusa ⭐	Shield	Can slow viewers	3 (100 gp)	72
Soulguard Shield ⭐	Shield	Grants 25% chance to avoid conditions	3 (100 gp)	73
Blinding Staff ⭐	Staff	Briefly blinds you and dazzles creature	3 (100 gp)	74
Bushwalker's Staff ⭐	Staff	Grants +1 accuracy vs targets in undergrowth	3 (100 gp)	75

Lightbearer's Staff ★	Staff	Grants +1 accuracy in brilliant light	3 (100 gp)	76
Potent Staff ★	Staff	Grants +1d4 damage	3 (100 gp)	77
Staff of Energy Conversion ★	Staff	Changes energy type	3 (100 gp)	78
Staff of Giants ★	Staff	Increases maximum size category of abilities	3 (100 gp)	79
Staff of Hindrance ★	Staff	Your slowing effects last much longer	3 (100 gp)	80
Foothold Trap+	Trap	Temporarily immobilizes	3 (100 gp)	81
Spell Wand, 3rd ★	Wand	Grants knowledge of a rank 3 spell	3 (100 gp)	82–83
Ambushing ★	Weapon	Can silently teleport and strike	3 (100 gp)	84
Arcing ★	Weapon	Is electrically charged and can chain	3 (100 gp)	85
Bloodfuel ★	Weapon	Can spend 4 HP for +1d8 damage	3 (100 gp)	86
Boomerang ★	Weapon	Can be thrown to strike three nearby foes	3 (100 gp)	87
Brutish ★	Weapon	Deals +1d6-2 damage if you have 3 Str	3 (100 gp)	88
Cursebite ★	Weapon	Can inflict a curse	3 (100 gp)	89
Dimensional Trace ★	Weapon	Can briefly teleport next to struck creature	3 (100 gp)	90
Flaming ★	Weapon	Is on fire and can ignite	3 (100 gp)	91
Freezing ★	Weapon	Is cold and can slow	3 (100 gp)	92
Frenzy ★	Weapon	Grants +1 accuracy with continuous strikes	3 (100 gp)	93
Iridescent+ ★	Weapon	Can dazzle in an area	3 (100 gp)	94
Lucky ★	Weapon	Attack rolls explode on 8+	3 (100 gp)	95
Phasing ★	Weapon	Can pass through small obstacles	3 (100 gp)	96
Reckless ★	Weapon	Grants +1 accuracy and -1 defenses against adjacent creatures	3 (100 gp)	97
Routing+ ★	Weapon	Grants +2 accuracy vs scared foes	3 (100 gp)	98
Vampiric ★	Weapon	Can attack with +1d4 damage to steal HP	3 (100 gp)	99
Alchemist's Fire++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	0–1
Firebomb++	Alchemical	Throw to deal 5d8 damage in an area	4 (500 gp)	2–3
Shockstone+	Alchemical	Throw to deal 3d10 damage in an area	4 (500 gp)	4
Poison, Dragon Bile	Poison 🧫	Deals 3d6 damage per stage	4 (500 gp)	5
Antitoxin Elixir+ ★	Potion 🍷	Immune to poison	4 (500 gp)	6
Elixir of Resilience++ ★	Potion 🍷	Grants +16 damage resistance	4 (500 gp)	7–8
Elixir of Strength+ ★	Potion 🍷	Grants +2 bonus for weight limits	4 (500 gp)	9
Potion of Healing++ ★	Potion 🍷	Restores 8d10 hit points and mitigates vital wounds	4 (500 gp)	10
Potion of Regeneration+ ★	Potion 🍷	Removes two vital wounds after a long rest	4 (500 gp)	11–12
Amulet of Divine Healing+ ★	Amulet	Grants +2d8 healing with divine aid and lay on hands	4 (500 gp)	13
Amulet of Shared Discipline ★	Amulet	Using cleansing discipline also helps an adjacent ally	4 (500 gp)	14
Amulet of Sturdy Companionship+ ★	Amulet	Grants +16 damage resistance to animal allies	4 (500 gp)	15
Collar of Imbuement (1)+++ ★	Amulet	Grants a rank 4 magic weapon property to natural weapons	4 (500 gp)	16–17
Belt of Health+ ★	Belt	Grants +8 hit points	4 (500 gp)	18
Enlarging Belt ★	Belt	Increases your size	4 (500 gp)	19
Grafted Armor+ ★	Body armor	Grants bonus HP instead of damage resistance	4 (500 gp)	20–21
Lithe Armor ★	Body armor	Grants +1 AD if you have 3 Dex	4 (500 gp)	22
Resistant Armor+ ★	Body armor	Grants +12 damage resistance	4 (500 gp)	23
Stonebody Armor+ ★	Body armor	Grants +24 damage resistance, but slower and heavier	4 (500 gp)	24
Swiftstep Armor ★	Body armor	Removes armor speed penalty	4 (500 gp)	25–26
Trimmed Armor+ ★	Body armor	Greatly reduces Dex penalty from non-light armor	4 (500 gp)	27
Boots of Desperate Retreat+ ★	Boots	Can sprint when you recover	4 (500 gp)	28
Boots of Freedom ★	Boots	Grants immunity to common mobility restrictions	4 (500 gp)	29–30

Boots of Reliable Motion+ ⭐	Boots	Can reroll 3 or less with movement-based skills	4 (500 gp)	31
Crater Boots ⭐	Boots	Deals your falling damage to enemies	4 (500 gp)	32
Phasestep Boots+ ⭐	Boots	Can sometimes move through creatures	4 (500 gp)	33
Seven League Boots ⭐	Boots	Can exert to teleport seven leagues	4 (500 gp)	34–35
Sprinting Boots ⭐	Boots	Can sprint without exertion	4 (500 gp)	36
Bracers of Blessed Protection+ ⭐	Bracers	Can protect against two critical hits	4 (500 gp)	37
Bracers of Resistance+ ⭐	Bracers	Grants +8 damage resistance	4 (500 gp)	38–39
Greatreach Bracers ⭐	Bracers	Allows striking non-adjacent foes	4 (500 gp)	40
Shieldburst Bracers+ ⭐	Bracers	Can exert to gain instant +4 Armor defense	4 (500 gp)	41
Blind Seer's Circlet+ ⭐	Circlet	Increases range of blindsense and blindsight	4 (500 gp)	42
Circlet of Desperate Visions+ ⭐	Circlet	Grants lingering benefits from desperate exertion	4 (500 gp)	43–44
Circlet of Reliable Intuition+ ⭐	Circlet	Can reroll 3 or less with intuition-based skills	4 (500 gp)	45
Circlet of Reliable Observation+ ⭐	Circlet	Can reroll 3 or less with observation-based skills	4 (500 gp)	46
Ocular Circlet+ ⭐	Circlet	Can allow you to quickly see at distance	4 (500 gp)	47–48
Cloak of Mist ⭐	Cloak	Fills nearby area with fog	4 (500 gp)	49
Cloak of the Noble Rider+ ⭐	Cloak	Can save your mount from death	4 (500 gp)	50
Solar Crown ⭐	Crown	Sheds brilliant light	4 (500 gp)	51
Slinging Gauntlets+ ⭐	Gauntlets	Can deal 5d8 bludgeoning damage	4 (500 gp)	52–53
Bladespawn Gloves+ ⭐	Gloves	Can create daggers with special materials	4 (500 gp)	54
Gloves of Reliable Finesse+ ⭐	Gloves	Can reroll 3 or less with finesse-based skills	4 (500 gp)	55
Thieving Gloves+ ⭐	Gloves	Can absorb an item	4 (500 gp)	56–57
Bag of Holding	Object	Shrinks items by one size and weight category	4 (500 gp)	58
Lock, Mystic ⭐	Object	Devices 25 to unlock	4 (500 gp)	59
Longship	Object	Long, seaworthy ship with 50 crew	4 (500 gp)	60
Manacles, Mystic ⭐	Object	Flexibility 25 to escape	4 (500 gp)	61–62
Outfit, Royal	Object	Typical attire for royalty	4 (500 gp)	63
Hexward Ring ⭐	Ring	Grants +1 defenses against targeted spells	4 (500 gp)	64
Ring of Nourishment+ ⭐	Ring	Provides food, water, and sleep	4 (500 gp)	65–66
Radiant Rod+ ⭐	Rod	Can deal 3d10 damage	4 (500 gp)	67
Rod of Flame+ ⭐	Rod	Deals 3d10 damage in a cone	4 (500 gp)	68
Rod of Translocation+ ⭐	Rod	Can teleport up to 60 feet	4 (500 gp)	69
Shield of Mystic Reflection ⭐	Shield	Can reflect magical attacks	4 (500 gp)	70–71
Brutish Staff+ ⭐	Staff	Grants +1d8 damage if you have 4 Str	4 (500 gp)	72
Contracting Staff+ ⭐	Staff	Allows reshaping areas to become multiple smaller areas	4 (500 gp)	73
Educated Staff+ ⭐	Staff	Grants +1d8 damage if you have 4 Int	4 (500 gp)	74–75
Hexbite Staff+ ⭐	Staff	Deals 5d8 damage when foes remove conditions	4 (500 gp)	76
Interplanar Staff ⭐	Staff	Aids travel with plane shift	4 (500 gp)	77
Reaching Staff+ ⭐	Staff	Can sometimes use abilities from a short distance away	4 (500 gp)	78
Staff of Elision+ ⭐	Staff	Allows excluding up to three things from an area	4 (500 gp)	79–80
Staff of Shared Healing ⭐	Staff	Aids travel with plane shift	4 (500 gp)	81
Staff of Silence+ ⭐	Staff	Can cast spells without verbal components	4 (500 gp)	82
Staff of Stillness+ ⭐	Staff	Can cast spells without verbal components	4 (500 gp)	83–84
Bear Trap+	Trap	Deals 7d8 damage and immobilizes	4 (500 gp)	85
Fireburst Trap+	Trap	Deals 7d8 damage in a small area	4 (500 gp)	86
Spell Wand, 4th ⭐	Wand	Grants knowledge of a rank 4 spell	4 (500 gp)	87
Blade Barrage+ ⭐	Weapon	Can deal escalating damage in a cone	4 (500 gp)	88–89
Educated+ ⭐	Weapon	Deals +1d8 damage if you have 4 Int	4 (500 gp)	90
Finesse ⭐	Weapon	Grants +1 accuracy if you have 4 Dex	4 (500 gp)	91

Jaunting ★	Weapon	Flies back to you after being thrown	4 (500 gp)	92–93
Prismatic ★	Weapon	Is infused with cold, electricity, and fire	4 (500 gp)	94
Psionic ★	Weapon	Is psychic, can attack Mental defense	4 (500 gp)	95
Tireless+ ★	Weapon	Ignore fatigue with strikes	4 (500 gp)	96
Toxic ★	Weapon	Is poisonous, can attack Fortitude defense	4 (500 gp)	97–98
Vibrating ★	Weapon	Deals 1d6 extra damage	4 (500 gp)	99
Acid Flask++	Alchemical	Throw to deal 8d10 damage over time	5 (2,500 gp)	0–1
Avalanchestone	Alchemical	Throw to deal 7d8 damage and deafen in an area	5 (2,500 gp)	2–3
Iceball	Alchemical	Throw to deal 7d8 damage and slow	5 (2,500 gp)	4
Mindbomb++	Alchemical	Throw to deal 5d8 damage in an area	5 (2,500 gp)	5
Sunrod+	Alchemical	Emits brilliant illumination for 8 hours	5 (2,500 gp)	6
Poison, Blood Leech Venom	Poison	Inflicts damage vulnerability	5 (2,500 gp)	7–8
Poison, Mind Fog	Poison	Stuns and eventually confuses	5 (2,500 gp)	9
Poison, Purple Worm Venom	Poison	Deals 8d10 damage	5 (2,500 gp)	10
Cleansing Potion+ ★	Potion	Removes two conditions	5 (2,500 gp)	11
Elixir of Hardiness++ ★	Potion	Grants +4 vital rolls	5 (2,500 gp)	12–13
Amulet of Distant Stealth+ ★	Amulet	Increases range with sneak attack	5 (2,500 gp)	14
Amulet of Perfect Equality ★	Amulet	Improves perfect body on your lowest attribute	5 (2,500 gp)	15
Amulet of the Undead Horde ★	Amulet	Can control undead with turn undead	5 (2,500 gp)	16
Collar of Imbuement (1)++++ ★	Amulet	Grants a rank 5 magic weapon property to natural weapons	5 (2,500 gp)	17–18
Exemplar's Amulet+ ★	Amulet	Increase skill exemplar bonus with untrained skills by 3	5 (2,500 gp)	19
Belt of Regeneration+ ★	Belt	Regain 2d8 hit points while below half hit points	5 (2,500 gp)	20
Belt of Vital Regeneration ★	Belt	Automatically exert to remove vital wounds	5 (2,500 gp)	21
Healing Belt++ ★	Belt	Exert to heal 8d10 hit points	5 (2,500 gp)	22–23
Lifekeeping Belt++ ★	Belt	Grants +3 to vital rolls	5 (2,500 gp)	24
Poisonbane Belt+ ★	Belt	Immune to poisons	5 (2,500 gp)	25
Utility Belt+ ★	Belt	Contains ten large pockets	5 (2,500 gp)	26
Blindfold of the Third Eye+ ★	Blindfold	Grants blindsight, blindsense, and blindness	5 (2,500 gp)	27–28
Crumpling Armor+ ★	Body armor	Reduces damage from two attacks by 20	5 (2,500 gp)	29
Featherlight Armor++ ★	Body armor	Reduces encumbrance by 3	5 (2,500 gp)	30
Lifeweave Armor+ ★	Body armor	Grants +32 damage resistance, but –16 hit points	5 (2,500 gp)	31
Soulweave Armor+ ★	Body armor	Grants +24 damage resistance, but –3 power	5 (2,500 gp)	32–33
Voidsoul Armor ★	Body armor	Immune to conditions, but hit points are halved	5 (2,500 gp)	34
Anchoring Boots+ ★	Boots	Immune to most forced relocation attacks	5 (2,500 gp)	35
Boots of Gravitation+ ★	Boots	Redirects personal gravity to nearby objects	5 (2,500 gp)	36
Boots of Speed ★	Boots	Increases speed by 10 feet	5 (2,500 gp)	37–38
Levitating Boots+ ★	Boots	Can levitate after jumping	5 (2,500 gp)	39
Bracers of Armor++ ★	Bracers	Grants encumbrance-free medium armor	5 (2,500 gp)	40
Bracers of Repulsion+ ★	Bracers	Can knock nearby creatures back	5 (2,500 gp)	41
Assassin's Cloak ★	Cloak	Grants brief invisibility	5 (2,500 gp)	42–43
Cloak of Nondetection+ ★	Cloak	Immune to magical detection	5 (2,500 gp)	44
Cloak of Wings ★	Cloak	Grants flight up to 15 feet high	5 (2,500 gp)	45
Cloak of the Unseen Hunter ★	Cloak	Grants +1 accuracy while concealed	5 (2,500 gp)	46
Ghost Shroud+ ★	Cloak	Grants ability to hit intangible creatures	5 (2,500 gp)	47–48
Quilled Cloak+ ★	Cloak	Deals 8d10 damage when grappled	5 (2,500 gp)	49
Vanishing Cloak+ ★	Cloak	Can teleport silently	5 (2,500 gp)	50
Crown of Flame+ ★	Crown	Can deal 5d8 damage around you	5 (2,500 gp)	51
Crown of Thunder ★	Crown	Continuously deafens nearby enemies	5 (2,500 gp)	52–53

Gauntlets of Might+ ⭐	Gauntlets	Grants +2 Strength for specific purposes	5 (2,500 gp)	54
Gauntlets of Telekinetic Propulsion+ ⭐	Gauntlets	Reduces thrown longshot penalty by 2	5 (2,500 gp)	55
Ambidextrous Gloves+ ⭐	Gloves	Make dual strikes easily without Dexterity	5 (2,500 gp)	56
Galley	Object	Massive, fast-moving boat with 200 crew	5 (2,500 gp)	57–58
Cleansing Ring+ ⭐	Ring	Can remove a condition	5 (2,500 gp)	59
Quickcleanse Ring ⭐	Ring	Can exert to quickly remove a condition	5 (2,500 gp)	60
Ring of Protection+ ⭐	Ring	Grants many defensive bonuses	5 (2,500 gp)	61
Ring of the True Form+ ⭐	Ring	Immune to form-altering attacks	5 (2,500 gp)	62–63
Defender's Shield ⭐	Shield	Grants +1 Armor defense	5 (2,500 gp)	64
Shield of Arrow Catching++ ⭐	Shield	Redirects projectiles to hit you	5 (2,500 gp)	65
Shield of Arrow Reflection+ ⭐	Shield	Precisely reflects missed ranged strikes	5 (2,500 gp)	66
Baneswallow Staff+ ⭐	Staff	Can remove a condition to gain +2 accuracy	5 (2,500 gp)	67–68
Bloodfrenzy Staff+ ⭐	Staff	Grants +4 accuracy when you injure a foe	5 (2,500 gp)	69
Extending Staff+ ⭐	Staff	Grants +30 foot range	5 (2,500 gp)	70
Potent Staff+ ⭐	Staff	Grants +1d8 damage	5 (2,500 gp)	71
Staff of Agonizing Fear+ ⭐	Staff	Fear effects penalize all defenses	5 (2,500 gp)	72–73
Staff of Discordance ⭐	Staff	Makes stunned creatures briefly confused	5 (2,500 gp)	74
Staff of Stored Attunement+ ⭐	Staff	Change easily between four stored attunements	5 (2,500 gp)	75
Spell Wand, 5th ⭐	Wand	Grants knowledge of a rank 5 spell	5 (2,500 gp)	76
Ambushing+ ⭐	Weapon	Can silently teleport and strike	5 (2,500 gp)	77–78
Anchoring ⭐	Weapon	Prevent teleportation	5 (2,500 gp)	79
Arcing+ ⭐	Weapon	Is electrically charged and can chain	5 (2,500 gp)	80
Baneswallow+ ⭐	Weapon	Can remove a condition to gain +2 accuracy	5 (2,500 gp)	81
Bloodfrenzy+ ⭐	Weapon	Grants +4 accuracy when you injure a foe	5 (2,500 gp)	82–83
Bloodfuel+ ⭐	Weapon	Can spend 8 HP for +2d8 damage	5 (2,500 gp)	84
Boomerang+ ⭐	Weapon	Can be thrown to accurately strike three nearby foes	5 (2,500 gp)	85
Brutish+ ⭐	Weapon	Deals +1d8-2 damage if you have 4 Str	5 (2,500 gp)	86
Eager+ ⭐	Weapon	Can be drawn quickly, +2 accuracy when drawn	5 (2,500 gp)	87–88
Flaming+ ⭐	Weapon	Is on fire and can ignite	5 (2,500 gp)	89
Freezing+ ⭐	Weapon	Is cold and can slow	5 (2,500 gp)	90
Grounded+ ⭐	Weapon	Grants +2 accuracy while stationary	5 (2,500 gp)	91
Longshot+ ⭐	Weapon	Reduces longshot penalty by 2	5 (2,500 gp)	92–93
Routing++ ⭐	Weapon	Grants +3 accuracy vs scared foes	5 (2,500 gp)	94
Seeking+ ⭐	Weapon	Removes miss chances	5 (2,500 gp)	95
Soulreaving ⭐	Weapon	Deals delayed damage	5 (2,500 gp)	96
Unbalanced+ ⭐	Weapon	-2 accuracy, but +6 for criticals	5 (2,500 gp)	97–98
Vampiric+ ⭐	Weapon	Can attack with +2d8 damage to steal HP	5 (2,500 gp)	99
Bottled Hellfire	Alchemical	Throw to deal 11d10 damage	6 (12,500 gp)	0–1
Shockstone++	Alchemical	Throw to deal 5d8 damage in an area	6 (12,500 gp)	2–3
Stunning Sphere+	Alchemical	Throw to stun creatures in a large area	6 (12,500 gp)	4
Poison, Black Lotus	Poison 🌿	Deals 5d8 damage endlessly	6 (12,500 gp)	5–6
Poison, Insanity Mist	Poison 🌿	Stuns and eventually confuses	6 (12,500 gp)	7
Elixir of Resilience+++ ⭐	Potion 💧	Grants +32 damage resistance	6 (12,500 gp)	8
Potion of Healing+++ ⭐	Potion 💧	Restores 16d10 hit points and mitigates vital wounds	6 (12,500 gp)	9–10
Amulet of Controlled Rage+ ⭐	Amulet	Reduces penalties from rage with high Willpower	6 (12,500 gp)	11
Amulet of Divine Healing++ ⭐	Amulet	Grants +4d8 healing with divine aid and lay on hands	6 (12,500 gp)	12
Amulet of Mighty Stealth+ ⭐	Amulet	Can sneak attack with any weapon	6 (12,500 gp)	13–14
Amulet of Sturdy Companionship++ ⭐	Amulet	Grants +32 damage resistance to animal allies	6 (12,500 gp)	15

Amulet of Undead Control+ ⭐	Amulet	Can permanently control undead with <i>turn undead</i>	6 (12,500 gp)	16–17
Amulet of Wild Control+ ⭐	Amulet	Reduces power and chaos with <i>wild magic</i>	6 (12,500 gp)	18
Collar of Imbuement (1)+++++ ⭐	Amulet	Grants a rank 6 magic weapon property to natural weapons	6 (12,500 gp)	19
Distant Protector's Amulet+ ⭐	Amulet	Greatly increases range of <i>protect</i>	6 (12,500 gp)	20–21
Holy Avenger's Amulet+ ⭐	Amulet	Grants +2 accuracy with <i>smite</i> when avenging allies	6 (12,500 gp)	22
Wild Magic Amulet+ ⭐	Amulet	Increases damage and chaos with <i>wild magic</i>	6 (12,500 gp)	23
Belt of Health++ ⭐	Belt	Grants +16 hit points	6 (12,500 gp)	24–25
Fortified Armor+ ⭐	Body armor	Reduces critical hits from strikes	6 (12,500 gp)	26
Grafted Armor++ ⭐	Body armor	Grants bonus HP instead of damage resistance	6 (12,500 gp)	27–28
Resistant Armor++ ⭐	Body armor	Grants +24 damage resistance	6 (12,500 gp)	29
Stonebody Armor++ ⭐	Body armor	Grants +48 damage resistance, but slower and heavier	6 (12,500 gp)	30
Astral Boots ⭐	Boots	Allows teleporting instead of moving	6 (12,500 gp)	31–32
Boots of Elvenkind+ ⭐	Boots	Grants +5 Stealth	6 (12,500 gp)	33
Phasestep Boots++ ⭐	Boots	Allows moving through creatures	6 (12,500 gp)	34
Skydancing Boots+ ⭐	Boots	Can briefly walk on air	6 (12,500 gp)	35–36
Bracers of Resistance++ ⭐	Bracers	Grants +16 damage resistance	6 (12,500 gp)	37
Blind Seer's Circlet++ ⭐	Circlet	Increases range of blindsense and blindsight	6 (12,500 gp)	38–39
Imperious Circlet+ ⭐	Circlet	Grants +5 Intimidate	6 (12,500 gp)	40
Ruler's Circlet+ ⭐	Circlet	Grants +5 Persuasion	6 (12,500 gp)	41
Cloak of Death's Door++ ⭐	Cloak	Grants +2 defenses at low health	6 (12,500 gp)	42–43
Cloak of Mist+ ⭐	Cloak	Fills a large area with fog	6 (12,500 gp)	44
Phoenixflame Cloak+ ⭐	Cloak	Deals 7d8 damage when you recover	6 (12,500 gp)	45
Challenger's Crown+ ⭐	Crown	Increases accuracy penalty on goaded foes by 2	6 (12,500 gp)	46–47
Solar Crown+ ⭐	Crown	Sheds brilliant light	6 (12,500 gp)	48
Slinging Gauntlets++ ⭐	Gauntlets	Can deal 8d10 bludgeoning damage	6 (12,500 gp)	49–50
Throwing Gauntlets+ ⭐	Gauntlets	Allows throwing objects up to 120 feet	6 (12,500 gp)	51
Locksmith Gloves+ ⭐	Gloves	Grants +5 Devices	6 (12,500 gp)	52
Pickpocket Gloves+ ⭐	Gloves	Grants +5 Sleight of Hand	6 (12,500 gp)	53–54
Thieving Gloves++ ⭐	Gloves	Can absorb a large item	6 (12,500 gp)	55
Bag of Holding+	Object	Shrinks items by two size and weight categories	6 (12,500 gp)	56
Liar's Ring+ ⭐	Ring	Grants +5 Deception	6 (12,500 gp)	57–58
Ring of Spell Investment+ ⭐	Ring	Can invest spells to gain their effects later	6 (12,500 gp)	59
Radiant Rod++ ⭐	Rod	Can deal 7d8 damage	6 (12,500 gp)	60–61
Rod of Dragonflame ⭐	Rod	Deals 5d8 damage in a large cone	6 (12,500 gp)	62
Rod of Translocation++ ⭐	Rod	Can teleport up to 90 feet	6 (12,500 gp)	63
Hardblock Shield+ ⭐	Shield	Imposes -1 Armor penalty when creatures miss you	6 (12,500 gp)	64–65
Shield of Arrow Deflection+ ⭐	Shield	Grants +4 defenses vs ranged strikes	6 (12,500 gp)	66
Soulguard Shield+ ⭐	Shield	Grants 50% chance to avoid conditions	6 (12,500 gp)	67
Blinding Staff+ ⭐	Staff	Briefly blinds dazzled creature	6 (12,500 gp)	68–69
Brutish Staff++ ⭐	Staff	Grants +3d6 damage if you have 5 Str	6 (12,500 gp)	70
Distant Staff+ ⭐	Staff	Can sometimes double range	6 (12,500 gp)	71–72
Educated Staff++ ⭐	Staff	Grants +3d6 damage if you have 5 Int	6 (12,500 gp)	73
Hexbite Staff++ ⭐	Staff	Deals 8d10 damage when foes remove conditions	6 (12,500 gp)	74
Selective Staff ⭐	Staff	Allows excluding creatures from an area	6 (12,500 gp)	75–76
Splitting Staff+ ⭐	Staff	Can sometimes add an extra target	6 (12,500 gp)	77
Staff of Giants+ ⭐	Staff	Greatly increases maximum size category of abilities	6 (12,500 gp)	78

Staff of Tranquility ✨	Staff	Can cast spells without components	6 (12,500 gp)	79–80
Widening Staff+ ✨	Staff	Can sometimes double area	6 (12,500 gp)	81
Fireburst Trap++	Trap	Deals 11d10 damage in a small area	6 (12,500 gp)	82–83
Spell Wand, 6th ✨	Wand	Grants knowledge of a rank 6 spell	6 (12,500 gp)	84
Blade Barrage++ ✨	Weapon	Can deal escalating damage in a cone	6 (12,500 gp)	85
Cursebite+ ✨	Weapon	Can inflict multiple curses	6 (12,500 gp)	86–87
Educated++ ✨	Weapon	Deals +3d6 damage if you have 5 Int	6 (12,500 gp)	88
Frenzy+ ✨	Weapon	Grants +2 accuracy with continuous strikes	6 (12,500 gp)	89
Lucky+ ✨	Weapon	Attack rolls explode on 6+	6 (12,500 gp)	90–91
Phasing+ ✨	Weapon	Can pass through obstacles	6 (12,500 gp)	92
Prismatic+ ✨	Weapon	Is infused with cold, electricity, and fire	6 (12,500 gp)	93–94
Psionic+ ✨	Weapon	Is psychic, can attack Mental defense	6 (12,500 gp)	95
Reckless+ ✨	Weapon	Grants +2 accuracy and –2 defenses against adjacent creatures	6 (12,500 gp)	96
Toxic+ ✨	Weapon	Is poisonous, can attack Fortitude defense	6 (12,500 gp)	97–98
Vibrating+ ✨	Weapon	Deals 2d8 extra damage	6 (12,500 gp)	99
Poison, Cockatrice Venom	Poison 🧪	Slows and stuns, eventually petrifies	7 (62,500 gp)	0–2
Amulet of Revivification ✨	Amulet	Reduces fatigue from revivify	7 (62,500 gp)	3–4
Amulet of Shared Discipline+ ✨	Amulet	Using cleansing discipline also helps an ally	7 (62,500 gp)	5–6
Collar of Imbuement (1)+++++ ✨	Amulet	Grants a rank 7 magic weapon property to natural weapons	7 (62,500 gp)	7–8
Swarmhunter Amulet ✨	Amulet	Allows unlimited targets with quarry	7 (62,500 gp)	9–11
Belt of Constitution+ ✨	Belt	Grants +2 constitution	7 (62,500 gp)	12–13
Belt of Regeneration++ ✨	Belt	Regain 4d8 hit points while below half hit points	7 (62,500 gp)	14–15
Shrinking Belt+ ✨	Belt	Greatly reduces your size	7 (62,500 gp)	16–17
Blindfold of the Third Eye++ ✨	Blindfold	Grants blindsight, blindsense, and blindness	7 (62,500 gp)	18–19
Crumpling Armor++ ✨	Body armor	Reduces damage from two attacks by 40	7 (62,500 gp)	20–21
Lifeweave Armor++ ✨	Body armor	Grants +64 damage resistance, but –32 hit points	7 (62,500 gp)	22–23
Lithe Armor+ ✨	Body armor	Grants +2 AD if you have 5 Dex	7 (62,500 gp)	24–25
Soulweave Armor++ ✨	Body armor	Grants +48 damage resistance, but –4 power	7 (62,500 gp)	26–27
Boots of Freedom+ ✨	Boots	Grants immunity to almost all mobility restrictions	7 (62,500 gp)	28–29
Sprinting Boots+ ✨	Boots	Can sprint without exertion	7 (62,500 gp)	30–32
Bracers of Armor+++ ✨	Bracers	Grants encumbrance-free medium armor	7 (62,500 gp)	33–34
Circlet of Perception+ ✨	Circlet	Grants +2 perception	7 (62,500 gp)	35–36
Circlet of Willpower+ ✨	Circlet	Grants +2 willpower	7 (62,500 gp)	37–38
Cloak of Wings+ ✨	Cloak	Grants flight up to 30 feet high	7 (62,500 gp)	39–40
Vanishing Cloak+ ✨	Cloak	Can teleport a great distance silently	7 (62,500 gp)	41–42
Crown of Flame++ ✨	Crown	Can deal 8d10 damage around you	7 (62,500 gp)	43–44
Gauntlets of Strength+ ✨	Gauntlets	Grants +2 strength	7 (62,500 gp)	45–46
Ghoultouch Gloves ✨	Gloves	Grants a paralyzing touch	7 (62,500 gp)	47–48
Gloves of Dexterity+ ✨	Gloves	Grants +2 dexterity	7 (62,500 gp)	49–51
Hexward Ring+ ✨	Ring	Grants +2 defenses against targeted spells	7 (62,500 gp)	52–53
Quickcleanse Ring+ ✨	Ring	Can exert to quickly remove a condition	7 (62,500 gp)	54–55
Ring of Protection++ ✨	Ring	Grants many large defensive bonuses	7 (62,500 gp)	56–57
Shield of Medusa+ ✨	Shield	Can slow and deal 5d8 damage over time to viewers	7 (62,500 gp)	58–59
Bushwalker's Staff+ ✨	Staff	Grants +2 accuracy vs targets in undergrowth	7 (62,500 gp)	60–61
Echoing Staff ✨	Staff	Can exert to repeat effect	7 (62,500 gp)	62–63
Lightbearer's Staff+ ✨	Staff	Grants +2 accuracy in brilliant light	7 (62,500 gp)	64–65
Potent Staff++ ✨	Staff	Grants +3d6 damage	7 (62,500 gp)	66–67
Reaching Staff++ ✨	Staff	Can use abilities from a short distance away	7 (62,500 gp)	68–70

Spell Wand, 7th ★	Wand	Grants knowledge of a rank 7 spell	7 (62,500 gp)	71–72
Ambushing++ ★	Weapon	Can silently teleport and strike	7 (62,500 gp)	73–74
Arcing++ ★	Weapon	Is electrically charged and can chain	7 (62,500 gp)	75–76
Bloodfuel++ ★	Weapon	Can spend 16 HP for +4d8 damage	7 (62,500 gp)	77–78
Boomerang++ ★	Weapon	Can be thrown to accurately strike three nearby foes	7 (62,500 gp)	79–80
Brutish++ ★	Weapon	Deals +1d10-2 damage if you have 5 Str	7 (62,500 gp)	81–82
Fated ★	Weapon	Rerolls missed attacks	7 (62,500 gp)	83–84
Finesse+ ★	Weapon	Grants +2 accuracy if you have 5 Dex	7 (62,500 gp)	85–86
Flaming++ ★	Weapon	Is on fire and can ignite	7 (62,500 gp)	87–88
Freezing++ ★	Weapon	Is cold and can slow	7 (62,500 gp)	89–91
Jaunting+ ★	Weapon	Teleports long distances when thrown	7 (62,500 gp)	92–93
Soulreaving+ ★	Weapon	Deals delayed damage	7 (62,500 gp)	94–95
Vampiric++ ★	Weapon	Can attack with +5d10 damage to steal HP	7 (62,500 gp)	96–97
Vorpal ★	Weapon	Can decapitate foes	7 (62,500 gp)	98–99

Chapter 2

Expanded Skills

This chapter provides a more detailed explanation of how skills can be used in Rise. It's generally not worth the time to reference this chapter during an active game session. Instead, you can just use the guidelines for Standard Difficulty Values when unexpected circumstances arise. Basically, just guess how hard the task seems, choose an appropriate DV, and move on. However, this chapter can be useful for pre-planning adventures, or for resolving important checks where the players might disagree about how difficult it should be.

There are two main types of information in this chapter. First, some tasks are simply so rare or esoteric that they aren't worth the space it would take to define them in the core book. Most campaigns will never need to know exactly how difficult it is to read someone's lips at a distance. This book has more space to go into detail about infrequently used rules.

Second, the core rules are sometimes vague to allow room for reasonable interpretation. Your game will inevitably run into situations outside the scope of what can be defined ahead of time in a book, so the core rules have to be flexible. This chapter provides additional examples and context to help you choose reasonable modifiers for specific or unusual circumstances. Listing those examples here emphasizes that they are guidelines instead of hard rules.

General Guidance

Consequences of Failure

In most circumstances, failure has no specific detrimental effects defined in the core rules. This makes some narratively appropriate consequences of failure impossible in practice. For example, the core rules do not provide a way for a character to incorrectly identify a real item as a forgery, or to believe that an undisguised character is wearing a disguise. Although those can be interesting developments, and should narratively be possible, it's cumbersome to write rules to make that sort of failure possible without making it overly common. Giving completely false information to players should be done sparingly, since it can send them down wild goose chases that take time and effort to resolve for little payoff.

As a GM, you should feel free to decide that failure in particular circumstances causes additional complications. You have the best understanding of whether mistakes or complications will improve

the narrative of your game instead of derailing it.

Rushing Skills

Many skill tasks are vague about exactly how much time they take to perform. This is usually because the time required can vary widely depending on the circumstances. For example, throwing on a wig, ashy makeup, and rags to imitate a beggar would take much less time than applying layers of beautifying makeup and donning a formal ball gown, but both may be similarly effective disguises for their intended purpose.

In most situations, the precise time required to complete tasks isn't critical, and it's reasonable to communicate that explicitly. Most players don't mind being fuzzy with the details as long as they know their characters won't suffer negative consequences for being too slow or fast. When time is critical, a character can try to rush their task by accepting a penalty of -5 or so to their check result. As a GM, you will have to use your best judgment about what seems reasonable.

Awareness

There is no clear and consistent relationship between distances and Awareness modifiers. It's basically impossible to read a book from thirty feet away, but a large statue is almost as obvious from that distance as it is from up close. On the other hand, a lit torch at night is visible from incredible distances. This is very difficult to define in rules, but people generally have good intuitions for what seems reasonable, so this is simply left as an especially tricky area for the GM to determine in the moment.

Keep in mind that different senses can react differently to distances. Scent tends to work best when smelling things that are upwind of you, but Rise obviously doesn't have rules for determining the wind speed and direction at any given moment. It's fine to keep these details completely abstracted, and just say that a successful Stealth check includes staying downwind without going into too much detail.

Alternately, you can be very specific about the circumstances. If a rogue is trying to sneak up on a wolf, you can tell them that the wind is currently blowing from north to south. Based on that wind direction, the wolf will gain an Awareness bonus if they approach from the north or an Awareness penalty if they approach

from the south. As always, the most important thing is to clearly communicate expectations with your players.

Craft

Very few items in the book naturally use some of the more obscure Crafting skill options, like bone or ceramics. Where it seems plausible, feel free to let players craft alternate versions of common items with different materials. If it is a stretch, consider increasing the DV, but still allowing the player to attempt it. A galley made of bone instead of wood would be difficult to craft, and is not particularly realistic, but could feel like a very satisfying and appropriate achievement to a player who is skilled with Craft (bone).

Deduction

Deduction is a vague skill that can serve multiple purposes, which can make it one of the hardest skills to resolve as a GM. Some players specifically dislike solving in-game puzzles, and they want to use Deduction to allow their character to be skilled in that area even if they don't like doing that themselves. It's similar to players who want to play socially skilled characters despite not enjoying in-character roleplaying, or not having superhuman social skills in real life. That's totally fine! If you want this sort of player to have fun, you probably shouldn't be using puzzle-heavy games anyway. When puzzles do arise, allowing a sufficiently high Deduction check to basically solve the puzzle on its own will only increase that player's overall fun.

On the other hand, some players really like puzzle-solving, and they want to use the Deduction skill to give their characters more opportunities to do that. For those players, you should generally use their Deduction checks to give them additional clues and allow them to identify evidence that is relevant and discard red herrings. However, you should let them draw the final conclusions on their own.

Of course, you won't always be able to draw those easy divisions. Some games will have multiple different player types in it, where some players like puzzles and other players don't. You also might not know your players well enough to understand their preferred play styles at first. One reliable approach is to say that a successful Deduction check will solve a problem on its own eventually, but the players can try to figure it out first if they want. In this context, "eventually" can refer either to in-game time or real-life time.

For example, you might give players a ten-minute time limit in real life to solve a puzzle room on their own. If they don't solve it in that time, a successful Deduction check either provides a key hint to get the players unstuck, or simply solves the puzzle completely, depending on whether the players seem to want to spend more time on the puzzle.

As another example, you can let a character spend an in-game week making a Deduction check to identify the murderer, assuming the party has access to the crime scene and suspects to interrogate. The party can accelerate that time frame and lower the difficulty value of the Deduction check by making specific investigations on their own to eliminate suspects or gather additional evidence.

However, if they don't enjoy that process, it's fine if they just wait a week and roll a die to decide.

Devices

The Devices skill is generally easy to resolve as long as you can choose a reasonable difficulty value for the device. For examples and common usage, see Table ??: Devices Difficulty Values, page ?? . Of course, you should adjust some of the difficulty values of devices in your games so their difficulty values aren't always perfectly on increments of 5. An individual lock might be old and loose, reducing its DV, or unusually well-crafted, increasing its DV.

It may sometimes be challenging to deal with players who have high Devices checks, since they might be able to bypass any mundane lock they encounter. This can make it hard to seal off areas that you don't want your players to access yet. There are two common ways you can address this.

First, you can design your game so physical access to arbitrary areas doesn't negate the challenges the party faces. This is easiest in narrative-heavy games, since you can keep introducing additional complications. Even if the party can break into the paladin's office and find proof of his treachery, that doesn't have to be the end of the story. They may not be able to prove the authenticity of the documents, or the documents could be forgeries that were placed there as a ruse by someone who knew the party was likely to snoop around.

Second, you can make a successful Devices check impossible. Magically sealed locks can be useful for this, or at higher levels, magic portals that only activate if the party fulfills specific conditions. In dungeon-style games, this is sometimes the only reasonable way to make the dungeon work. If you use this approach, make sure to provide other opportunities to reward the player for their high Devices skill, such as middle-tier locks or traps that they can interact with. Players will generally be okay with not being able to solve every problem as long as they still feel like they are contributing.

Endurance

Players should feel free to try to use Endurance to mitigate other narrative challenges beyond the standard set listed in the core book. However, you should not allow players to use Endurance to ignore core game mechanics like conditions, encumbrance, or fatigue. Skills are primarily intended to serve narrative purposes, not provide raw combat power.

Intimidate

Intimidate is much more effective when a character is obviously significantly more powerful than whoever they are trying to intimidate. It's reasonable for obviously powerful characters to bully cowardly creatures without making Intimidate checks. Of course, there are many kinds of power, so don't just think of this skill as being based on level, physical might, or overt threats. Players should be able to use a stone-cold stare (Willpower), enduring pain or injury with-

out reacting (Constitution), or similar creative approaches for their intimidation attempts.

Sometimes, it might be reasonable to require additional skill checks for specific intimidation approaches. If you do require extra skills, you should reward success with a bonus on the Intimidate check. It's narratively appropriate, since the character successfully demonstrated superiority in the relevant area. In addition, requiring extra skills obviously makes the intimidation attempt harder. If you don't provide a corresponding benefit, your players might realize that their odds of success are better if they just vaguely say "I intimidate them" without getting too specific.

Although it's reasonable to give large bonuses for obviously powerful characters, you shouldn't give large penalties to apparently weak characters. Part of the skill of intimidation is playing a weak hand well, and having an intimidating presence even when you are at an apparent disadvantage. Many stories have been told about characters who have a dangerous presence and inspire fear no matter how bad their situation might seem. In some cases, being intimidating despite an obvious disadvantage might be easier if a character can also make a Deception check, but that isn't strictly necessary.

Knowledge

Monster Identification

Although monsters have specific information listed in their descriptions, those generic descriptions might not answer specific questions that are relevant to the players. This is especially true if you are making custom modifications to existing monsters or inventing your own monsters from scratch. You will have to use your judgment to determine how obvious or well-known specific features are. In general, characters in the universe often have a rough understanding of how dangerous monsters are, though they wouldn't use words like "level".

One thing to consider is that it's often good to tell players if their attacks will be useless or very unlikely to succeed ahead of time. It can be frustrating for a player to try a particular attack once or twice before they realize that they were wasting their time all along. Monsters may also have specific weaknesses that players can try to take advantage of. Weak monsters might not have any damage reduction, which can encourage players to use abilities that are more effective when they inflict hit point loss. Spellcasters with a wide variety of spells are often particularly interested in learning which of a monster's defenses are lowest, so they can choose the perfect attack.

Be careful not to get bogged down giving too much specific information to the players before a fight starts. Giving players too much information at once can be more confusing than helpful, and ruin any sense of dramatic urgency. This is especially true for numeric statistics like a monster's accuracy or defenses. Comparative information, like highest or lowest defenses, is generally better than than absolute information, like exact defenses or hit points.

Medicine

The Medicine skill cannot be used to regain hit points or remove arbitrary conditions. Players often assume that this skill is more directly relevant in an ordinary combat than it is intended to be. Instead, the Medicine skill is extremely important for dealing with vital wounds. It's almost essential to have at least one person with the Medicine skill in high level groups unless the characters are willing to expend a lot of potions.

Perform

The Perform skill does not have as many obvious uses as other skills. It primarily exists to provide an opportunity for role-playing, especially for bards. If a player finds a reason why this skill might be relevant, it's generally good to let that improvisation work. Just don't allow Perform to completely replace other skills.

Persuasion

The Persuasion skill is one of the most nuanced, and the most difficult to resolve by simply rolling a die and checking the result. For social skills like Persuasion, you need to have a good understanding of what your players enjoy about in-game social interactions. Some players enjoy speaking in-character, and want to be rewarded for good role-playing that matches their character. This should be generally encouraged where possible, because good role-playing can be fun for everyone.

However, other players may struggle to speak compellingly as their character, or may simply dislike it. No one would require that a player must demonstrate superhuman intelligence to play a wizard, or exceptional strength to play a barbarian. For the same reasons, you should not require your players to personally have great social skills in order to play a socially adept character! It's completely fine for a player to say "my character tries to persuade them", without saying every word that their character says, as long as it's still clear what the objective of the persuasion is. You can also encourage players to give it their best shot at speaking in character, and make it clear that NPCs will react as if the character was far more eloquent than the player.

Persuading Groups

Creatures often make decisions together, rather than individually. For example, in a king's court, a player generally cannot simply influence the king alone; his trusted advisors must also be persuaded. There are two ways that you can represent this: competing Persuasion checks, or shared defenses. One way would be to have the players make a competing Persuasion check against the advisors, with the highest result determining the king's decision. Alternately, you can have the king and his advisors all collectively treat their defense against the player's Persuasion attempt as the highest value among any individuals within the group. In general, competing Persuasion checks makes more sense for loose-knit associations, while shared defenses makes more sense for tight-knit groups.

Specific Persuasion Modifiers

The Persuasion skill has unusually large circumstantial modifiers compared to other skills. This is because the social context surrounding any given persuasion attempt is of critical importance, and only a GM can reliably determine that. There are example modifiers unique to the Compel Belief and Form Agreement tasks listed in the tables below.

Table 2.1: Compel Belief Modifiers

Believability	Difficulty Modifier
Expected to be true (“Nothing interesting happened while I was on patrol.”)	-5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“That bloodstain was just an accident I had with a razor.”)	+5
Extremely unlikely (“Your neighbor is secretly a werewolf.”)	+10
Virtually impossible (“That crime was committed by my identical twin, not me.”)	+15 or more

Incentive	Difficulty Modifier
Extremely beneficial (“You have an uncle who died and left you his inheritance.”)	-5
Somewhat beneficial (“That dress looks lovely on you.”)	-2
No particular impact (“I’m busy.”)	+0
Somewhat detrimental (“You can’t come with us to the party.”)	+5
Extremely detrimental (“Your brother is a murderer.”)	+10 or more

Profession

This skill mostly exists to support the narrative universe surrounding the players, rather than as a tool for players. If players do take Profession, it’s good to think about when their profession is relevant and reward them for their choice. However, make sure not to let Profession completely replace multiple other skills. In general, Profession can only ever replace a small subset of an existing skill. One way to reward players without making Profession too powerful is by applying a bonus or penalty for Profession-based checks based on the profession’s relevance.

For example, a player with Profession (sailor) shouldn’t be able to use that skill to completely replace the Awareness, Devices, and Swim skills. It’s true that sailors are often good at those things, but players should typically represent that by also having the relevant skills. You could allow Profession (sailor) to be used instead of Awareness (because the player might have spent some time in the crow’s nest as a lookout), but at a penalty since the skill isn’t perfectly relevant. You can also get more specific if you want, such as by saying that Profession (sailor) helps you see distant objects better, but it doesn’t help your hearing at all. This is more detail than you will need most of the time, but it may help you improvise when you need it.

Table 2.2: Form Agreement Modifiers

Risk vs. Reward	Difficulty Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay 10gp for directions to the well-known local tavern.	-10 or more
Good: The reward is good and the risk is minimal. The target is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern and later report on everyone they saw there.	-5
Favorable: The reward is appealing, but there’s risk involved. If all goes according to plan, though, the deal will end up benefiting the target. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-2
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn’t a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the target. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The target is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against a fearsome dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the target ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a broken sword hilt for a shiny new longsword.	+15 or more

Ride

Mounts can be logically challenging, though little of that complexity comes from the Ride skill itself. Characters without the Ride skill are unlikely to ride mounts into combat. On the other hand, characters trained in the Ride skill can generally ride mounts well within their skill level with no risk of randomly falling off. This means that Ride checks are rare in practice.

At higher levels, ordinary horses stop being a viable option in combat, both narratively and mechanically. Instead, you should provide players with the opportunity to use more level-appropriate mounts like unicorns. Be careful about introducing flying mounts, since flight introduces a great deal of complexity to the game.

Sleight of Hand

Don't forget that the target of a pickpocket attempt isn't the only one that can notice it. Anyone nearby can notice that something fishy is happening. This can be useful if your players start trying to pickpocket everything in sight. Yes, the commoners they're stealing from don't have a high Awareness skill, but some guards and passing travellers might.

Stealth

The Stealth skill has a number of specific circumstances that can make it less likely to succeed. In general, players are intended to be able to scout and avoid notice out of combat, but it should be nearly impossible to maintain stealth within an active combat. Keep in mind that special senses like [blindsight](#) are powerful anti-Stealth tools, but they are not intended to be a complete defense. High-level characters can have high enough bonuses to overcome those penalties, allowing them to sneak up on creatures with blindsense or even blindsight.

Survival

The Survival skill is a fairly broad skill. It is intended to encompass all of the small details that make it possible to navigate and thrive in the wilderness.

Survival has some overlap with Knowledge (nature), which generally represents a more abstract book knowledge of the natural world. For example, both Survival and Knowledge (nature) could be used to identify whether an individual plant is safe to eat. However, only Survival would be used to actively forage for that plant. Foraging involves a variety of other practical skills, such as choosing a reasonable search pattern and keeping track of where you have already checked, that fall within the purview of Survival.

Overland Activities

There are no standard rules specifying exactly how overland navigation works and what the consequences are for failure, because it depends heavily on the geography in the universe. In general, you should require a check to navigate a wilderness when you have a specific obstacle in mind that the party needs to avoid. For example, failure might mean that the party stumbles into the territory of a powerful monster. If the only real outcome of failure is that the characters waste in-game time getting lost and finding their way again, try not to spend too much real-life time resolving the situation unless it serves your narrative. Wasting in-game time can still be an important consequence, especially if the players are on a specific time table to accomplish a goal. Just be careful not to waste real-life time on unimportant events.

Swim

The Swim skill is one of the most narratively narrow skills, but it can still be very important in aquatic environments. There are no specific rules for catastrophic failure, because the consequences

depend on the context. For example, muddy water with many weeds might be very hard to swim through quickly, but you wouldn't be much more likely to drown in it by swimming across the surface than you would in calm water. A creature in full plate might also sink like a stone without active effort, while an unarmored creature can usually stay above water by simply floating still. Feel free to decide that a creature who fails a Swim check by a large enough amount sinks underwater if it seems appropriate.

Chapter 3

The Universe

Planar Traits

Gravity Direction

The direction of gravity on a plane can take one of the following forms:

- Fixed Gravity: Gravity points in a fixed direction and with a fixed strength at all locations on the plane. Almost all planes with a fixed gravity have a perfectly flat surface.
- Absolute Directional Gravity: Gravity points in a consistent direction according to a rule that applies equally to everything on the plane, but which is not in a fixed direction. For example, a plane filled with floating spheres where gravity always points towards the closest sphere has absolute directional gravity.
- Subjective Gravity: Each creature on the plane chooses the direction of gravity for that creature. The plane has no gravity for unattended objects and mindless creatures. A creature on the plane can control its own gravity.

Control Gravity

Usage time: **Minor action** while on a subjective gravity plane.

Make a Willpower check with a difficulty value of 10. Success means that you choose the direction of gravity that applies to you on the current plane. Alternately, you can choose for gravity to not apply to you.

Failure means you gain a +2 bonus to the next *control gravity* ability you use on this plane. This bonus stacks with itself and lasts until you succeed at a *control gravity* ability on this plane.

Gravity Strength

The strength of gravity on a plane can take one of the following forms:

- Normal Gravity: Gravity is about the strength of Earth.
- No Gravity: There is no gravity on the plane. The range limits of ranged weapons are quadrupled.
- Light Gravity: Gravity is about half the strength of Earth. The weight of all items is halved. The range limits of ranged weapons are doubled.
- Heavy Gravity: Gravity is about twice the strength of Earth.

Creatures take a -2 penalty to Strength and Dexterity-based checks. The weight of all items is doubled. The range limits of ranged weapons are halved, to a minimum of 5 feet.

- Extreme Gravity: Gravity is about four times the strength of Earth. Creatures take a -4 penalty to Strength and Dexterity-based checks. The weight of all items is quadrupled. The range limits of ranged weapons are reduced to one quarter of the normal value, to a minimum of 5 feet.

Light

Various planes are illuminated in different ways.

- Fixed Source: There is a single constant source of light on the plane.
- Mobile Source: There is a single source of light on the plane that moves around it, illuminating different parts of the plane at different times.
- None: There is no natural source of light on the plane. Other sources of light, such as torches, function normal.

Limits

The behavior of a plane at its limits can vary widely. Some planes have different behaviors at different limits depending on their shape.

- Astral Gate: If you reach the limits of the plane, you find a planar gate to the Astral Plane.
- Barrier: If you reach the limits of the plane, you find an impassable barrier. The barrier takes the form of a substance relevant to the plane's nature. It may be possible to dig tunnels into the barrier to some depth, but there is nothing behind the barrier. As you progress past the limit, the barrier becomes increasingly difficult to break through, and eventually it becomes completely impenetrable.
- Looped: If you go beyond the limits of the plane, you wrap around to the opposite side of the plane. There is no obvious transition point or perception of transportation when this occurs - the shape of the plane simply connects to itself. On very small planes, this can allow you to see your own back, though looped planes of that size are rare.
- Infinite: The plane has no limits. This is extremely rare.

Planar Connectivity

Different planes have different degrees of connection to other planes.

- Isolated: The plane is difficult to reach or leave. It has no permanent planar rifts, and temporary rifts are rare or nonexistent.
- Stable Connected: The plane has multiple permanent planar rifts. However, temporary rifts are rare.
- Unstable Connected: The plane has no permanent planar rifts, but temporary rifts are common.
- Conduit: The plane has a large number of permanent planar rifts, and temporary rifts are common.

Shape

The shape of a plane defines the shape of its core surface, and what happens if you travel beyond that surface.

- Flat Surface: The plane consists of a flat surface generally made of earth or similar material. Most activity and civilization on the plane happens on this surface. It is usually possible to construct tunnels into a flat surface plane to some depth, depending on the size of the plane.
- Hollow Sphere: The plane consists of a hollow sphere with an outer boundary generally made of earth or similar material. Most activity and civilization on the plane happens on the inner surface of the sphere or in the vast open space between. Some hollow sphere planes have an outer surface that can also be accessed, but in most planes it is impossible to leave the interior of the sphere.
- Solid Sphere: The plane consists of a solid sphere generally made of earth or similar material. Most activity and civilization on the plane happens on the surface of the sphere. It is possible to construct tunnels into a solid sphere plane, but it may become increasingly difficult to traverse the plane as you approach the center of the sphere. In general, the limit of a solid sphere plane is located at ten times the radius of the plane's primary sphere.
- Uniform: The plane has no well-defined surface or ground layer. Some uniform planes have no ground or solid obstacles, while others are composed almost entirely of ground and firmament. Uniform planes almost always still have limits of some kind.

Individual Plane Descriptions

Primal Planes

The Plane of Air

The Plane of Air is a soaring landscape unencumbered by gravity or ground. The vast expanses of empty air are littered with clouds and unpredictable winds. Any inhabitants of the plane must adapt to a highly mobile lifestyle. A number of towns and structures have been built in the plane using raw materials brought from other planes. They sail through the air at the whims of the wind, and are occasionally battered by intersections with other wind streams.

The Plane of Air has the following planar traits:

- Gravity strength: No gravity
- Light: Fixed source, from a sun outside the limits of the plane
- Limits: Barrier, formed from wind currents which push back with such force that nothing can travel far.
- Planar connectivity: Unstable connected
- Shape: Hollow sphere with a radius of about 2,000 miles.

The Plane of Earth

The Plane of Earth is a titanically large body of earth and stone. A labyrinthine series of mostly airless tunnels weave their way through the plane, connecting the few cities. The plane is a major source of valuable gems, diamonds, and rare metals like mithral, but the dense rock and airless environment make successful mining difficult. In addition, earthquakes periodically reshape the environment by collapsing old tunnel systems and constructing new ones. Some cities have been carved out in vast underground rooms reinforced to survive the earthquakes.

The Plane of Earth has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Light: None, though cities tend to be well-lit
- Limits: Barrier, formed from increasingly dense rock that eventually becomes so hard that no known material or magic can damage it.
- Planar connectivity: Stable connected
- Shape: Hollow sphere with a radius of about 500 miles.

The Plane of Fire

The Plane of Fire is an endless searing inferno. The plane's essence is highly combustible, allowing fires to burn indefinitely without any obvious fuel. However, the intensity of flames on the plane are highly uneven, as the plane generates fuel in various locations that shift over time. Some pockets on the surface are devoid of natural fuel, allowing the construction of trading hubs where the few inhabitants of the plane who are not naturally immune to fire can survive.

The Plane of Fire has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Light: None, though the constant fires provide sufficient illumination in most locations on the plane
- Limits: Barrier, formed from fires which burn so fiercely that further travel becomes physically impossible, even for creatures immune to fire.
- Planar connectivity: Unstable connected
- Shape: Flat surface, in a disc with a radius of about 2,000 miles.

The Plane of Water

The Plane of Water is an impossibly vast ocean. Powerful currents sweep through the ocean, but much of it is calm, and many forms of aquatic life abound in the water. The Plane of Water is the most densely populated Primal Plane, both by sentient creatures and monsters. Magnificent underwater cities are carved from huge

rocks that float peacefully suspended in the water. Though there is no sun, simple creatures akin to plankton form the base of the food chain by feeding directly on the plane's essence.

The Plane of Water has the following planar traits:

- Gravity strength: No gravity
- Light: None, though bioluminescent creatures like plankton are extremely common, making many parts of the plane well-lit
- Limits: Barrier, formed from water currents which push back with such force that nothing can travel far.
- Planar connectivity: Stable connected
- Shape: Hollow sphere with a radius of about 1,000 miles.

Aligned Planes

Elysium

Elysium is beautiful and majestic. Mountains rise dramatically out of misty clouds, trees are massive and laden with delicious fruit, and buildings surpass the wildest dreams of mortal architects. A serene blue sky gives way to a night so lit by stars that it is almost as bright as the day.

The Abyss

The Abyss is a hellscape of fire, brimstone, and distant screaming. With the exception of the great palaces of demon princes, the buildings that exist are designed for defense rather than aesthetics. The terrain is typically rocky and dull, and most of the color belongs to carcasses left behind after violent battles.

All manner of nightmarish creatures stalk the Abyss. The best known of these creatures are demons and devils. Demons are formed when mortal souls are splintered by trauma. The soul splinters drift into the Astral Plane, and from there are guided to the Abyss by ancient astral currents. When they arrive in the Abyss, its planar essence envelops them in new planeforged body, much like dead souls gain new bodies in their proper afterlife.

Newly formed demons, known as demonspawn, are barely functional creatures. They are driven entirely by the primal emotion that separated the soul splinter from its original soul, such as rage, grief, or pain. This makes them functionally insane, and they are almost always driven to lash out at everything around them. Rage-born demons violently attack anything they see, pain-born demons try to lessen their pain by sharing it, and so on. When they succeed in their attacks, they can feed on the trauma they inflict, strengthening their soul. Unfortunately, this does not generally make them more sane, since they only feed on the same urges that created them.

Demonspawn instinctively avoid attacking other demonspawn, since they can find no gratification for their urges in attacking such small, broken souls. Instead, they hunt creatures with complete souls, which generally means attacking the afterlife bodies of evil-aligned creatures who went to the Abyss for their afterlife. The greatest feast, however, comes from attacking mortal souls, which are much easier to splinter. Demonic incursions into other planes are devastating but fortunately rare.

Unlike demons, devils are native to the Abyss itself. They are far more intelligent and organized than demons, but also far less

numerous. Devils rule vast territories within the Abyss, using demons as their foot soldiers to protect and enlarge their territorial claims.

The only competition with devils for rulership of the Abyss comes from the evil deities and greater demons. Evil deities are fairly simple to deal with. They have absolute dominion over their own territory, so invading their lands is pointless. In addition, since their territorial limits come from their divine power rather than force of arms, they have little ability to expand or even exert significant influence outside of their own lands. As a result, devils and greater demons alike mostly ignore the deities.

Greater demons are much more troublesome. On rare occasions, demonspawn are so successful in their attacks that they claim soul splinters outside the scope of their original urges. This typically happens when demons find and break mortal souls. When this happens, the demonspawn gains a more complete soul, and becomes a little more sane. Often, this simply entices other demonspawn to attack and destroy the wayward demon. However, if the demon survives the attacks from its allies and repeats this process, it can grow in power.

Demons who have expanded their soul beyond a single soul splinter are called greater demons. Eventually, the demon can gain something resembling a complete soul from all of the splinters it has collected, making it a demon prince. Though more sane and functional than demonspawn, these more developed demons are no less evil. Both greater demons and demon princes have enough skill with splintering and manipulating souls to make pacts with votives. In addition, demon princes have the power to command armies of demonspawn and greater demons, allowing them to claim territory like devils do.

Ordus

Ordus is a masterpiece of logical organization. It is the most consistently civilized of the aligned planes, and the cities are exquisitely planned. However, laws are enforced with extreme severity. Outside of the cities, even the natural territories are cleanly and simply divided. A forest of evenly spaced trees might border a field in a sharp, clean transition along a perfectly straight line.

Discord

Discord is a wild maelstrom. Much of the plane can be freely reshaped with only minimal force of will. By working together, its inhabitants can create vast cities from thin air, though they can be destroyed with similar ease. Beyond the shaped spaces, the terrain is constantly changing. A field might grow trees that are consumed by a forest fire and then fall into chasms newly formed by an earthquake in a matter of minutes.

Nexus Planes

The Material Plane: The Material Plane is the plane that most Rise adventures begin on. The surface of the plane is a massive sphere with a radius of about 4,000 miles. It is the most familiar to most humanoid creatures.

The Material Plane has the following planar traits:

- Gravity direction: Absolute Directional, pointing to the center of the sphere
- Gravity strength: Normal
- Light: Mobile Source, from a sun and moon outside of the plane's limits
- Limits: Looped
- Planar connectivity: Isolated
- Shape: Solid Sphere, with a radius of about 4,000 miles.

The Astral Plane: The Astral Plane is the space between the other planes. It is a necessary intermediate destination for virtually all planar journeys, as all planar rifts lead to and from the Astral Plane. Most activity on the Astral Plane occurs in a space called the Inner Astral Plane, a massive but finite region where all planar rifts on the Astral Plane appear. However, unlike all other planes, the Astral Plane has no known limits to its extent, and may in fact be infinite. The area outside the Inner Astral Plane is known as the Deep Astral Plane, and few venture into those sparsely populated realms. The Deep Astral Plane has magical turbulence that interferes with long-range communication and transportation magic, making exploration difficult.

The Astral Plane has the following planar traits:

- Directional gravity: Subjective
- Gravity strength: Normal
- Light: Fixed Source, from the infinite reaches of the Deep Astral Plane
- Limits: Infinite
- Planar connectivity: Conduit
- Shape: Uniform

Creatures and Objects

In the world of Rise, creatures and objects are meaningfully different. Many abilities only affect creatures or objects. The difference between a creature and an object is defined as being agency. Creatures have agency, and objects do not. This is not the same as sentience or life, which either creatures or objects may have.

For example, skeletons are nonsapient, nonliving creatures. Conversely, trees are nonsapient, living objects. Some rare magic items can be made intelligent by magic, making them sapient, nonliving objects. Some unintelligent animals and magical beasts like ants and giant spiders are nonsapient, living creatures.

There are two types of creatures that are also objects in unusual ways: [constructs](#) and [indwelt](#).

The Four Elements of Existence

The four elements that define existence in Rise are body, life, mind, and soul. Body and mind are fundamental elements, with simple and obvious effects. Life and soul are energetic elements, with more subtle and cosmic effects.

Physical Elements: Body and Life

Something has a body if its existence is physical. If something has a body, it is called corporeal. This is usually fairly simple: trees,

humans, and rocks all have bodies. Not everything with a body can be easily touched or seen. Clouds and gases are still corporeal, though they are [intangible](#).

Life is the ability of the body to change and adapt over time. If something has life, it is called alive. Humans and trees are alive, but rocks are lifeless, and corpses are dead. Living things are constantly changing, and require input and output from their environment to maintain equilibrium. They almost always breathe, eat, sleep, and perform similar body maintenance activities.

Lifeless things do not need to perform those tasks, and their bodies typically persist unchanged without outside intervention. Some lifeless things exist in a state of gradual decay instead of permanent stasis. In either case, their bodies are defined by inert consistency rather than change and equilibrium.

Mental Elements: Mind and Soul

Something has a mind if it can understand aspects of its environment and react to it. If something has a mind, it is called intelligent. This is defined broadly, and not every intelligent creature is sentient or self-aware. Humans and other animals are intelligent, but trees and rocks are mindless.

A mind is a separate entity from a body. When an intelligent living creature dies, its mind can persist after the body's destruction. The brain is a tool which anchors and connects a mind to a body, not the fundamental mechanism which creates the mind. Damage to a brain can inhibit the connection between a mind and a body, diminishing a creature's functional intelligence, but it does not directly damage or alter the mind.

Soul is the ability of the mind to change and adapt over time. If something has a soul, it is called ensouled. Humans and other animals are ensouled, but artificial constructs like golems are soulless. Ensouled things are able to change their manner of thinking and personality over time. Some soulless things can learn and retain information, and can be quite intelligent, but they cannot change their method of thought or fundamental opinions. If you lock a human and an intelligent artificial construct in a room for twenty years, the human's mind would emerge fundamentally changed and possibly insane, while the construct would simply have gained information that it had been in a room for twenty years.

Energetic Elements: Life and Soul

Life cannot exist independently of a body, and soul cannot exist independently of a mind. They are elements defined by change and adaptation. This may explain why they have such intrinsic power in Rise. Life and soul are the underlying power behind most superhuman effects in Rise.

Examples

- Some creatures are created when creatures die, but their minds refuse to pass on to the appropriate afterlife. These creatures have neither body nor life. They have a mind, and may or may not have a soul. This includes allips, ghosts, and wraiths.
- Some creatures are formed from planar essence to act as an

embodiment of the plane's identity. These creatures have a body, but no life. They have a mind, but no soul. This includes angels, demons, and elementals.

- Some creatures are magically granted a semblance of life by animating an inanimate object. These creatures have a body, but no life. They have a mind, but no soul. This includes golems, skeletons, and zombies.
- Some creatures are able to move independently, but their responses to their surroundings are entirely instinctual, without any ability to form thoughts or make decisions. These creatures have a body and are alive. They have neither mind nor soul. This includes oozes, plants, and extremely simple animals like ants.
- When creatures die and their minds travel to the appropriate afterlife, they gain new bodies formed from the planar essence of their new home. These creatures have a body, but no life. They have both a mind and a soul.

Secrets of the Universe



There are many mysteries in the universe of Rise. This section gives a glimpse into some of the underlying truths, though few characters in the universe would understand such details.

Power Ultimately Derives From Life and Soul

When most creatures are born, they enter existence with life and a new soul. These energetic elements have great intrinsic power.

The more powerful the life, the more the body can change. The body of an elephant is much stronger than that of an ant. However, elephants and ants have similarly weak life energy, because the ability of their body to change and adapt to circumstances is limited. Humans can have greater life energy, as their bodies can undergo significant changes to adapt to their training and circumstances. Dragons represent the pinnacle of immense life energy. Their bodies undergo vast changes in power and shape over their lives. Similarly, the more powerful the soul, the more the mind can change.

Mechanically, life energy justifies a creature gaining levels that increase its physical abilities, and soul energy justifies a creature gaining levels that increase its mental abilities. Life energy is often associated with mundane abilities, and soul energy is often associated with magical abilities. That relationship is not strictly followed, since some mundane abilities are mental and some magical abilities are physical.

Variable Intrinsic Power

Not all lives and souls are equal in power. Most humanoid creatures and magical creatures have only a moderate amount of life and soul energy. They can train, fight, and learn, and this will increase their power. However, they will eventually reach limits that they cannot surpass. Some extraordinary individuals seem to be nearly limitless. They can change their minds and bodies to extreme degrees, acquiring vast power in the process.

Mechanically, this is represented by creatures gaining levels, but only up to a certain point. Player characters can gain levels without limit (unless the GM defines a level cap for their specific campaign). They also often level up much faster than other characters in the same universe who have similar experiences. If everyone in the universe of Rise acquired limitless power at the same rate as player characters, the world would be filled with superhuman demigods and country-destroying monsters. The fundamental limits of life and soul provide a narrative justification for a more traditional fantasy universe. They allow Rise to have grizzled old war veterans and mass-murdering monsters who are still only level 5 or so.

Transferring Power: Death and Sublimation

The intrinsic power of life and soul can be transferred. Life cannot exist without a body, and soul cannot exist without a mind. When a creature dies, its life and soul are shattered and vulnerable in the moments after death. With no body to anchor it, the life energy sublimates into pure energy. A strong mind can retain control of its soul, and travel intact to the appropriate afterlife. However, weak minds quickly break without being anchored to a body, allowing their souls to sublimate as well.

If creatures present at the death have a life or soul that is strong enough, they can consume part of this energy to enact changes in their own bodies or minds. This is a common method of power acquisition for adventurers and monsters, who often slay powerful

foes. Certain rituals can also be used to feed on the powers of death more effectively. This can be used to benefit the ritual participants, or by demons and evil deities who feed on deaths offered to them in ritual sacrifices by their cultists.

Transferring a power through death is deeply inefficient. Under normal circumstances, only a fraction of the energy released in this way can be claimed. Some energy infuses the area, which can give rise to magical phenomena at areas of mass death or the death of particularly powerful entities. The leftover energy is claimed by Nature, the deity who draws power from the life and death of all things and ensures that souls are taken to their appropriate afterlife.

Transferring Power: Connection

A soul's power can be transferred without the inefficiency of death. Commonly, it is simply freely given through love and emotional connection in the form of soul motes. Creatures who love each other naturally share small portions of their souls with each other. Over time, deeply connected creatures, such as old married couples, can mix their souls so fully that they become virtually indistinguishable.

Voluntary soul sharing does not have to be perfectly symmetric, of course. Tyrants can earn soul motes through the enforced fear and subservience that they create in their underlings. Worship is another method of transferring soul motes, and many deities fundamentally derive power from the combined soul motes willingly given by their legions of worshippers. In exchange, deities can use their power to protect their worshippers, either through divinely empowered clerics or more rarely through direct intervention. More mundanely, adventurers who save a town from a dire threat may earn soul shards freely granted from the gratitude of its inhabitants.

Soul Motes and Splinters

Souls can be subdivided into lesser pieces. There are two forms of lesser soul pieces: motes and splinters.

Soul motes are emitted from souls unconsciously, like light is emitted from a torch. It is possible for a soul that emits a large number of soul motes to diminish if it does not receive any in exchange. For example, a minor underling who pledges their life to an uncaring leader might give away far more soul motes than they receive in exchange. Most people have enough interpersonal relationships to avoid this danger, but completely isolated people who are neither loved nor hated, but simply ignored, may diminish in this fashion. Even with this risk, the process of emitting soul motes is not harmful or individually significant in any way. In addition, individual soul motes are far too small to be manipulated or used by magical effects.

Soul splinters are created in a much more dramatic fashion. When a soul undergoes significant trauma that shakes its will and sense of self, it may splinter, losing a chunk of its soul. Of course, death is one of the greatest traumas of all, and almost all souls splinter to some degree when they die.

Soul splinters can be consumed or manipulated in a variety of ways. For example, skeletons and zombies are animated by splintering a soul that originally inhabited a corpse. The splinter is used to give the corpse a crude imitation of sentience - just enough to obey orders, but not enough to think for itself.

Potential and Acquired Power

The strength of a creature's life and soul determine the limits of its ability to progress. Many monsters reach the limit of their potential by the time they reach adulthood, and are unable to develop further. However, many humanoid creatures never discover their true limits, because they have never had the necessary experiences to develop their potential. A well-trained soldier will easily defeat a commoner in battle, but this does not mean that the soldier's life or soul is necessarily stronger. It simply means they have progressed farther towards their potential.

In a typical campaign setting, it's reasonable to assume that 20% of the humanoid population can reach 5th level, 2% can reach 10th level, and 0.2% can reach 15th level. Of course, most people don't have the life experiences necessary to reach their maximum potential. All player characters are assumed to have exceptional potential, and are able to reach 21st level, unless the GM says otherwise. Legendary monsters of epic proportions may even be able to surpass that limit.

Mysteries of the Soul

The mysteries of differing soul strength have no clear and consistent explanation. In broad terms, the strength of a creature's soul usually correlates to its emotional and intellectual potential, as well as its force of will. Humanoid creatures and dragons are unusually mentally capable - not just in raw intelligence, but also in empathy, determination, and capacity for belief - and correspondingly have unusually strong souls. There are individual exceptions that suggest that this is not the entire dimension of what causes strong and weak souls. Some animals have unusually strong souls for no known reason, causing them to develop over time into their "dire" variants. Dire animals, who have gained levels by feeding on soul splinters, are more aggressively malevolent than normal animals, though they show no greater signs of general intelligence. Perhaps there is simply an element of randomness in the creation of each new soul.

The fundamental mysteries of souls and their sharing is not widely known in the universe of Rise. Individual elements of this truth are widely known, such as the observation that people can become stronger by slaying monsters, but monsters do not seem to grow dramatically in power by killing people. Strange phenomena can occur where death occurred, and old battlegrounds are often haunted by naturally occurring undead. Learned scholars may understand that the civilized species like humans seem to have unusually strong souls, and that this is related to their capacity for drastic personal growth. They may identify the general phenomena surrounding soul splinters, but not soul motes.

Some powerful and unusual entities, such as deities and demon princes, know particular elements of how life energy and soul energy can be transferred. All demons are generally aware that they can feed on sublimating soul splinters from souls in evil afterlife planes as they break down over time, though they do not understand the exact mechanics of this transfer. They attempt to torment weaker souls to accelerate this breakdown, and avoid souls that are too strong to break. However, they are unaware of the subtler aspects of soul sharing, such as willing soul mote transfer between loved ones. Powerful deities know more about souls than any

other entities as a result of being worshipped and maintaining the existence of their personal afterlife planes. In exceptionally rare occasions they may see fit to share that knowledge if it serves their purposes.

Soul-Fuelled Phenomena

The peculiar nature of souls causes a wide variety of strange and unique effect in the Rise universe.

Deities

Deities are among the most obvious phenomena that are fundamentally created by the energy of souls. When hordes of living creatures pay homage to the same entity, that entity can feed on that outpouring of worship and become incredibly powerful if it has a strong enough soul. The history of Rise is full of minor deities and demigods who either lack a sufficient base of worshippers to become a true deity or who lack a strong enough soul to effectively use the worship they receive.

Not every powerful entity with an immensely powerful soul is a deity. Deities are, by definition, worshipped. They depend on receiving energy through soul motes granted by worship. Since all deities share this constraint, they are all vulnerable to anything which would disrupt this flow of power. This encourages deities to find common ground with each other to ensure that they all succeed, even when their own ideologies and personal beliefs are violently opposed. As a result, deities have developed a shared body of elaborate conventions and constraints that govern their interventions in mortal realms. Any deity that violates these rules risks being declared anathema by all other deities, which would devastate their ability to acquire worshippers.

The most consistent constraint that deities operate under is that their primary method of intervention in mortal affairs must come through their followers, rather than independently. They freely share a portion of their power with their most dedicated followers, granting them extraordinary abilities. In most societies, these empowered worshippers are called clerics.

A deity with enough power can claim territory within the afterlife plane associated with its alignment. The claimed territory becomes a Divine Realm under the deity's control. Deities have extraordinary power within their Divine Realm, and can reshape it as they see fit. However, they must expend a significant amount of energy to maintain their territory against entropy. As a result, deities are always hungry to gain additional followers, and only successful deities expend the effort to claim any territory at all.

Any souls that worship a deity with will be reborn within that deity's Divine Realm in the appropriate afterlife plane, even if that plane does not match their personal alignment. This is both a reward for worshippers and a way for deities to accumulate energy. When a soul in an afterlife eventually loses the will to maintain its individual existence, its mind breaks and the soul sublimates into energy. Normally, this energy becomes part of the afterlife plane. However, if this sublimation happens within a deity's Divine Realm, they can claim that power for themselves. This allows deities to eventually reclaim the energy they invested in their clerics. For

deities with the power to maintain a Divine Realm, the energy they gain in this way significantly exceeds the energy they gain from ordinary soul motes. However, since this often requires centuries before breaking even, new and minor deities are unable to maintain their own Divine Realms.

Nature



Nature itself has an immensely vast soul, but although people can worship Nature, it is not a deity because it does not depend on mortal worship for its power. Nature claims the greatest tithe of every unclaimed death - every predator hunting a prey, every swatted fly. The energy released by each of these deaths is individually tiny. However, the combined energy released by billions of deaths over millennia dwarfs the power of any other individual entity in the Rise universe.

Nature lacks a coherent anthropomorphic representation, and its will is almost never brought to bear in any organized way. Druids are granted power by Nature, but they need not agree to any particular ideology, and their usage of that power is virtually never policed or revoked by Nature itself in the way that a misbehaving cleric might be punished by their deity. Nature welcomes a diversity of viewpoints, for it is itself almost infinitely diverse. It has a wealth of power, so it does not need to jealously hoard its gifts like deities must.

People who worship nature do not have any special territory in an afterlife reserved for them, since Nature claims no part of any afterlife. The afterlife planes are where Nature's power is weakest, and it can claim no tithe of any deaths there, since the planes themselves absorb any energy released. Instead, devoted worshippers of Nature may have their souls reincarnated instead of going to a normal afterlife. This gift is not granted to all worshippers, and indeed many would prefer to go to a normal afterlife.

Every plane that is not the Astral Plane or an afterlife plane is a manifestation of Nature's power in some sense, and it claims deaths that occur on any of those planes. The four Elemental Planes - Air, Fire, Earth, and Water - are the grandest manifestations of Nature's power.

Pact Magic

Entities of great power can make pacts with mortals. In these pacts, the mortals offer their soul to the entity for a period of time after death, and the entity who becomes their soulkeeper. In exchange, the soulkeeper grants the mortal energy from its own supply. The soulkeeper's goal is to have the mortal gain a great wealth of its own energy in its life, and then to break the will of the soul while it is in the soulkeeper's clutches. If the soulkeeper succeeds, it gains the ability to harvest the energy released by the mortal's entire soul, just like deities can do within their Divine Realms. This is a vast wealth of energy compared to the normal shards extracted from death and worship, and it annihilates the mortal's soul, preventing it from travelling to its normal afterlife.

Successful soulkeepers can therefore amass great power. However, it is a risky business, much like adventuring is for mortals. If the mortal resists the soulkeeper's torments during its time in the afterlife, it may take its entire soul intact to its normal afterlife. When this happens, the soulkeeper loses the bounty of the soul, all of the energy it originally invested in the mortal, and time it wasted trying to break the mortal's spirit. This is particularly likely if the mortal dies soon after making the pact, so soulkeepers must choose their mortal partners wisely.

Failing to break a mortal's spirit is not the worst thing that can happen to an overly successful soulkeeper. It may attract attention from more powerful entities within its own plane. When a soulkeeper is killed, ownership of the soul is transferred to whatever killed it. This means that soulkeepers with active contracts - especially active contracts with mortals who are nearing death after a long life - are extremely attractive targets for anyone who wants to steal the reward of the soul.

Demons are the most common soulkeepers. They are more likely than any other type of creature to meet the four main prerequisites for offering soul pacts. First, they have sufficient raw energy to make soul pacts. Second, they have enough understanding of magic and souls to transfer power through the pact. Third, they have the patience to wait until the mortal dies to claim their reward. Fourth, they have the ambition and risk tolerance to take the gamble of being a soulkeeper and risk not being able to reclaim the energy they invest.

There is nothing that prevents a deity from becoming a soulkeeper. On very rare occasions, deities may make a pact and become a soulkeeper for a non-worshipper. Mortals that gain power in this way are called favored souls. However, being a soulkeeper is risky. Few deities would risk the possibility of losing their energy entirely when they could instead use that energy to more safely empower a cleric. In addition, being known for making soul pacts can discourage people from voluntarily worshipping the deity.

Ambient Magic and Magical Creatures

The world of Rise is full of strange creatures that have superhuman strength or magical abilities, like minotaurs and manticores. It is common knowledge that such creatures are typically found only in distant wilderness or in deep dungeons. In general, the farther you get from civilization, the more powerful the monsters in the area become, and the more likely you are to encounter strange magical phenomena. Small towns seem to cause a subtle warding effect, and powerful monsters in the area will typically avoid them. Even monsters that lack the intellectual capacity to understand complex causation chains like "if I attack the town, they may send powerful warriors to hunt me down" will typically avoid interacting with civilization unless necessary.

All of this can be explained by the release of life energy when things die. The constant cycle of life and death in nature produces a great wealth of energy. Most of it is claimed by Nature itself, but some spills out at the location of each death. This energy lingers and can build up over time in the form of ambient magic. Many monsters can instinctively feed on this ambient energy. In addition, predatory monsters can feed on the energy released by their own kills. This naturally allows them to build their power to near the limit of their potential by the time they are adults.

Civilization disrupts the natural cycles of life and death, reducing the soul energy present in an area. Although humanoid creatures have powerful souls, they die less frequently, and the vast majority of the soul energy of their death moves with them to their afterlife. From the perspective of creatures that feed on ambient magic, civilized areas stand out as a dead zone.

Since educated people in the universe of Rise can observe that monsters tend to avoid civilization if they study the phenomenon, they may have their own theories about why this is true. Reasonable theories that might have truth to them in some contexts could include "monsters have evolved to instinctively avoid civilization to avoid death from monster hunters", "druids magically discourage monsters from entering civilization so they don't get killed", or "monsters have to kill other strong monsters to get stronger, so they try to avoid areas that don't have any powerful prey".

Chapter 4

Monster Mechanics

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Statistics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, insight points, or many other elements of characters. This section defines how monsters function.

Monster Roles

Each monster has a role. A monster's role influences its statistics, and generally indicates the way it fights. There are six roles: brute, skirmisher, warrior, sniper, mystic, and leader. The effects of each role are described below.

Brute

A typical brute rushes into melee and smashes its enemies with highly damaging attacks. Brutes have relatively low damage resistance, but they can still absorb a remarkable amount of punishment. Most brutes charge directly at the enemy and fight in melee, though some prefer to use a few ranged attacks before entering the fray.

Defenses: +4 Armor, +2 Fortitude, +1 Reflex

Hit Points: Extreme: It has 14 hit points + twice its Constitution, plus 2 hit points per level beyond 1. This increases as its level increases, as indicated below.

- *Level 7:* 28 hit points + five times its Constitution, plus 5 hit points per level beyond 7.
- *Level 13:* 60 hit points + ten times its Constitution, plus 10 hit points per level beyond 13.
- *Level 19:* 120 hit points + twenty times its Constitution, plus 20 hit points per level beyond 19.

Damage Resistance: Low, as cleric hit points without Constitution

Leader

A typical leader commands their allies from behind the front lines, but is willing to enter the fray to protect more vulnerable allies. Leaders have well-rounded statistics, but they do not generally fight well alone. Instead, they tend to be more effective when aiding or commanding their allies.

Defenses: +4 Armor, +1 Fortitude, +1 Reflex, +1 Mental

Hit Points: High, as barbarian hit points

Damage Resistance: Medium, as fighter hit points without Constitution

Mystic

A typical mystic uses exclusively magical abilities, and their offensive capabilities can be highly varied. Mystics try to avoid melee combat because their physical defenses are low, but magical protections mean they can resist attacks effectively.

Defenses: +3 Armor, +1 Reflex, +2 Mental

Hit Points: Medium, as fighter hit points

Damage Resistance: High, as barbarian hit points without Constitution

Skirmisher

A typical skirmisher uses its high mobility to fight only when it is advantageous to do so. Skirmishers can be hard to hit, though they are vulnerable to attacks that can't be dodged. They are likely to avoid intimidating front-line fighters. Instead, they ambush the vulnerable back lines if possible.

Defenses: +4 Armor, +2 Reflex, +1 Mental

Hit Points: High, as barbarian hit points

Damage Resistance: Low, as cleric hit points without Constitution

Sniper

A typical sniper uses ranged attacks while staying as far away from combat as possible. Snipers tend to be fragile, so they can be quickly dispatched by creatures that are able to close the distance.

Defenses: +3 Armor, +2 Reflex, +1 Mental

Hit Points: Medium, as fighter hit points

Damage Resistance: Low, as cleric hit points without Constitution

Warrior

A typical warrior forms a defensive front line to protect any vulnerable allies. Warriors have high defenses, and can be very difficult to kill. However, they tend to lack offensive power and mobility, so they risk being outflanked and irrelevant.

Defenses: +5 Armor, +1 Fortitude

Hit Points: High, as barbarian hit points

Damage Resistance: Extreme: It has 14 damage resistance, plus 2 damage resistance per level beyond 1. This increases as its level increases, as indicated below.

- *Level 7:* 28 damage resistance, plus 5 damage resistance per level beyond 7.
- *Level 13:* 60 damage resistance, plus 10 damage resistance per level beyond 13.
- *Level 19:* 120 damage resistance, plus 20 damage resistance per level beyond 19.

Level Scaling

Each monster has a level that indicates its approximate strength. Monsters have some specific level scaling rules that differ from the rules for player characters. This scaling is summarized in Table 4.1: Monster Advancement, page 34. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific changes.

- Monsters do not gain insight points, attunement points, or legacy items.
- Monsters primarily calculate their damage resistance based on their role rather than any armor. They use the hit point progression of specific character classes, but do not apply their Constitution to that progression.
- Monsters only add half their attributes to their defenses instead of their full attribute.
- Monsters gain a +1 bonus to all defenses at 5th, 11th, and 17th level.
- Monsters gain a +1 accuracy bonus at 7th level and 19th level.

Elite Monsters

Elite monsters are approximately four times as strong as an ordinary monster. They have a number of benefits and modifiers to make them more appropriate as a solo encounter than simply using a very high level ordinary monster:

- Elite monsters gain a +2 bonus to their [power](#) and all [defenses](#). They gain an additional +1 bonus to all defenses at level 8 and level 14.
- Elite monsters have three times the [hit points](#) of standard monsters.
- Elite monsters have four times the [damage resistance](#) of standard monsters.
- Elite monsters can have a maximum starting attribute of 6 (see [Monster Attributes](#), page 35).
- Elite monsters can take an additional [elite action](#) each round (see [Elite Actions](#), page 35).
- Elite monsters automatically remove excess [conditions](#) (see [Monster Conditions](#), page 34).

Monster Vital Wounds

Table 4.1: Monster Advancement

Level	Max Rank	Accuracy, Defenses, Skills, Power ¹	Special
1st	1	—	—
2nd	1	+1	—
3rd	1	+1	+1 to two attributes
4th	2	+2	—
5th	2	+2	+1 to all defenses
6th	2	+3	—
7th	3	+3	+1 accuracy
8th	3	+4	+1 to all defenses (elites only)
9th	3	+4	+1 to two attributes
10th	4	+5	—
11th	4	+5	+1 to all defenses
12th	4	+6	—
13th	5	+6	—
14th	5	+7	+1 to all defenses (elites only)
15th	5	+7	+1 to two attributes
16th	6	+8	—
17th	6	+8	+1 to all defenses
18th	6	+9	—
19th	7	+9	+1 accuracy
20th	7	+10	—
21st	7	+10	+1 to two attributes

1. Elite monsters gain a +2 bonus to their power and defenses, as described below.

Monsters do not normally make vital rolls like player characters do. Unless otherwise specified on the monster's description, vital wounds have no negative effects on monsters. Instead, once a monster gains a vital wound, it is defeated. Defeated monsters may be unconscious, dead, or merely flee the fight at the discretion of the Game Master.

Monster Conditions

Monsters normally can't use the [recover](#) ability, since they cannot use abilities which would increase their [fatigue level](#). Standard monsters can only remove [conditions](#) by taking a [short rest](#). However, elite monsters can remove conditions automatically.

Whenever an elite monster gains a unique condition, it is added to a "condition track". The first condition is to the first slot in the track, the second condition is added to the second slot, and so on. If a monster gains two instances of the same condition, they are put in the same location on the track.

At the end of each round, each elite monster rolls 1d6. If the result matches an existing condition on its condition track, that condition is removed unless all instances of that condition were gained during the current round. When a monster has multiple copies of the same condition, only one instance of that condition is removed, so it may have to roll the same number multiple times to fully remove the condition. If a location on the condition track

becomes empty, all of the conditions to the right of that location shift down by 1. This means the highest occupied number on the condition track should always match the number of unique conditions the monster has. The oldest condition should always be number 1, and the most recent condition should have the highest occupied number on the track.

Monster Resources

Monsters have no resources, and their fatigue tolerance is 0. They are normally unable to use abilities that would cause them to increase their fatigue level, such as the *desperate exertion* ability. They can use the [sprint](#) ability, but only during the [action phase](#), since that does not increase their fatigue.

If a monster has an ability that explicitly increases its fatigue level, it can use that ability. Similarly, monsters that are allied with player characters may choose to increase their fatigue level to receive healing from the players, such as from the [restoration](#) spell. This would immediately cause them to suffer fatigue penalties, since their fatigue tolerance is 0.

At the GM's discretion, individual monsters may technically be attuned to their abilities or be attuned to magic items they find, but this is not an explicit part of monster definitions. This is typically only relevant if one of the players has the Null feat (see Feats, page ??).

Monster Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 4.1: Monster Advancement, page 34.

It's not always meaningful to give every monster multiple active abilities. However, maneuvers provide significant power at high levels, so high level monsters should generally use special abilities like maneuvers instead of simple strikes. This also ensures that high level monsters feel meaningfully different from low-level monsters, rather than simply having higher statistics.

Monster Attributes

Each of a standard monster's attributes can range from -9 to 4. Elite monsters can have attributes up to 6 at level 1, and they generally have higher attributes overall. A few specific monsters of legendary power can exceed this limit. In general, a monster with higher attributes will be stronger, but not all monsters need to start with the same attribute total.

Monster Natural Weapons

Most monsters that do not have hands, or equivalently agile limbs capable of holding weapons and shields, have more powerful natural weapons. They treat all non-Light natural weapons as if they had the [Heavy](#) weapon tag and were being held in two hands. This gives them a +1 damage bonus per 3 power.

Natural weapons that do not require free hands are generally weaker than other weapons, and monsters need this benefit to compensate for their inability to use weapons or shields. Some specific monsters, like horses, do not gain this benefit because they are unable to effectively use their whole body to support their attacks.

Monster Dual Strikes

Monsters with a sufficiently high Dexterity are able to make dual strikes (see Dual Strikes, page ??). However, most monsters can only make [dual strikes](#) with two copies of the same Light natural weapon. Monsters that use [manufactured weapons](#) can make dual strikes with them in the same way as player characters.

Monster Combat Mechanics

Monster Actions

All monsters are able to make movements and take free actions, minor actions, and standard actions in the same way as player characters. Elite monsters can take an additional [elite action](#) each round.

Elite Actions

Every elite monster has at least one special ability which requires an elite action to use. Elite actions cannot be converted into standard or minor actions, and elite monsters cannot use a standard action to use abilities that require an elite action.

In general, elite monsters should be designed to attack multiple different PCs in every round. If the full damage output of an elite monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

Although splitting attacks between multiple defenders is usually a suboptimal battle strategy, it can be narratively justified in a variety of ways. It may be physically impractical for a monster to use all of its natural weapons on the same creature. Monsters may want to inflict debuffs on multiple attackers to reduce the damage they take, which may require dealing enough damage to inflict HP-based debuffs.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting an equal number of monsters of their level. Alternately, they can fight a single elite monster of their level. You can generally replace one monster of a given level with two monsters that are two or three levels lower. Similarly, you can replace two monsters of a given level with one monster that is two or three levels higher. To make encounters easier or harder, you can change the number of monsters or the level of the monsters.

It is generally not a good idea for PCs to fight monsters five or more levels higher or lower than their own level. They may find that their attacks always miss, or never miss, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

There are many ways that you can make encounters easier or harder in ways that don't simply involve changing the level and number of monsters. If monsters enter the battle gradually over time, rather than all at once, you can use a larger number of monsters without overwhelming the players. Similarly, having multiple separate fights without letting the players finish a [short rest](#) can dramatically increase the danger and difficulty of the later fights.

The terrain and physical location of a fight can also dramatically change its difficulty. Narrow corridors and tight spaces favor smaller groups, highly defensive characters, and mid-range spellcasters who can attack safely from the back lines. Wide-open terrain favors large groups, highly mobile creatures, and long-range combatants like archers. A party with good tactics can easily hold a five-foot tunnel against dozens or even hundreds of melee-only enemy combatants, even if they would be swarmed and killed easily by those same enemies in an open field.

Monster Knowledge

You can remember relevant knowledge about monsters by making Knowledge skill checks. Each monster has a set of associated information that you can learn with a knowledge check of the listed difficulty value. Most monsters have multiple tiers of information that you can learn depending on how good your Knowledge check is. All information recorded in these descriptions is accurate, though lower check results may not provide full context for a monster's behavior or nature.

Quick Monster Creation

This table describes the statistics for a non-elite monster with 0 in all attributes. It can be a useful reference to when creating custom monsters at a particular role and level. The format is extremely terse to save space: "HP/DR; Armor/Fort/Ref/Ment".

Table 4.2: Quick Monster Creation

Level	Brute	Skirmisher	Warrior	Sniper	Mystic	Leader
1st	14/8; 4/5/3/4	10/8; 4/3/4/5	10/14; 5/4/3/3	8/8; 3/3/4/5	8/10; 3/4/6/4	10/8; 4/4/4/4
2nd	16/9; 5/6/4/5	12/9; 5/4/5/6	12/16; 6/5/4/4	10/9; 4/4/5/6	10/12; 4/5/7/5	12/10; 5/5/5/5
3rd	18/10; 5/6/4/5	14/10; 5/4/5/6	14/18; 6/5/4/4	12/10; 4/4/5/6	12/14; 4/5/7/5	14/12; 5/5/5/5
4th	20/11; 6/7/5/6	16/11; 6/5/6/7	16/20; 7/6/5/5	14/11; 5/5/6/7	14/16; 5/6/8/6	16/14; 6/6/6/6
5th	22/12; 7/8/6/7	18/12; 7/6/7/8	18/22; 8/7/6/6	16/12; 6/6/7/8	16/18; 6/7/9/7	18/16; 7/7/7/7
6th	24/13; 8/9/7/8	20/13; 8/7/8/9	20/24; 9/8/7/7	18/13; 7/7/8/9	18/20; 7/8/10/8	20/18; 8/8/8/8
7th	28/18; 8/9/7/8	24/18; 8/7/8/9	24/28; 9/8/7/7	20/18; 7/7/8/9	20/24; 7/8/10/8	24/20; 8/8/8/8
8th	33/20; 9/10/8/9	28/20; 9/8/9/10	28/33; 10/9/8/8	23/20; 8/8/9/10	23/28; 8/9/11/9	28/23; 9/9/9/9
9th	38/22; 9/10/8/9	32/22; 9/8/9/10	32/38; 10/9/8/8	26/22; 8/8/9/10	26/32; 8/9/11/9	32/26; 9/9/9/9
10th	43/24; 10/11/9/10	36/24; 10/9/10/11	36/43; 11/10/9/9	29/24; 9/9/10/11	29/36; 9/10/12/10	36/29; 10/10/10/10
11th	48/26; 11/12/10/11	40/26; 11/10/11/12	40/48; 12/11/10/10	32/26; 10/10/11/12	32/40; 10/11/13/11	40/32; 11/11/11/11
12th	53/28; 12/13/11/12	44/28; 12/11/12/13	44/53; 13/12/11/11	35/28; 11/11/12/13	35/44; 11/12/14/12	44/35; 12/12/12/12
13th	60/35; 12/13/11/12	50/35; 12/11/12/13	50/60; 13/12/11/11	40/35; 11/11/12/13	40/50; 11/12/14/12	50/40; 12/12/12/12
14th	70/40; 13/14/12/13	58/40; 13/12/13/14	58/70; 14/13/12/12	46/40; 12/12/13/14	46/58; 12/13/15/13	58/46; 13/13/13/13
15th	80/45; 13/14/12/13	66/45; 13/12/13/14	66/80; 14/13/12/12	52/45; 12/12/13/14	52/66; 12/13/15/13	66/52; 13/13/13/13
16th	90/50; 14/15/13/14	74/50; 14/13/14/15	74/90; 15/14/13/13	58/50; 13/13/14/15	58/74; 13/14/16/14	74/58; 14/14/14/14
17th	100/55; 15/16/14/15	82/55; 15/14/15/16	82/100; 16/15/14/14	64/55; 14/14/15/16	64/82; 14/15/17/15	82/64; 15/15/15/15
18th	110/60; 16/17/15/16	90/60; 16/15/16/17	90/110; 17/16/15/15	70/60; 15/15/16/17	70/90; 15/16/18/16	90/70; 16/16/16/16
19th	120/70; 16/17/15/16	100/70; 16/15/16/17	100/120; 17/16/15/15	80/70; 15/15/16/17	80/100; 15/16/18/16	100/80; 16/16/16/16
20th	140/80; 17/18/16/17	115/80; 17/16/17/18	115/140; 18/17/16/16	92/80; 16/16/17/18	92/115; 16/17/19/17	115/92; 17/17/17/17
21st	160/90; 17/18/16/17	130/90; 17/16/17/18	130/160; 18/17/16/16	104/90; 16/16/17/18	104/130; 16/17/19/17	130/104; 17/17/17/17

Chapter 5

Monster Descriptions

This chapter contains detailed descriptions for a wide variety of monsters.

Aboleth

Level 12 Mystic – **Elite**
Huge aberration



Knowledge (dungeoneering) 6: Legends speak of revolting water-dwelling creatures called aboleths that lurk in the deepest caves. They are said to have power over people's minds.

Knowledge (dungeoneering) 11: An aboleth is a Huge fishlike creature found primarily in subterranean lakes and rivers. It has four tentacles and two vertically stacked eyes in the center of its ridged forehead. It uses its powerful mental abilities to overwhelm the minds of its foes.

Knowledge (dungeoneering) 16: Four pulsating dark blue orifices line the bottom of an aboleth's body and secrete gray slime that smells like rancid grease. This slime coats its tentacles, and creatures struck by the tentacles can have their skin transformed into a similar slime. Aboleths are amphibious, and they are able to drag themselves along with their tentacles on land, though they are much faster in the water.

Knowledge (dungeoneering) 21: Aboleths can completely dominate the minds of lesser creatures. They sometimes use their

minions as agents to spy in cities or otherwise further their sinister goals.

HP 159 DR 176**Defenses** Armor 18 Fort 18 Ref 13 Ment 20**Movement** Land 30 ft. Swim 50 ft. Swim +13**Senses** Darkvision (240 ft.), telepathy (480 ft.), Awareness +13**Social** Social Insight +13**Other skills** Endurance +15**Attributes** Str 4, Dex 0, Con 6, Int 4, Per 4, Wil 6**Power** 14 ★ 12**Alignment** Usually lawful evil**Aboleth Abilities**

Condition Removal: The aboleth can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The aboleth can use an additional Elite ability each round.

Aboleth Slime ★**Poison**

Usage time: Triggered.

Aboleth slime is an injury-based liquid poison. The poison's accuracy is +11. Its stage 1 effect makes the target slowed (*half speed, -2 Armor and Ref*) while the poison lasts. Its stage 3 effect also inflicts a vital wound with a unique vital wound effect. Instead of making a vital roll for the vital wound, the target's skin is transformed into a clear, slimy membrane. An afflicted creature must be moistened with cool, fresh water at least once every ten minutes or it will increase its fatigue level by two. This effect lasts until the vital wound is removed. Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime.

Attune**Compulsion**

Usage time: Elite action.

The aboleth dominates the mind of humanoid or aberration within Short (30 ft.) range that is unconscious. It can attune to this ability five times, allowing it to control up to five different creatures.

Mind Crush ★**Compulsion**

Usage time: Elite action.

The aboleth makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 7d6 damage. If the target loses hit points, it becomes stunned (-2 defenses) as a condition.

Psionic Blast ★**Compulsion**

Usage time: Elite action.

The aboleth makes a +9 attack vs. Mental against each enemy in a Large (60 ft.) cone.

Hit: 1d6+14 damage. Each creature that loses hit points from this damage is stunned (-2 defenses) as a condition.

Miss: Half damage.

Slime-Covered Body ★

Usage time: Triggered.

Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime. The aboleth makes an +9 reactive attack vs. Reflex against the creature that struck it.

Hit: 1d6+1d8 damage. If it loses hit points, each target is poisoned by aboleth slime.

Slimy Tentacle**Long, Sweeping (1)**

Usage time: Standard action.

The aboleth makes a +9 melee strike with a tentacle.

Hit: 1d8+10 damage. Each creature that loses hit points from this damage is poisoned by aboleth slime.

Miss: Half damage.

Dominate ★**Compulsion**

Usage time: Elite action.

The aboleth dominates the mind of humanoid or aberration within Short (30 ft.) range that is unconscious. It can attune to this ability five times, allowing it to control up to five different creatures.

Air Elementals



Knowledge (planes) 7: Air elementals are formed from the pure essence of the Plane of Air. They can fly through the air with agile ease, but they tend to be physically frail.

Knowledge (planes) 12: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

Breeze

Level 4 Skirmisher
Small planeforged

HP 16 DR 11

Defenses Armor 8 Fort 5 Ref 10 Ment 6

Impervious Air

Vulnerable Earth

Movement Fly 30 ft.

Attributes Str 2, Dex 5, Con 0, Int -3, Per 2, Wil 0

Power 2 ★ 4

Alignment Usually true neutral

Breeze Abilities

Floating ★: The breeze does not fall while in midair.

Planeforged: The breeze has a body made of concentrated planar essence, and is not alive.

Soulless: The breeze has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The breeze gains a +2 bonus to its defenses against ranged strikes.

Windsplash ★

Usage time: Standard action.

The breeze makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+1 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The breeze makes a +6 dual strike vs. Armor with its punchs.

Hit: 1d4+2 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a Size-Based effect.

Punch

Light

Usage time: Standard action.

The breeze makes a +6 dual strike vs. Armor with its punchs.

Hit: 1d4+2 damage.

Gale

Level 8 Skirmisher
Medium planeforged

HP 28 DR 20

Defenses Armor 12 Fort 8 Ref 13 Ment 9

Impervious Air

Vulnerable Earth

Movement Fly 40 ft.

Attributes Str 4, Dex 6, Con 0, Int -2, Per 3, Wil 0

Power 4 ★ 8

Alignment Usually true neutral

Gale Abilities

Floating ★: The gale does not fall while in midair.

Planeforged: The gale has a body made of concentrated planar essence, and is not alive.

Soulless: The gale has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The gale gains a +2 bonus to its defenses against ranged strikes.

Windsplash ★

Usage time: Standard action.

The gale makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.

Windsnipe ★

Usage time: Standard action.

The gale makes a +6 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Windsnipe ★

Usage time: Standard action.

The tempest makes a +10 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Knockdown – Punch**Light**

Usage time: Standard action.

The gale makes a +8 dual strike vs. Armor with its punches.

Hit: 1d4+4 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Knockdown – Punch**Light**

Usage time: Standard action.

The tempest makes a +12 dual strike vs. Armor with its punches.

Hit: 1d4+5 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Punch**Light**

Usage time: Standard action.

The gale makes a +10 dual strike vs. Armor with its punches.

Hit: 1d4+4 damage.

Punch**Light**

Usage time: Standard action.

The tempest makes a +14 dual strike vs. Armor with its punches.

Hit: 1d4+5 damage.

Tempest

Level 12 Skirmisher
Large planeforged

HP 44 DR 28

Defenses Armor 15 Fort 11 Ref 15 Ment 12

Impervious Air

Vulnerable Earth

Movement Fly 60 ft.

Attributes Str 4, Dex 7, Con 0, Int -2, Per 4, Wil 0

Power 6★ 10

Alignment Usually true neutral

Tempest Abilities

Floating ★: The tempest does not fall while in midair.

Planeforged: The tempest has a body made of concentrated planar essence, and is not alive.

Soulless: The tempest has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The tempest gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The tempest makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+3 damage.

Tornado

Level 16 Skirmisher
Large planeforged

HP 82 DR 50

Defenses Armor 18 Fort 13 Ref 18 Ment 14

Impervious Air

Vulnerable Earth

Movement Fly 60 ft.

Attributes Str 4, Dex 8, Con 1, Int -2, Per 4, Wil 0

Power 8★ 12

Alignment Usually true neutral

Tornado Abilities

Floating ★: The tornado does not fall while in midair.

Planeforged: The tornado has a body made of concentrated planar essence, and is not alive.

Soulless: The tornado has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The tornado gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The tornado makes a +15 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Windsnipe ★

Usage time: Standard action.

The tornado makes a +14 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Windsnipe ★

Usage time: Standard action.

The elder makes a +18 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The tornado makes a +16 **dual strike** vs. Armor with its punches.

Hit: 1d4+6 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Punch

Light

Usage time: Standard action.

The tornado makes a +14 **dual strike** vs. Armor with its punches.

Hit: 2d4+12 damage.

Knockdown – Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +20 **dual strike** vs. Armor with its punches.

Hit: 1d4+7 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +16 **dual strike** vs. Armor with its punches.

Hit: 3d4+21 damage.

Miss: Half damage.

Elder

Level 20 Skirmisher
Huge planeforged

HP 130 **DR** 80

Defenses Armor 21 Fort 16 Ref 20 Ment 17

Impervious Air

Vulnerable Earth

Movement Fly 70 ft.

Attributes Str 4, Dex 9, Con 1, Int -2, Per 4, Wil 0

Power 10 ★ 14

Alignment Usually true neutral

Elder Abilities

Floating ★: The elder does not fall while in midair.

Planeforged: The elder has a body made of concentrated planar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The elder gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The elder makes a +19 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+5 damage.

Allip

Level 3 Skirmisher – Elite
Medium undead

**Inflict Wound** ★

Usage time: Standard action.

The allip makes a +0 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+4 damage. Each creature that loses hit points from this attack is takes that damage again during its next action

Knowledge (religion) 6: Allips are incorporeal ghost-like creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

Knowledge (religion) 11: An allip is the spectral remains of someone driven to suicide by madness. It craves only revenge and unrelentingly pursues those that it believes tormented it in life. This belief may or may not have any basis in reality.

HP 42 DR 40

Defenses Armor 8 Fort 6 Ref 9 Ment 10

Immune Mundane attacks, [Brawling](#), disease, poison

Vulnerable Silver weapons

Movement Fly 30 ft. Stealth +7

Senses Darkvision (60 ft.), lifesense (120 ft.), Awareness +2

Attributes Str 0, Dex 3, Con 0, Int -2, Per -2, Wil 6

Power 9 ★ 3

Alignment Always neutral evil

Allip Abilities

Condition Removal: The allip can remove conditions at the end of each round (see [Monster Conditions](#), page 34).

Elite Actions: The allip can use an additional Elite ability each round.

Incorporeal: The allip is [incorporeal](#) (see [Incorporeal](#), page 130). It does not have a physical body, can enter or pass through solid objects.

Undead: The allip is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Angels

Knowledge (planes) 8: Angels are the ultimate champions of good in the endless battle of good and evil. They are native to Elysium, and they often serve the interests of good-aligned deities.

Knowledge (planes) 13: All angels have a striking and highly memorable appearance that evokes strong emotions in most viewers. Most angels evoke an overpowering sense of awe and beauty, but individual angels may have highly varied appearances.

Knowledge (planes) 18: In battle, angels are feared for their fundamental perfection. They tend not to have any weaknesses for attackers to use against them. Their only true foes are demons, who use overwhelming hordes rather than any clever tactics.

Seraph

Level 16 Mystic – Elite
Huge planeforged



Knowledge (planes) 13: Seraphim are six-winged angels of immense power. They burn with holy fire, which they use to immolate evildoers. A seraph resembles a massive serpent that leaves a trail of fire as it flies.

Knowledge (planes) 18: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

HP 246 DR 296

Defenses Armor 20 Fort 20 Ref 19 Ment 24

Immune Frightened, panicked

Movement Fly 70 ft. Land 50 ft.

Senses Low-light vision, Awareness +15

Other skills Endurance +15

Attributes Str 5, Dex 6, Con 4, Int 4, Per 4, Wil 8

Power 18 ★ 15

Alignment Always neutral good

Seraph Abilities

Condition Removal: The seraph can remove conditions at the end of each round (see Monster Conditions, page 34).

Divine Rituals ★: The seraph can perform any ritual of rank 6 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its fatigue level to perform those rituals.

Elite Actions: The seraph can use an additional Elite ability each round.

Planeforged: The seraph has a body made of concentrated planar essence, and is not alive.

Soulless: The seraph has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The seraph makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 10d8 damage.

Divine Judgment ★

Usage time: Standard action.

The seraph makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 10d8 damage.

Tenderize – Ram

Heavy, Resonating

Usage time: Standard action.

The seraph makes a +12 strike vs. Armor.

Hit: 1d6+12 damage. In addition, if this attack also beats a target's Fortitude defense, it is **vulnerable** (-4 defenses) to damaging attacks as a condition.

Miss: Half damage.

Word of Faith ★

Usage time: Standard action.

The seraph makes a +15 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+9 damage.**Divine Translocation** ★

Usage time: Elite action.

The seraph teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

JusticarLevel 14 Mystic – Elite
Large planeforged

Knowledge (planes) 12: Justicars enforce justice on good-aligned planes. They are extremely skilled at identifying the truth of any situation, and act to deal justice however they see fit. Physically, a justicar appears similar to a large human with strong muscles and a constantly stern expression.

Knowledge (planes) 17: In rare circumstances, justicars may leave good-aligned planes to pursue those they see as exceptionally heinous criminals. Generally, this requires that the perpetrator committed a direct offense against a good deity or desecrated an area of a good-aligned plane. Justicars have no interest in mortal matters or minor crimes.

Knowledge (planes) 22: Once, a group of thugs and murderers broke through a magic seal guarding an ancient wizard's tower, intending to loot everything inside. They were shocked when a justicar suddenly appeared in front of them, and prepared to fight

for their lives. However, the justicar ignored them. Instead, it killed the ancient wizard of the tower and disappeared, leaving the spoils to the evildoers who broke the seal. This is the morality of a justicar. They consider only truly immense evils to be worthy of their attention, and ignore all lesser sins.

HP 228 DR 232**Defenses** Armor 18 Fort 19 Ref 18 Ment 22**Immune** Frightened, panicked**Movement** Fly 60 ft. Land 40 ft.**Senses** Low-light vision, Awareness +16**Social** Intimidate +10, Social Insight +16**Other skills** Deduction +14, Endurance +15**Attributes** Str 5, Dex 5, Con 5, Int 4, Per 6, Wil 6**Power** 15 ★ 14**Alignment** Always lawful good**Justicar Abilities**

Condition Removal: The justicar can remove conditions at the end of each round (see *Monster Conditions*, page 34).

Divine Rituals ★: The justicar can perform any ritual of rank 5 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its *fatigue level* to perform those rituals.

Elite Actions: The justicar can use an additional *Elite* ability each round.

Planeforged: The justicar has a body made of concentrated planar essence, and is not alive.

Soulless: The justicar has no soul. If it dies, it cannot be resurrected.

Divine Judgment ★

Usage time: Standard action.

The justicar makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 8d6 damage.**Word of Faith** ★

Usage time: Standard action.

The justicar makes a +14 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.**Divine Translocation** ★

Usage time: Elite action.

The justicar teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

Ophan

Level 12 Mystic – Elite
Large planeforged



Knowledge (planes) 11: Ophanim resemble burning wheels rimmed with many eyes. They serve as sentries and guardians of planar portals in good-aligned planes. In combat, they spin into a raging whirlwind.

HP 168 DR 176

Defenses Armor 16 Fort 18 Ref 16 Ment 20

Immune Frightened, panicked

Movement Fly 60 ft. Land 60 ft.

Senses Low-light vision, Awareness +13

Other skills Endurance +16

Attributes Str 4, Dex 5, Con 7, Int 4, Per 4, Wil 6

Power 14 ★ 12

Alignment Always neutral good

Ophan Abilities

Condition Removal: The ophan can remove conditions at the end of each round (see *Monster Conditions*, page 34).

Divine Rituals ★: The ophan can perform any ritual of rank 4 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its fatigue level to perform those rituals.

Elite Actions: The ophan can use an additional *Elite* ability each round.

Planeforged: The ophan has a body made of concentrated planar essence, and is not alive.

Soulless: The ophan has no soul. If it dies, it cannot be resurrected.

Divine Judgment ★

Usage time: Standard action.

The ophan makes a +9 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 7d6 damage.

Pyroclasm ★

Fire

Usage time: Standard action.

The ophan makes a +13 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.

Whirlwind – Ram

Heavy, Resonating

Usage time: Standard action.

The ophan makes a +13 attack vs. Armor against enemies in a Tiny (5 ft.) radius.

Hit: 1d6+10 damage.

Word of Faith ★

Usage time: Standard action.

The ophan makes a +11 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.

Divine Translocation ★

Usage time: Elite action.

The ophan teleports horizontally into an unoccupied location within Long (90 ft.) range. If the destination is invalid, this ability fails with no effect.

Animated Objects



Tiny Object

Level 1 Brute
Tiny animate

HP 6 DR 8

Defenses Armor 6 Fort 3 Ref 8 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 10 ft.

Senses Darkvision (60 ft.)

Attributes Str -4, Dex 4, Con -4, Int -8, Per 0, Wil 0

Power 0 ★ -4

Alignment Always true neutral

Tiny Object Abilities

Construct: The tiny object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The tiny object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The tiny object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+3 damage.

Small Object

Level 1 Brute
Small animate

HP 14 DR 8

Defenses Armor 5 Fort 5 Ref 6 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 2, Dex 3, Con 0, Int -8, Per 0, Wil 0

Power 0 ★ 2

Alignment Always true neutral

Small Object Abilities

Construct: The small object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The small object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The small object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+1 damage.

Medium Object

Level 2 Brute
Medium animate

HP 20 DR 9

Defenses Armor 6 Fort 7 Ref 6 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con 2, Int -8, Per 0, Wil 0

Power 1 ★ 5

Alignment Always true neutral

Medium Object Abilities

Construct: The medium object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The medium object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The tiny object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+3 damage.

Knockdown – Ram**Resonating**

Usage time: Standard action.

The medium object makes a +1 strike vs. Armor with its ram.

Hit: 1d6+3 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

HP 48 DR 18**Defenses** Armor 8 Fort 11 Ref 6 Ment 7**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 50 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 0, Con 4, Int -8, Per 0, Wil 0**Power** 3★ 9**Alignment** Always true neutral**Large Object**Level 4 Brute
Large animate**HP 26 DR 11****Defenses** Armor 6 Fort 8 Ref 5 Ment 5**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 40 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 5, Dex 1, Con 3, Int -8, Per 0, Wil 0**Power** 2★ 7**Alignment** Always true neutral**Large Object Abilities**

Construct: The large object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The large object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is **vulnerable** (-4 defenses) to Compulsion attacks.

Knockdown – Ram**Resonating**

Usage time: Standard action.

The large object makes a +3 strike vs. Armor with its ram.

Hit: 1d6+5 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Huge ObjectLevel 7 Brute
Huge animate**Knockdown – Ram****Resonating, Sweeping** (1)

Usage time: Standard action.

The huge object makes a +4 strike vs. Armor with its ram.

Hit: 1d6+7 damage. If the target takes damage, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Miss: Half damage.**Gargantuan Object**Level 9 Brute
Gargantuan animate**HP 63 DR 22****Defenses** Armor 9 Fort 12 Ref 6 Ment 8**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 60 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 7, Dex -1, Con 5, Int -8, Per 0, Wil 0**Power** 4★ 11**Alignment** Always true neutral**Gargantuan Object Abilities**

Construct: The gargantuan object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The gargantuan object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is **vulnerable** (-4 defenses) to Compulsion attacks.

Knockdown – Ram**Resonating, Sweeping (2)**

Usage time: Standard action.

The gargantuan object makes a +5 strike vs. Armor with its ram.

Hit: 1d6+8 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.**Colossal Object**Level 11 Brute
Colossal animate**HP 78 DR 26****Defenses** Armor 10 Fort 15 Ref 6 Ment 10**Immune** Emotion, disease, poison**Vulnerable Compulsion****Movement** Land 80 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 8, Dex -2, Con 6, Int -8, Per 0, Wil 0**Power** 5★ 13**Alignment** Always true neutral**Colossal Object Abilities**

Construct: The colossal object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The colossal object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.

Knockdown – Ram**Resonating, Sweeping (3)**

Usage time: Standard action.

The colossal object makes a +7 strike vs. Armor with its ram.

Hit: 1d6+10 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.**Ankheg**Level 4 Skirmisher
Large magical beast

Knowledge (nature) 7: An ankheg is a Large burrowing ant-like creature with large mandibles and a taste for fresh meat. It has six legs, and most ankhegs are brown. In battle, they try to emerge briefly out of tunnels to ambush unwary foes and drag them underground.

Knowledge (nature) 12: A typical adult ankheg is about 10 feet long and weighs about 800 pounds. Ankhegs burrow quickly thanks to the powerful acid they naturally produce. They are able spit that acid at foes up to 20 feet away. When burrowing, they usually do not leave usable tunnels behind them. They can choose to do so, though this halves their burrowing speed.

Knowledge (nature) 17: When hunting, ankhegs usually dig a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel usually 5 feet tall and wide, and up to 150 feet long. If they have been in an area for some time, they generally store the remains from previous kills at the end of the tunnel. When they move on, they leave any valuable objects behind with their old tunnels.

HP 20 DR 11**Defenses** Armor 7 Fort 6 Ref 7 Ment 6**Movement** Burrow 30 ft. Land 50 ft. Climb +9**Senses** Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7**Attributes** Str 4, Dex 3, Con 2, Int -8, Per 2, Wil 0**Power** 2★ 6**Alignment** Always true neutral**Ankheg Abilities**

Grappling Bite**Acid, Clinch**

Usage time: Standard action.

The ankheg makes a +3 strike vs. Armor with its bite.

Hit: 1d8+5 damage. If this attack beats the target's Fortitude defense, and the target is smaller than the ankheg, they are **grappled** by each other.

Spew Acid ★**Acid**

Usage time: Standard action.

The ankheg makes a +3 attack vs. Reflex against everything in a Large (*60 ft. long*), 5 ft. wide line from it.**Hit:** 1d6+1 damage.**Miss:** Half damage.**Baboon**Level 1 Skirmisher
Medium animal

Knowledge (nature) 5: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.

Knowledge (nature) 10: Baboons prefer open spaces but climb trees to find safe places to rest overnight. They can be aggressive, though they avoid attacking creatures that seem too dangerous.

HP 12 DR 8**Defenses** Armor 5 Fort 3 Ref 6 Ment 4**Movement** Climb 30 ft. Land 30 ft.**Senses** Awareness +5**Attributes** Str 2, Dex 3, Con 1, Int -8, Per 2, Wil -1**Power** -1 ★ 2**Alignment** Always true neutral

Baboon Abilities

Claw**Light**

Usage time: Standard action.

The baboon makes a +3 **dual strike** vs. Armor with its claws.**Hit:** 1d4+1 damage.

Badger

Level 1 Warrior
Medium animal

Knowledge (nature) 5: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Knowledge (nature) 10: Badgers have strong forelimbs that are armed with long claws for digging. A typical adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

HP 16 DR 14

Defenses Armor 6 Fort 5 Ref 4 Ment 3

Movement Land 40 ft.

Senses Scent

Other skills Endurance +6

Attributes Str -2, Dex 2, Con 3, Int -8, Per 1, Wil -1

Power -1 ★ -2

Alignment Always true neutral

Badger Abilities

Claw

Light

Usage time: Standard action.

The badger makes a +3 dual strike vs. Armor with its claws.

Hit: 1d4+1 damage.

Bandits**Army Deserter**

Level 1 Warrior
Medium humanoid



Knowledge (local) 5: Army deserters have abandoned their past life in an army and struck out on their own. Since the punishments for desertion are typically harsh, they have little to lose.

HP 14 DR 14

Defenses Armor 5 Fort 5 Ref 3 Ment 3

Movement Land 30 ft.

Other skills Endurance +5

Attributes Str 2, Dex 0, Con 2, Int 0, Per 1, Wil 0

Power 0 ★ 2

Alignment Usually neutral evil

Army Deserter Abilities

Heavy crossbow

Projectile (90/270)

Usage time: Standard action.

The army deserter makes a +1 strike vs. Armor with its heavy crossbow.

Hit: 1d10+1 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The army deserter makes a +1 strike vs. Armor with its spear.

Hit: 1d6+1 damage.

Arc

Electricity

Usage time: Standard action.

The renegade bolter makes a +4 attack vs. Fortitude against something within Short (30 ft.) range. This attack chains once.

Hit: 1d6+3 damage.

Veteran Archer

Level 3 Sniper
Medium humanoid

HP 12 DR 10

Defenses Armor 5 Fort 4 Ref 7 Ment 5

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 2, Dex 3, Con 0, Int 0, Per 4, Wil 0

Power 1 3

Alignment Usually chaotic evil

Veteran Archer Abilities

Armorpiercing Longbow

Projectile (90/270)

Usage time: Standard action.

The veteran archer makes a +1 **strike** vs. Reflex with its longbow.

Hit: 1d6+1 damage.

Lightning Bolt

Electricity

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+3 damage.

Stunning Discharge

Electricity

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Fortitude against all creatures in a Medium (30 ft.) radius from it.

Hit: Each target that has no remaining **damage resistance** is **stunned** (-2 **defenses**) as a **condition**.

Critical hit: The condition must be removed an additional time before the effect ends.

Longbow

Projectile (90/270)

Usage time: Standard action.

The veteran archer makes a +3 strike vs. Armor with its longbow.

Hit: 1d6+1 damage.

Renegade Bolter

Level 4 Mystic
Medium humanoid

HP 14 DR 16

Defenses Armor 6 Fort 6 Ref 7 Ment 10

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 0, Dex 3, Con 0, Int 0, Per 3, Wil 5

Power 7 2

Alignment Usually neutral evil

Renegade Bolter Abilities

Bears

Black Bear

Level 1 Brute – **Elite**
Medium animal

Knowledge (nature) 5: Black bears are forest-dwelling omnivores that are usually not dangerous unless an interloper threatens their cubs or food supply. They can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

HP 72 DR 32

Defenses Armor 6 Fort 9 Ref 6 Ment 4

Movement Land 40 ft. Climb +7 Swim +7

Senses Scent, Awareness +4

Other skills Endurance +8

Attributes Str 4, Dex 0, Con 5, Int -8, Per 1, Wil -2

Power 0 ★ 6

Alignment Always true neutral

Black Bear Abilities

Condition Removal: The black bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The black bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The black bear makes a +1 strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Claw

Light

Usage time: Standard action.

The black bear makes a +2 **dual strike** vs. Armor with its claws.

Hit: 1d4+3 damage.

Brown Bear

Level 3 Brute – **Elite**
Large animal

A brown bear's statistics can be used for almost any big bear, including a grizzly bear.

Knowledge (nature) 6: Brown bears tend to be bad-tempered and territorial.

HP 90 DR 40

Defenses Armor 7 Fort 11 Ref 6 Ment 6

Movement Land 50 ft. Climb +9 Swim +9

Senses Scent, Awareness +5

Other skills Endurance +10

Attributes Str 5, Dex 0, Con 6, Int -8, Per 1, Wil 0

Power 3 ★ 8

Alignment Always true neutral

Brown Bear Abilities

Condition Removal: The brown bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The brown bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The brown bear makes a +2 strike vs. Armor with its bite.

Hit: 1d8+6 damage.

Claw

Light

Usage time: Standard action.

The brown bear makes a +4 **dual strike** vs. Armor with its claws.

Hit: 1d4+4 damage.

Bugbears

Knowledge (local) 6: Bugbears are Medium humanoid creatures with burly, hairy bodies and ugly goblin faces. They are brutish and chaotic, and enjoy bullying their goblin kin.

Knowledge (local) 11: Although bugbears have only ordinary physical strength, they are remarkably durable. Their name comes from their hirsute nature and inexhaustible endurance, both of which are reminiscent of bears. It also references their seemingly supernatural ability to infuriate their enemies.

Knowledge (local) 16: Bugbears are typically found in small packs that rarely have more than a dozen members. However, sometimes they will congregate around a powerful leader for a time. These groupings are not hierarchical or well organized, and are typically based around some discovery of wealth that a chief can ration out to their followers.

Bugbear Raider

Level 3 Warrior
Medium monstrous humanoid

HP 24 DR 18

Defenses Armor 6 Fort 7 Ref 4 Ment 5

Movement Land 30 ft.

Senses Scent

Attributes Str 2, Dex 0, Con 5, Int -2, Per 0, Wil 2

Power 3 ★ 3

Alignment Chaotic evil

Bugbear Raider Abilities

Enraging Flail

Maneuverable

Usage time: Standard action.

The bugbear raider makes a +1 strike vs. Armor with its flail.

Hit: 1d6+1 damage. If the target loses hit points, it becomes **enraged** (*must attack*) as a **condition**. Every round, it must spend a **standard action** to make an attack.

Enraging Sling

Compact, Projectile (60/120)

Usage time: Standard action.

The bugbear raider makes a +1 strike vs. Armor with its sling.

Hit: 1d4+1 damage. If the target loses hit points, it becomes **enraged** (*must attack*) as a **condition**. Every round, it must spend a **standard action** to make an attack.

Trip – Flail

Size-Based, Maneuverable

Usage time: Standard action.

The bugbear raider makes a +1 melee attack vs. Fortitude and Reflex with its flail.

Hit: The target becomes **prone** (*half speed, -2 Armor and Ref*). If the attack also beat the target's Armor defense, the bugbear raider deals it 1d6+1 damage.

Bugbear Shaman

Level 3 Mystic

Medium monstrous humanoid

HP 22 DR 14

Defenses Armor 4 Fort 7 Ref 5 Ment 9

Movement Land 30 ft.

Senses Scent

Attributes Str 0, Dex 0, Con 5, Int -2, Per 2, Wil 4

Power 5 ★ 1

Alignment Neutral evil

Bugbear Shaman Abilities

Enrage ★

Emotion

Usage time: Standard action.

The bugbear shaman makes a +4 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **enraged** (*must attack*) as a **condition**. Every round, it must spend a **standard action** to make an attack.

Flail

Maneuverable

Usage time: Standard action.

The bugbear shaman makes a +2 strike vs. Armor with its flail.

Hit: 1d6 damage.

Mind Blank ★

Compulsion

Usage time: Standard action.

The bugbear shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: If the target has no remaining **damage resistance**, it is compelled to spend its next **standard action** doing nothing at all. After it takes this standard action, it becomes **immune** to this effect until it finishes a **short rest**.

Mind Blast ★

Usage time: Standard action.

The bugbear shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d6+2 subdual damage.

Camel

Level 1 Brute
Large animal

Knowledge (nature) 5: Camels are known for their ability to travel long distances without food or water.

HP 20 DR 8

Defenses Armor 4 Fort 6 Ref 3 Ment 3

Movement Land 50 ft.

Other skills Endurance +6

Attributes Str 3, Dex 0, Con 3, Int -8, Per 1, Wil 0

Power 0 ★ 3

Alignment Always true neutral

Camel Abilities**Bite****Clinch**

Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Camel

Level 2 Brute
Medium animal

HP 22 DR 9**Defenses** Armor 5 Fort 7 Ref 5 Ment 4**Movement** Land 40 ft.**Other skills** Endurance +7**Attributes** Str 2, Dex 0, Con 3, Int -8, Per 1, Wil 0**Power** 1 3**Alignment**

Camel Abilities

Bite**Clinch**

Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.**Cat**

Level 1 Skirmisher
Small animal

HP 4 DR 8**Defenses** Armor 6 Fort 2 Ref 8 Ment 3**Movement** Land 30 ft. Balance +5 Flexibility +0 Stealth +0**Senses** Scent, Awareness +5**Attributes** Str -7, Dex 4, Con -3, Int -7, Per 2, Wil -2**Power** -2 -7**Alignment** Always true neutral

Cat Abilities

Claw**Light**

Usage time: Standard action.

The cat makes a +3 **dual strike** vs. Armor with its claws.**Hit:** 1d4+-3 damage.

Choker

Level 4 Brute

Medium monstrous humanoid



Knowledge (local) 7: A choker is a vicious predator that delights in strangling its foes. Chokers are bipedal, but their arms are inhumanly long and sinuous, terminating in hands with spiny pads to help them hold on tightly to walls and foes. They live to hear the desperate gasping for breath and crunching of bones that their powerful arms can inflict on their prey.

HP 18 DR 11**Defenses** Armor 8 Fort 7 Ref 8 Ment 5**Movement** Land 30 ft. Climb +10 Stealth +10**Senses** Awareness +5**Attributes** Str 5, Dex 5, Con -1, Int -5, Per 0, Wil -1**Power** 1 ✨ 7**Alignment** Usually chaotic evil

Choker Abilities

Choke**Light**

Usage time: Standard action.

The choker makes a +4 **dual strike** vs. Armor with its hands.

Hit: 1d4+3 damage. If this attack beats the target's Fortitude defense, and the target is smaller than the choker, they are **grappled** by each other.

Cultists**Death Cultist**Level 1 Mystic
Medium humanoid**HP 12 DR 10****Defenses** Armor 3 Fort 5 Ref 4 Ment 8**Movement** Land 30 ft.**Other skills** Endurance +5**Attributes** Str 0, Dex 1, Con 2, Int -1, Per 0, Wil 4**Power** 4 ✨ 0**Alignment** Usually lawful evil

Death Cultist Abilities

Drain Life ✨

Usage time: Standard action.

The death cultist makes a +0 attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.**Sickle****Light, Sweeping** (1)

Usage time: Standard action.

The death cultist makes a +1 strike vs. Armor with its sickle.

Hit: 1d4 damage.**Pyromaniac**Level 4 Mystic
Medium humanoid**HP 14 DR 16****Defenses** Armor 6 Fort 6 Ref 7 Ment 10**Movement** Land 30 ft.**Attributes** Str 0, Dex 2, Con 0, Int -1, Per 2, Wil 5**Power** 7 ✨ 2**Alignment** Usually chaotic evil

Pyromaniac Abilities

Burning Grasp ✨**Fire**

Usage time: Standard action.

The pyromaniac must have a free hand to cast this spell. The pyromaniac makes a +3 attack vs. Reflex against something it touches.

Hit: 1d6+3 damage immediately, and again during the pyromaniac's next action.

Club

Usage time: Standard action.

The pyromaniac makes a +4 strike vs. Armor with its club.

Hit: 1d8+1 damage.

Pyroclasm ★

Fire

Usage time: Standard action.

The pyromaniac makes a +3 attack vs. Reflex against everything in a Medium (30 ft.) radius from it. In addition, it suffers a glancing blow from this attack.

Hit: 1d6+3 damage.

Pyrohemia ★

Fire

Usage time: Standard action.

The pyromaniac makes a +3 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d6+3 damage. If the target loses hit points, it takes 1d6+3 damage again during the pyromaniac's next action.

Darkmantle

Level 2 Skirmisher
Small magical beast



Knowledge (nature) 6: A darkmantle has a small body and a large number of strong tentacles. It hides itself on walls and ceilings and drops on its foes to strangle them to death.

Knowledge (nature) 11: Darkmantles hang from ceilings using a muscular "foot" at the top of their bodies. They can look like a stalactite by holding their tentacles stiffly under themselves, or like a lump of rock by spreading their tentacles so the membrane between them covers their bodies. Their shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

Knowledge (nature) 16: A darkmantle that misses its initial attack often climbs away and tries to drop on the opponent again if there is a conveniently placed wall. Otherwise, it tries to climb its opponent's body to suffocate its head. Darkmantles move very slowly, so they rely heavily on stealth to ambush their foes.

HP 8 DR 9

Defenses Armor 6 Fort 3 Ref 8 Ment 5

Movement Climb 10 ft. Land 10 ft. Climb +8 Stealth +7

Senses Darkvision (120 ft.), Awareness +7

Attributes Str 4, Dex 3, Con -2, Int -6, Per 3, Wil 0

Power 1 ★ 5

Alignment Always true neutral

Darkmantle Abilities

Grappling Tentacle**Long**

Usage time: Standard action.

The darkmantle makes a +2 strike vs. Armor with its tentacle.

Hit: 1d8+3 damage. If this attack beats the target's Fortitude defense, and the target is smaller than the darkmantle, they are **grappled** by each other.

DarkwraithLevel 4 Skirmisher – **Elite**

Medium animate



Knowledge (nature) 7: A darkwraith is a shadow disconnected from its host through strange umbralantic power. Its body loosely resembles a dark humanoid shape, with all details obscured. Despite its resemblance to a ghost, it is neither undead nor incorporeal. It instinctively seeks out sources of light and warmth, including most living creatures, to suppress their hated radiance.

Knowledge (nature) 12: Darkwraiths bear a hateful malevolence towards anything that brings light. Although they swarm around sources of warmth, they will not attack directly with their dark grasp unless provoked by light or damage. Darkwraiths cannot speak or make noise of any kind.

HP 48 DR 44**Defenses** Armor 11 Fort 7 Ref 12 Ment 10**Immune** Emotion, disease, poison, Cold, prone**Vulnerable** Compulsion**Movement** Fly 30 ft. (30 ft. up) Stealth +11**Senses** Darkvision (120 ft.), Awareness +9**Attributes** Str 0, Dex 6, Con 0, Int 1, Per 4, Wil 4**Power** 8 ★ 4**Alignment** Always neutral evil

Darkwraith Abilities

Condition Removal: The darkwraith can remove conditions at the end of each round (see Monster Conditions, page 34).

Construct: The darkwraith is both an object and a non-living creature. For details, see Constructs, page 129.

Elite Actions: The darkwraith can use an additional Elite abil-

ity each round.

Simple-Minded: The darkwraith can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to Compulsion attacks.

Dark Grasp

Cold

Usage time: Standard action.

The darkwraith makes a +4 attack vs. Reflex against one creature it [touches](#). It gains a +2 accuracy bonus if the target is shadowed.

Hit: 1d6+8 damage. If the target loses hit points, it treats all shadowed areas as [difficult terrain](#) as a condition.

Umbral Aura

Cold, Visual

Usage time: Elite action.

The darkwraith makes a +4 attack vs. Fortitude against all shadowed creatures within a Large (60 ft.) radius of it.

Hit: 1d6+4 damage.

Demonspawn

Knowledge (planes) 7: Demonspawn are infernal beings that live in the Abyss. They are the weakest and least intelligent type of demon, but they are still dangerous to mortals.

Knowledge (planes) 12: Demonspawn were formed in the torturous flames of the Abyss. They all share an immunity to fire.

Rageborn Demon

Level 5 Brute – Elite

Large planeforged



Knowledge (planes) 7: Rageborn demons are anger personified. They lash out constantly and violently at everything around them. If they are left alone, they simply destroy their environment.

Knowledge (planes) 12: Since rageborn demons normally feel only anger, they have little experience with other emotions. This makes them easy to mislead with magical effects that manipulate their emotions.

HP 78 DR 48

Defenses Armor 10 Fort 11 Ref 9 Ment 10

Immune Fire

Vulnerable Emotion

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 8, Dex 3, Con 2, Int -4, Per 2, Wil 4

Power 8  12

Alignment Always chaotic evil

Rageborn Demon Abilities

Condition Removal: The rageborn demon can remove conditions at the end of each round (see Monster Conditions, page

34).

Elite Actions: The rageborn demon can use an additional Elite ability each round.

Planeforged: The rageborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The rageborn demon has no soul. If it dies, it cannot be resurrected.

Enrage ★

Usage time: Standard action.

The rageborn demon makes a +8 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a condition, the target is unable to take any standard actions that do not cause it to make an attack. For example, it could make a strike or cast an offensive spell, but it could not heal itself or summon a creature.

Critical hit: The condition must be removed twice before the effect ends.

HP 168 DR 112

Defenses Armor 12 Fort 14 Ref 10 Ment 9

Immune Fire

Vulnerable Compulsion

Movement Land 30 ft.

Other skills Endurance +14

Attributes Str 4, Dex 2, Con 8, Int -4, Per 1, Wil 1

Power 6 ★ 9

Alignment Always neutral evil

Painborn Demon Abilities

Condition Removal: The painborn demon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The painborn demon can use an additional Elite ability each round.

Planeforged: The painborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The painborn demon has no soul. If it dies, it cannot be resurrected.

Grappling Claw

Light

Usage time: Standard action.

The painborn demon makes a +7 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage. If this attack beats the target's Fortitude defense, and the target is smaller than the painborn demon, they are grappled by each other.

Spiked Body

Usage time: Triggered.

Whenever a creature attacks the painborn demon with a melee strike using a non-Long weapon, it risks being impaled by spikes. The painborn demon makes an +5 reactive attack vs. Armor against the creature that attacked it.

Hit: 1d6+4 damage.

Painborn Demon

Level 7 Warrior – Elite
Medium planeforged



Knowledge (planes) 8: Painborn demons are pain personified. They are covered in spikes that pierce their own skin, shifting and causing them pain whenever they move. These unfortunate creatures suffer continuously, and they try to share that suffering with anything around them.

Knowledge (planes) 13: Painborn demons have a hidden desire that most of them do not even consciously realize: the desire to give up control. Fighting through their constant pain is mentally taxing. Magical effects that compel their actions, freeing them from the burden of choice, are their greatest weakness.

Soulfire Demon

Level 13 Sniper – Elite
Large planeforged



HP 174 **DR** 140

Defenses Armor 15 Fort 15 Ref 16 Ment 18

Immune Fire

Vulnerable Cold iron weapons

Movement Land 40 ft.

Attributes Str 3, Dex 2, Con 3, Int 2, Per 6, Wil 6

Power 14[★] 11

Alignment Always chaotic evil

Soulfire Demon Abilities

Condition Removal: The soulfire demon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The soulfire demon can use an additional Elite ability each round.

Planeforged: The soulfire demon has a body made of concentrated planar essence, and is not alive.

Combustion ★

Fire

Usage time: Standard action.

The soulfire demon makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 8d8 damage.

Ignition ★

Fire

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a condition. The Target takes 1d6+7 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a movement. Dropping prone (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Pyroclasm ★

Fire

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.

Pyrohemia ★

Fire

Usage time: Standard action.

The soulfire demon makes a +14 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+7 damage. Each creature that loses hit points from this attack is takes that damage again during its next action.

Dire Animals**Dire Rat**

Level 1 Skirmisher
Small animal



Knowledge (nature) 5: A dire rat is a Small omnivorous scavenger that resembles an unusually large rat. Dire rats are not generally aggressive, but will attack to defend their nests and territories.

Knowledge (nature) 10: Dire rats can grow to be up to 3 feet long and weigh over 20 pounds.

HP 10 DR 8

Defenses Armor 6 Fort 3 Ref 8 Ment 3

Movement Land 30 ft. Climb +4 Stealth +7

Senses Scent, Awareness +6

Attributes Str 1, Dex 4, Con 0, Int -9, Per 3, Wil -2

Power -2 ★ 1

Alignment Always true neutral

Dire Rat Abilities

Bite

Clinch

Usage time: Standard action.

The dire rat makes a +2 strike vs. Armor with its bite.

Hit: 1d8 damage.

Dire Wolf

Level 6 Skirmisher
Large animal



Knowledge (nature) 8: A dire wolf is a wolf-like creature that is much larger than an ordinary wolf. Their fur is usually mottled gray or black. Dire wolves are efficient pack hunters that will kill anything they can catch.

HP 22 DR 13

Defenses Armor 10 Fort 7 Ref 10 Ment 8

Movement Land 50 ft.

Senses Scent, Awareness +9

Attributes Str 4, Dex 4, Con 1, Int -7, Per 3, Wil 0

Power 3 ★ 7

Alignment Always true neutral

Dire Wolf Abilities

Bite

Clinch

Usage time: Standard action.

The dire wolf makes a +4 strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Dog

Level 1 Skirmisher
Medium animal

These statistics can be used for any large dog or similar creature, such as an ordinary wolf.

Knowledge (nature) 5: Some dogs are trained to serve as steeds for halflings and gnomes. Such riding dogs may be trained for combat, or may be only used for travel.

HP 10 DR 8

Defenses Armor 4 Fort 3 Ref 5 Ment 4

Movement Land 40 ft.

Senses Scent, Awareness +5

Attributes Str 0, Dex 1, Con 0, Int -7, Per 2, Wil -1

Power -1 ★ 0

Alignment Always true neutral

Dog Abilities

Bite

Clinch

Usage time: Standard action.

The dog makes a +1 strike vs. Armor with its bite.

Hit: 1d8 damage.

Fire Elementals

Knowledge (planes) 7: Fire elementals are formed from the pure essence of the Plane of Fire. They tend to be fast and agile, and they burn their opponents to ash in combat.

Knowledge (planes) 12: Fire elementals burn fast and bright, with little insulation from their surroundings. This makes them vulnerable to cold attacks, which can chill their very core.

Ember

Level 4 Skirmisher
Small planeforged

HP 16 DR 11

Defenses Armor 8 Fort 5 Ref 10 Ment 7

Immune Fire

Impervious Cold

Vulnerable Water

Movement Land 30 ft.

Attributes Str 2, Dex 4, Con 0, Int -3, Per 0, Wil 2

Power 4 ★ 4

Alignment Usually true neutral

Ember Abilities

Planeforged: The ember has a body made of concentrated planar essence, and is not alive.

Soulless: The ember has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The ember makes a +2 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The kindled makes a +5 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d8+6 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Ignition ★**Fire**

Usage time: Standard action.

The kindled makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a condition. The Target takes 1d6+3 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a movement. Dropping prone (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Kindled

Level 8 Skirmisher
Medium planeforged

HP 28 DR 20**Defenses** Armor 11 Fort 8 Ref 12 Ment 10**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 40 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2**Power** 6 ★ 8**Alignment** Usually true neutral**Kindled Abilities**

Planeforged: The kindled has a body made of concentrated planar essence, and is not alive.

Soulless: The kindled has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The kindled makes a +5 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d8+6 damage.

Fireball ★**Fire**

Usage time: Standard action.

The kindled makes a +4 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+6 damage.

Bonfire

Level 12 Skirmisher
Large planeforged

HP 44 DR 28**Defenses** Armor 15 Fort 11 Ref 15 Ment 13**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 5, Dex 6, Con 0, Int -2, Per 0, Wil 3**Power** 9 ★ 11**Alignment** Usually true neutral**Bonfire Abilities**

Planeforged: The bonfire has a body made of concentrated planar essence, and is not alive.

Soulless: The bonfire has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Fireball ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+9 damage.

Combustion ★**Fire**

Usage time: Standard action.

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Fireball ★**Fire**

Usage time: Standard action.

The inferno makes a +12 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+11 damage.

Ignition ★**Fire**

Usage time: Standard action.

The bonfire makes a +10 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+4 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Firebolt ★**Fire**

Usage time: Standard action.

The inferno makes a +10 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

InfernoLevel 16 Skirmisher
Large planeforged**HP** 90 **DR** 50**Defenses** Armor 17 Fort 14 Ref 17 Ment 15**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 6, Dex 6, Con 2, Int 1, Per 2, Wil 3**Power** 11 ★ 14**Alignment** Usually true neutral**Inferno Abilities**

Planeforged: The inferno has a body made of concentrated planar essence, and is not alive.

Soulless: The inferno has no soul. If it dies, it cannot be resurrected.

Ignition ★**Fire**

Usage time: Standard action.

The inferno makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+5 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

ElderLevel 20 Skirmisher
Huge planeforged**HP** 145 **DR** 80**Defenses** Armor 20 Fort 17 Ref 19 Ment 19**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 70 ft.**Attributes** Str 7, Dex 7, Con 2, Int 2, Per 2, Wil 4**Power** 14 ★ 17**Alignment** Usually true neutral**Elder Abilities**

Planeforged: The elder has a body made of concentrated pla-

nar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The elder makes a +13 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 8d10 damage.

Fireball ★

Fire

Usage time: Standard action.

The elder makes a +16 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+14 damage.

Firebolt ★

Fire

Usage time: Standard action.

The elder makes a +13 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 8d10 damage.

Ignition ★

Fire

Usage time: Standard action.

The elder makes a +19 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+7 damage. immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement**. Dropping prone (**half speed**, **-2 Armor and Ref**) as part of this action gives a +5 bonus to this check.

Formians



Knowledge (planes) 5: Formians are ant-like inhabitants native to Ordus, the Aligned Plane of law. They share a hive mind that allows telepathic communication at great distances.

Knowledge (planes) 10: All formians can sense their surroundings instinctively by feeling tremors in the ground. Most formians are simple drones with no independent thought or agency; they act only as directed by their queen. As a result, they fight with no concern for their own lives, serving only the greater good of the group. They may still retreat to avoid expending unnecessary resources on a battle that is already lost.

Knowledge (planes) 15: Formians often attempt to set up colonies in unclaimed locations on other planes to expand their influence, though they never attack civilizations or sentient creatures to do so. Once they have established their colonies, they consider themselves to have a rightful claim to that land, and they can be highly territorial.

If a formian queen is killed, all formians it was controlling immediately become inert, taking no actions of any kind. These isolated formians typically die of dehydration or similar causes, though in rare cases they may be claimed by another formian queen.

Worker

Level 1 Skirmisher
Medium planeforged

Knowledge (planes) 5: Workers are the basic building blocks of formian society. A typical worker is about 3 feet long and about 2-1/2 feet high at the front. Its hands are suitable only for manual labor.

Knowledge (planes) 10: Individual workers are simple-minded, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger

colonies can have tens of thousands. Workers are generally given orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

HP 8 DR 8

Defenses Armor 5 Fort 3 Ref 6 Ment 3

Immune Emotion

Impervious Earth

Vulnerable Compulsion

Movement Land 40 ft.

Senses Tremorsense (60 ft.), tremorsight (15 ft.)

Other skills Craft +1

Attributes Str 1, Dex 3, Con -1, Int -2, Per 0, Wil -2

Power 2[★] 1

Alignment Always lawful neutral

HP 24 DR 22

Defenses Armor 10 Fort 8 Ref 8 Ment 6

Immune Emotion

Impervious Earth

Vulnerable Compulsion

Movement Land 50 ft. Climb +8

Senses Tremorsense (60 ft.), tremorsight (15 ft.), Awareness +8

Other skills Endurance +8

Attributes Str 3, Dex 4, Con 3, Int -4, Per 3, Wil 0

Power 2[★] 5

Alignment Always lawful neutral

Worker Abilities

Hive Mind [★]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Planeforged: The worker has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The worker can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Bite**Clinch**

Usage time: Standard action.

The worker makes a +0 strike vs. Armor with its bite.

Hit: 1d8 damage.

Drone Abilities

Hive Mind [★]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Planeforged: The drone has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The drone can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Drone Venom

Usage time: Triggered.

Drone venom is an injury-based liquid **poison**. The poison's accuracy is +4. Its stage 1 effect inflicts 2d8 poison damage per poison stage.

Poisonous Stinger

Usage time: Standard action.

The drone makes a +5 attack vs. Armor with its stinger.

Hit: 1d6+3 damage. If the target loses hit points, it becomes poisoned by drone venom.

Drone

Level 5 Warrior
Medium planeforged

Knowledge (planes) 7: Drones are the basic fighting unit of formian society. In combat, drones use their high mobility to ruthlessly coordinate attacks on their most dangerous or most vulnerable foes.

Knowledge (planes) 12: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

Frostweb Spider

Level 12 Skirmisher – Elite
Large magical beast

HP 156 DR 112**Defenses** Armor 19 Fort 15 Ref 19 Ment 16**Movement** Land 50 ft. Balance +22 Climb +13**Senses** Tremorsense (90 ft.), Awareness +12**Attributes** Str 4, Dex 8, Con 2, Int 0, Per 3, Wil 2**Power** 10 ★ 12**Alignment**

Frostweb Spider Abilities

Condition Removal: The frostweb spider can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The frostweb spider can use an additional Elite ability each round.

Frost Breath ★**Cold**

Usage time: Standard action.

The frostweb spider makes a +8 attack vs. Fortitude against everything within in a Large (60 ft.) cone from it. In addition, the area briefly becomes icy terrain. After it uses this ability, it briefly cannot use it again.

Hit: 1d8+10 damage.**Miss:** Half damage.**Iceweb** ★**Cold**

Usage time: Elite action.

The frostweb spider makes a +8 attack vs. Reflex against something within Medium (60 ft.) range. Whether the attack hits or misses, the target's space and all squares adjacent to it briefly become icy terrain.

Hit: 1d6+5 damage. If the attack result beats the target's Fortitude defense, it becomes slowed (half speed, -2 Armor and Ref) as a condition.

Venomous Bite**Clinch**

Usage time: Standard action.

The frostweb spider makes a +8 strike vs. Armor with its bite.

Hit: 1d8+10 damage*2. If the target loses hit points, it becomes poisoned by frostweb spider venom.

Frostweb Spider Venom ★**Cold, Poison**

Usage time: Triggered.

Frostweb spider venom is an injury-based liquid poison. The poison's accuracy is +9. Its stage 1 effect makes the target vulnerable (-4 defenses) to Cold attacks while the poison lasts. Its stage 3 effect also inflicts a vital wound with a unique vital wound effect. Instead of making a vital roll for the vital wound, the target's blood freezes. It is paralyzed (cannot move) while the temperature is below freezing, and slowed (half speed, -2 Armor and Ref) while the temperature is below 100 degrees Fahrenheit. Whenever it takes damage from a Fire ability, it can ignore this effect for one minute. This effect lasts until the vital wound is removed.

Gelatinous Cube

Level 5 Brute – Elite
Large animate



Knowledge (nature) 7: Gelatinous cubes are gigantic green oozes that creep along underground tunnels, digesting anything organic they encounter. They are feared for their ability to easily snatch up smaller creatures and carry them away.

Knowledge (nature) 12: When a gelatinous cube finds prey, it simply moves through the unfortunate creature, trapping it inside the ooze's body. Creatures engulfed in this way can find it difficult to escape while they are being slowly digested. Gelatinous cubes are unusually fast compared to other oozes, though they are still slow compared to most creatures.

Knowledge (nature) 17: Gelatinous cubes can climb walls, though they rarely climb high. If possible, they prefer to nestle into alcoves so they can drop on unsuspecting prey.

HP 114 DR 48

Defenses Armor 7 Fort 14 Ref 6

Immune Critical hits, squeezing, Visual, Compulsion, Emotion, grappled

Movement Climb 30 ft. Land 30 ft. Climb +11 Flexibility +11 Stealth +1

Senses Tremorsense (120 ft.), tremorsight (60 ft.)

Other skills Endurance +13

Attributes Str 6, Dex -4, Con 8, Int —, Per 0, Wil —

Power 10 ★ 10

Alignment Always true neutral

Gelatinous Cube Abilities

Amorphous: The gelatinous cube has an amorphous body without normal internal organs. It is immune to critical hits and

suffers no penalties for squeezing (-2 Armor and Ref). In addition, it gains a +10 bonus to the Flexibility skill.

Condition Removal: The gelatinous cube can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The gelatinous cube can use an additional Elite ability each round.

Gelatinous: The gelatinous cube can move freely through spaces occupied by other creatures who do not have this ability.

Mindless: The gelatinous cube is mindless.

Sightless: The gelatinous cube cannot see normally. If it has no relevant special vision abilities, it is blinded (50% miss chance, -2 Armor and Ref).

Suspension: Anything that is grappled by the gelatinous cube while sharing space with it is suspended within its body. Whenever it moves, all suspended creatures and objects automatically move with it.

Dissolve**Acid**

Usage time: Elite action.

The gelatinous cube makes a +2 attack vs. Fortitude against everything in its space.

Hit: 1d6+10 damage.

Miss: Half damage.

Engulf**Brawling**

Usage time: Standard action.

The gelatinous cube moves up to its speed in a straight line. Whenever it shares space with anything Medium or smaller during this movement, it makes a +4 brawling attack vs. Fortitude against that creature or object.

Hit: The target is grappled by the gelatinous cube. The gelatinous cube automatically controls the grapple.

Ghouls



Knowledge (religion) 6: Ghouls are undead creatures that hunger for the flesh of the living. Their bodies are emaciated and desiccated, with no blood or fluids remaining. Although they are sometimes confused with zombies, ghouls are faster and smarter than their lesser kin.

Knowledge (religion) 11: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires, who can create new ghouls by draining the blood of their victims completely. As natural servants, ghouls are surprisingly weak-willed despite their combat acumen.

Drudge Ghoul

Level 3 Brute
Medium undead

Knowledge (religion) 6: Drudge ghouls are the weakest form of ghoul. They are typically made from incomplete corpses or partially botched rituals that failed to create a true ghoul.

HP 18 DR 10

Defenses Armor 7 Fort 6 Ref 7 Ment 3

Immune Disease, poison

Vulnerable Compulsion, Emotion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 4, Con 0, Int -4, Per 1, Wil -2

Power -1 ★ 5

Alignment Always neutral evil

Drudge Ghoul Abilities

Undead: The drudge ghoul is **undead** instead of living, and it

takes damage from most healing effects (see **Undead**, page 131)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

The drudge ghoul makes a +2 melee strike with its bite.

Hit: 1d8+3 damage. If the target loses hit points and the attack result beats its Fortitude defense, the target becomes **vulnerable** (-4 defenses) to all damage as a condition.

True Ghoul

Level 6 Brute
Medium undead

Knowledge (religion) 8: True ghouls are the most common form of ghoul.

HP 26 DR 13

Defenses Armor 10 Fort 9 Ref 10 Ment 7

Immune Disease, poison

Vulnerable Compulsion, Emotion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 5, Con 1, Int -3, Per 1, Wil 0

Power 3 ★ 8

Alignment Always neutral evil

True Ghoul Abilities

Undead: The true ghoul is **undead** instead of living, and it takes damage from most healing effects (see **Undead**, page 131)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

The true ghoul makes a +4 melee strike with its bite.

Hit: 1d8+6 damage. If the target loses hit points and the attack result beats its Fortitude defense, the target becomes **vulnerable** (-4 defenses) to all damage as a condition.

Giant Wasp

Level 1 Skirmisher
Large animal

Knowledge (nature) 5: A giant wasp is a Large insect resembling a normal wasp. Giant wasps attack when hungry or threatened, stinging their prey to death.

Knowledge (nature) 10: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

HP 10 DR 8

Defenses Armor 6 Fort 3 Ref 6 Ment 3

Movement Fly 60 ft. (120 ft. up) Balance +13 Flexibility +8
Stealth +8

Senses Scent, Awareness +6

Attributes Str 2, Dex 5, Con 0, Int -8, Per 3, Wil -2

Power -2 ★ 2

Alignment Always true neutral

Giant Wasp Abilities**Giant Wasp Venom**

Poison

Usage time: Triggered.

Giant wasp venom is an injury-based liquid poison. The poison's accuracy is +3. Its stage 1 effect makes the target slowed (*half speed, -2 Armor and Ref*) while the poison lasts. Its stage 3 effect makes the target immobilized (*-4 Armor and Ref, cannot use movement speeds*) while the poison lasts.

Venomous Stinger

Usage time: Standard action.

The giant wasp makes a +3 strike vs. Armor with its stinger.

Hit: 1d6+1 damage. Each creature that loses hit points from this damage is poisoned by giant wasp venom.

Giants

Knowledge (local) 10: Giants are massive humanoid creatures that tower over lesser creatures. All giants have immense strength and unimpressive agility - except when it comes to throwing and catching rocks, which they tend to excel at.

Knowledge (local) 15: A giant can throw objects no larger than two size categories smaller than itself with ease. Giants prefer to throw boulders, but in a pinch they can throw almost anything.

Knowledge (local) 20: A giant's range limits with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant

Level 10 Brute

Huge monstrous humanoid



Knowledge (local) 10: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Skin color among hill giants ranges from light tan to deep ruddy brown. They wear layers of crudely prepared hides with the fur left on.

Knowledge (local) 15: Hill giants lack the intelligence or desire to retreat if their enemies survive to approach them, and prefer to draw their massive clubs and enter melee. If possible, they smash their foes off of cliffs. The hair of hill giants is brown or black, with eyes the same color. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adult hill giants are about 25 feet tall. They can live to be 70 years old.

HP 63 DR 24
Defenses Armor 9 Fort 13 Ref 7 Ment 9
Movement Land 50 ft.

Attributes Str 8, Dex -2, Con 4, Int -2, Per 2, Wil -1
Power 4 13
Alignment Usually chaotic evil

Hill Giant Abilities

Forceful Boulder

Impact, Sweeping (1), **Thrown** (120/360)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+6 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Forceful Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Power Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The hill giant makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage.

Miss: Half damage.

Stone Giant

Level 11 Warrior – **Elite**
Gargantuan monstrous humanoid



Knowledge (local) 10: A stone giant is a Gargantuan giant that is usually found in mountainous regions. Stone giants fight from a great distance whenever possible, using their ability to hurl stones vast distances and bend the earth to their will. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Knowledge (local) 15: Adult stone giants stand about 50 feet tall. They can live to be 300 years old. Young stone giants can be capricious, hunting tiny creatures like goats and humanoids on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

HP 204 DR 192

Defenses Armor 14 Fort 17 Ref 9 Ment 15

Movement Land 60 ft.

Attributes Str 7, Dex -2, Con 7, Int 0, Per 2, Wil 4

Power 11 14

Alignment Usually true neutral

Stone Giant Abilities

Condition Removal: The stone giant can remove conditions at the end of each round (see *Monster Conditions*, page 34).

Elite Actions: The stone giant can use an additional **Elite** ability each round.

Earthbind ★

Usage time: Elite action.

The stone giant makes a +8 attack vs. Fortitude against one creature within Medium (60 ft.) range that is no more than 60 feet above a stable surface that could support its weight. It gains a +2 accuracy bonus if it is grounded on stone.

Hit: As a condition, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. It is unable to use any fly speed or glide speed, and its jump distance is halved. All falling damage that it takes is doubled. Standing up while *prone* (half speed, -2 Armor and Ref) costs its full speed rather than only half its speed.

Critical hit: The condition must be removed an additional time before the effect ends.

Forceful Boulder

Impact, Sweeping (2), Thrown (120/360)

Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+7 damage. If the target takes damage, it is knocked back 15 feet. This is a Size-Based effect.

Miss: Half damage.

Forceful Greatclub

Impact, Sweeping (2)

Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+11 damage. If the target takes damage, it is knocked back 15 feet. This is a Size-Based effect.

Miss: Half damage.

Power Greatclub

Impact, Sweeping (2)

Usage time: Standard action.

The stone giant makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+11 damage.

Miss: Half damage.

Quagmire ★

Sustain Minor

Usage time: Elite action.

The stone giant chooses a Small (15 ft.) radius zone within Medium (60 ft.) range. All earth and stone in the area is softened into a thick sludge, creating a quagmire that is difficult to move through. The area becomes difficult terrain. This does not affect objects under structural stress, such as walls and support columns. Affected objects retain their own fundamental structural integrity and do not blend with other objects. When the spell ends, affected objects regain their original shape, suffering no damage from their time spent softened.

Tremor ★

Usage time: Elite action.

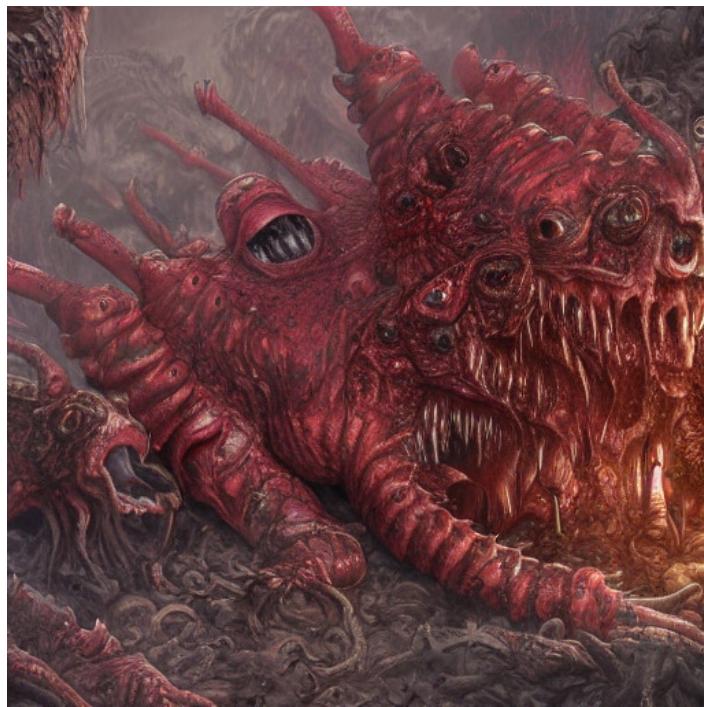
The earth shakes in a Medium (30 ft.) radius zone around the stone giant. When it uses this ability, and during its next action, it makes a +8 attack vs. Reflex against everything in the area that is grounded.

Hit: 1d6+5 bludgeoning damage.

Miss: Half damage.

Gibbering Mouther

Level 5 Brute – Elite
Huge aberration

**Gibber** ★**Compulsion**

Usage time: Elite action.

The gibbering mouther makes a +3 attack vs. Mental against all creatures within a Large (60 ft.) radius.

Hit: 1d6+2 damage. Each creature that loses hit points is **stunned** (*-2 defenses*) as a condition.

Swarm of Mouths**Clinch, Sweeping (1)**

Usage time: Standard action.

The gibbering mouther makes a +3 strike with its bite. The strike targets all adjacent **enemies**.

Hit: 1d8+6 damage.

Miss: Half damage.

Knowledge (dungeoneering) 7: A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. Its body is an amorphous mass of flesh punctuated with mouths of various improbable shapes and sizes. Gibbering mouthers are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 12: Gibbering mouthers hunger for the flesh of living creatures, which they eat and incorporate into their own bodies. They speak their gibberish in no specific language, and cannot understand any languages, though they tend to mimic fragments of sounds they hear to form their gibberish.

HP 102 DR 48

Defenses Armor 10 Fort 13 Ref 8 Ment 8

Immune Prone

Movement Land 50 ft. Swim +9

Senses Darkvision (240 ft.), telepathy (480 ft.)

Other skills Endurance +11

Attributes Str 4, Dex 3, Con 6, Int -6, Per 2, Wil 0

Power 4 ★ 8

Alignment Usually lawful evil

Gibbering Mouther Abilities

Condition Removal: The gibbering mouther can remove conditions at the end of each round (see *Monster Conditions*, page 34).

Elite Actions: The gibbering mouther can use an additional **Elite** ability each round.

Goblins



Goblin Warrior

Level 1 Skirmisher
Medium humanoid

HP 10 DR 8

Defenses Armor 7 Fort 3 Ref 7 Ment 3

Movement Land 30 ft.

Senses Awareness +5

Attributes Str -1, Dex 4, Con 0, Int -2, Per 2, Wil -2

Power -2 ★ -1

Alignment Usually chaotic evil

Goblin Warrior Abilities

Rushed Spear

Thrown (30/60)

Usage time: Standard action.

The goblin warrior makes a +0 strike vs. Armor with its spear. It can also move up to half its speed either before or after making the strike.

Hit: 1d6 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The goblin warrior makes a +1 strike vs. Armor with its spear.

Hit: 1d6 damage.

Goblin Wolf Rider

Level 3 Skirmisher
Medium humanoid

HP 14 DR 10

Defenses Armor 8 Fort 4 Ref 8 Ment 4

Movement Land 30 ft. Ride +7

Attributes Str -1, Dex 4, Con 0, Int -2, Per 2, Wil -2

Power -1 ★ 0

Alignment Usually chaotic evil

Goblin Wolf Rider Abilities

Lance

Long

Usage time: Standard action.

The goblin wolf rider makes a +4 strike vs. Armor with its lance.

Hit: 1d10 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The goblin wolf rider makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

Goblin Shaman

Level 1 Mystic
Medium humanoid

HP 8 DR 10

Defenses Armor 4 Fort 4 Ref 5 Ment 7

Movement Land 30 ft.

Senses Awareness +5

Attributes Str -1, Dex 3, Con 0, Int -2, Per 2, Wil 3

Power 3 ★ -1

Alignment Usually chaotic evil

Goblin Shaman Abilities

Consecrated Spear ★

Thrown (30/60)

Usage time: Standard action.

The goblin shaman makes a +1 strike vs. Armor with its spear. In addition, it briefly gains a +2 bonus to its Mental defense.

Hit: 1d6+1 damage.

Divine Judgment ★

Usage time: Standard action.

The goblin shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 1d6+1 damage.

Griffon

Level 5 Skirmisher – Elite

Large magical beast



Knowledge (nature) 7: Griffons are powerful, majestic creatures with characteristics of both lions and eagles. A pair of broad, golden wings emerge from the creature's back that can span 25 feet or more. In battle, they pounce on their foes like a lion.

Knowledge (nature) 12: From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. Griffons cannot speak, but they understand Common.

HP 66 DR 48**Defenses** Armor 11 Fort 9 Ref 11 Ment 10**Movement** 35 ft. (+10) Fly 60 ft. (60 ft. up) Land 50 ft.**Senses** Low-light vision, Awareness +7**Attributes** Str 5, Dex 5, Con 2, Int -3, Per 2, Wil 2**Power** 6 ★ 9**Alignment** Usually true neutral**Griffon Abilities**

Condition Removal: The griffon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The griffon can use an additional Elite ability each round.

Bite**Clinch**

Usage time: Elite action.

The griffon makes a +4 strike vs. Armor with its bite.

Hit: 1d8+7 damage.

Bloodletting Claws**Light**

Usage time: Standard action.

The griffon makes two +5 strikes vs. Armor with its claws.

Hit: 1d4+4 damage. If the target takes damage from both claws, it bleeds. A bleeding creature takes 1d6+4 damage during the griffon's next action.

Eagle Eye

Usage time: Elite action.

The griffon makes a +3 attack vs. Reflex against one non-adjacent creature within Distant (120 ft.) range.

Hit: The target becomes marked as a condition. The griffon gains a +2 bonus to accuracy and defenses against all marked targets. If the griffon loses sight of the target for a full round, this effect ends.

Pounce**Light**

Usage time: Standard action.

The griffon can move up to its speed in a single straight line. Then, it makes a +5 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage.

Horses**Light Horse**Level 2 Skirmisher
Large animal

Knowledge (nature) 6: Light horses are typically used to carry riders, not to work or fight.

HP 16 DR 9**Defenses** Armor 6 Fort 5 Ref 6 Ment 5**Movement** Land 50 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 0, Wil -1**Power** 0 ★ 3**Alignment** Always true neutral**Light Horse Abilities****Bite****Clinch**

Usage time: Standard action.

The light horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Draft HorseLevel 2 Brute
Large animal

Knowledge (nature) 6: Draft horses are typically used to work farms. They are slower than light horses, but stronger. They are the cheapest type of horse that is normally available.

HP 20 DR 9**Defenses** Armor 5 Fort 7 Ref 4 Ment 4**Movement** Land 40 ft.**Other skills** Endurance +6**Attributes** Str 4, Dex 1, Con 2, Int -8, Per 0, Wil -1**Power** 0 ★ 5**Alignment** Always true neutral**Draft Horse Abilities****Bite****Clinch**

Usage time: Standard action.

The draft horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+2 damage.

WarhorseLevel 3 Skirmisher
Large animal

Knowledge (nature) 6: Warhorses are trained to carry riders into battle. They are superior to other types of horses, but more expensive.

HP 20 DR 10
Defenses Armor 6 Fort 5 Ref 6 Ment 5
Movement Land 50 ft.

Attributes Str 4, Dex 2, Con 3, Int -8, Per 0, Wil 0
Power 1 5
Alignment Always true neutral

Warhorse Abilities

Bite
Clinch
Usage time: Standard action.

The warhorse makes a +1 strike vs. Armor with its bite.
Hit: 1d6+2 damage.

Hydra Maggot

Level 7 Brute – Elite
Large magical beast



Knowledge (nature) 8: A hydra maggot is a Large maggot-like creature that wriggles across the ground in search of food. It is named for the cluster of tentacles that sprout from its heads, which it uses to grab foes so it can eat them.

Knowledge (nature) 13: Hydra maggots are carnivorous, but are not picky, and will feast on rotting carcasses just as happily as they feast on fresh meat. When hydra maggots attack, they can shape the tip of their tentacles into a point, allowing them to impale their foes. Their tentacles are quite adept at slipping past defenses and through cracks in armor.

HP 99 DR 72
Defenses Armor 13 Fort 11 Ref 12 Ment 9
Immune Prone
Movement Land 40 ft. Climb +12
Senses Darkvision (60 ft.)

Attributes Str 6, Dex 6, Con 1, Int -8, Per 2, Wil -1
Power 4 11
Alignment Always true neutral

Hydra Maggot Abilities

Condition Removal: The hydra maggot can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The hydra maggot can use an additional Elite ability each round.

Grappling Bite**Cinch**

Usage time: Standard action.

The hydra maggot makes a +5 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If this attack beats the target's Fortitude defense, and the target is smaller than the hydra maggot, they are **grappled** by each other.

Impaling Tentacles**Long, Sweeping (7)**

Usage time: Elite action.

The hydra maggot makes a +5 strike vs. Reflex with its tentacle.

Hit: 1d8+8 damage.

Maggot Breath ★

Usage time: Standard action.

The hydra maggot makes a +5 attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from it. After it uses this ability, it **briefly** cannot use it again.

Hit: Each target is **briefly stunned** (-2 defenses).

Ichor-Tainted

Knowledge (nature) 7: The dreadful magical liquid known as ichor has no known origin. All is known is that it can corrupt creatures who contact it. Creatures who become tainted in this way recklessly attack anything they encounter, making them extremely dangerous.

Knowledge (nature) 12: Ichor-tainted creatures have had their internal organs restructured in unnatural ways, making them difficult to dispatch quickly. When the ichor spreads, as it often does during a fight, it inhibits healing as it tries to corrupt its new host.

Knowledge (nature) 17: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Eternal Void, while others think it is a mere imitation.

Ichor Black Bear

Level 5 Brute – Elite
Medium magical beast

HP 102 DR 48**Defenses** Armor 9 Fort 13 Ref 9 Ment 8**Immune** Critical hits**Vulnerable** Fire**Movement** Land 40 ft. Climb +10 Swim +10**Senses** Darkvision (60 ft.)**Other skills** Endurance +11**Attributes** Str 5, Dex 1, Con 6, Int -8, Per 2, Wil -1**Power** 3 ★ 9**Alignment** Always true neutral

Ichor Black Bear Abilities

Condition Removal: The ichor black bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The ichor black bear can use an additional Elite ability each round.

Spreading Ichor ✶: Whenever the ichor black bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite

Clinch

Usage time: Elite action.

The ichor black bear makes a +4 strike vs. Armor with its bite.

Hit: 1d8+7 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Bite

Clinch

Usage time: Elite action.

The ichor brown bear makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Claw

Light

Usage time: Standard action.

The ichor black bear makes a +6 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Claw

Light

Usage time: Standard action.

The ichor brown bear makes a +9 dual strike vs. Armor with its claws.

Hit: 1d4+5 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Brown Bear

Level 7 Brute – Elite
Large magical beast

HP 189 DR 72

Defenses Armor 10 Fort 14 Ref 9 Ment 9

Immune Critical hits

Vulnerable Fire

Movement Land 50 ft. Climb +12 Swim +12

Senses Darkvision (60 ft.)

Other skills Endurance +13

Attributes Str 6, Dex 1, Con 7, Int -8, Per 3, Wil 1

Power 6 ✶ 11

Alignment Always true neutral

Ichor Brown Bear Abilities

Condition Removal: The ichor brown bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The ichor brown bear can use an additional Elite ability each round.

Spreading Ichor ✶: Whenever the ichor brown bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Level 3 Skirmisher
Medium magical beast

HP 16 DR 10

Defenses Armor 6 Fort 4 Ref 7 Ment 5

Immune Critical hits

Vulnerable Fire

Movement Land 40 ft.

Senses Darkvision (60 ft.), Awareness +7

Attributes Str 1, Dex 2, Con 1, Int -7, Per 3, Wil 0

Power 1 ✶ 2

Alignment Always true neutral

Ichor Wolf Abilities

Spreading Ichor ✶: Whenever the ichor wolf causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite

Clinch

Usage time: Standard action.

The ichor wolf makes a +3 strike vs. Armor with its bite.

Hit: 1d8+1 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Imps

Flamefist Imp

Level 5 Skirmisher
Small planeforged



HP 22 DR 12
Defenses Armor 9 Fort 7 Ref 11 Ment 6

Vulnerable Water

Movement Land 20 ft.

Attributes Str 3, Dex 5, Con 2, Int 1, Per 0, Wil -2

Power 0 ★ 5

Alignment Always chaotic evil

Flamefist Imp Abilities

Planeforged: The flamefist imp has a body made of concentrated planar essence, and is not alive.

Soulless: The flamefist imp has no soul. If it dies, it cannot be resurrected.

Flaming Flurry

Fire, Light

Usage time: Standard action.

The flamefist imp makes two +4 strikes vs. armor with its fists.

Hit: 1d4+2.

Kobolds

Knowledge (local) 5: Kobolds are Medium bipedal creatures that are covered in scales. They are short, typically standing three feet tall. Although kobolds are individually cowardly, they are crafty and work effectively in groups.

Knowledge (local) 10: Most kobolds fight using ranged weapons. They try to lure their foes into prepared traps when possible. Kobolds revere dragons, and claim to be descended from them.

Knowledge (local) 15: The dream of every kobold tribe is to find a worthy dragon to serve. Kobolds have latent draconic powers that can be awakened through sworn service to dragons. Some dragons enjoy having such eager servants, while others resent being pestered by kobolds and reject all entreaties.

Kobold Nipper

Level 1 Skirmisher
Medium monstrous humanoid

HP 14 DR 8

Defenses Armor 6 Fort 4 Ref 7 Ment 3

Movement Land 30 ft.

Attributes Str -1, Dex 4, Con 2, Int 1, Per 3, Wil -2

Power -2 ★ -1

Alignment Usually lawful evil

Kobold Nipper Abilities

Sling

Compact, Projectile (60/120)

Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its sling.

Hit: 1d4 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

Kobold Snipper

Level 2 Sniper
Medium monstrous humanoid

HP 12 DR 9

Defenses Armor 5 Fort 4 Ref 7 Ment 4

Movement Land 30 ft.

Attributes Str -1, Dex 3, Con 1, Int 1, Per 4, Wil -2

Power -1 ★ 0

Alignment Usually lawful evil

Kobold Snipper Abilities

Heavy crossbow**Projectile** (90/270)

Usage time: Standard action.

The kobold sniper makes a +3 strike vs. Armor with its heavy crossbow.

Hit: 1d10 damage.

Kobold Yipper

Level 3 Mystic
Medium monstrous humanoid

HP 16 DR 14**Defenses** Armor 5 Fort 6 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str -2, Dex 3, Con 2, Int 1, Per 2, Wil 3**Power** 4 ★ -1**Alignment** Usually lawful evil

Kobold Yipper Abilities

Burning Hands ★

Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone from it.

Hit: 1d6+2 damage.

Miss: Half damage.

Ignition ★

Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Fortitude and Reflex against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. It takes 1d6+2 damage immediately and during each of your subsequent actions. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Critical hit: All damage from the condition is doubled, not just the initial damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The kobold yipper makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

These statistics represent a kobold who has sworn service to a red or gold dragon. Kobolds who swear service to different types of dragons may have different abilities.

HP 24 DR 12**Defenses** Armor 9 Fort 7 Ref 10 Ment 7**Impervious Fire****Movement** Land 30 ft.**Attributes** Str 0, Dex 5, Con 3, Int 2, Per 4, Wil -1**Power** 1 ★ 2**Alignment** Usually lawful evil

Dragonsworn Nipper Abilities

Dragonflame Sling**Fire, Compact, Projectile** (60/120)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its sling.

Hit: 1d4+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonflame Spear**Fire, Thrown** (30/60)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonsworn Sniper

Level 6 Sniper
Medium monstrous humanoid

HP 22 DR 13**Defenses** Armor 9 Fort 8 Ref 11 Ment 8**Impervious Fire****Movement** Land 30 ft.**Attributes** Str 0, Dex 4, Con 2, Int 2, Per 5, Wil -1**Power** 2 ★ 3**Alignment** Usually lawful evil

Dragonsworn Sniper Abilities

Dragonsworn Nipper

Level 5 Skirmisher
Medium monstrous humanoid

Dragonflame Bow**Fire, Projectile** (90/270)

Usage time: Standard action.

The dragonsworn sniper makes a +5 strike vs. Armor with its longbow.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 3 damage during the dragonsworn sniper's next action.

Ignition ★

Usage time: Standard action.

The dragonsworn yipper makes a +8 attack vs. Fortitude and Reflex against one creature within Medium (*60 ft.*) range.

Hit: The target catches on fire as a condition. It takes 1d6+3 damage immediately and during each of your subsequent actions. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a movement to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Critical hit: All damage from the condition is doubled, not just the initial damage.

Dragonsworn Yipper

Level 7 Mystic

Medium monstrous humanoid

HP 29 DR 24**Defenses** Armor 9 Fort 9 Ref 10 Ment 12**Impervious Fire****Movement** Land 30 ft.**Attributes** Str -1, Dex 4, Con 3, Int 2, Per 3, Wil 4**Power** 7 ★ 2**Alignment** Usually lawful evil

Dragonsworn Yipper Abilities

Dragonflame Spear**Fire, Thrown** (30/60)

Usage time: Standard action.

The dragonsworn yipper makes a +6 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn yipper's next action.

Flame Breath ★

Usage time: Standard action.

The dragonsworn yipper makes a +6 attack vs. Reflex against everything in a Large (*60 ft.*) cone from it. After it uses this ability, it briefly cannot use it again.

Hit: 1d6+7 damage.**Miss:** Half damage.

Lizardfolk



Knowledge (local) 6: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3 to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 11: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer frontal assaults and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt

Level 3 Warrior
Medium humanoid

HP 22 DR 18
Defenses Armor 9 Fort 7 Ref 5 Ment 4

Vulnerable Cold

Movement Land 30 ft. Swim 30 ft. Swim +6

Attributes Str 2, Dex 2, Con 4, Int -1, Per 1, Wil 0

Power 1 ✨ 3

Alignment Usually true neutral

Lizardfolk Grunt Abilities

Amphibious: The lizardfolk grunt can hold its breath for ten times the normal length of time.

Frenzied Bite

Clinch

Usage time: Standard action.

The lizardfolk grunt makes a +2 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+1 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The lizardfolk grunt makes a +2 strike vs. Armor with its spear.

Hit: 1d6+1 damage.

Lizardfolk Champion

Level 5 Warrior
Medium humanoid

HP 28 DR 22

Defenses Armor 11 Fort 9 Ref 7 Ment 6

Vulnerable Cold

Movement Land 30 ft. Swim 30 ft. Swim +8

Attributes Str 3, Dex 3, Con 5, Int 0, Per 1, Wil 1

Power 3 ✨ 5

Alignment Usually true neutral

Lizardfolk Champion Abilities

Amphibious: The lizardfolk champion can hold its breath for ten times the normal length of time.

Frenzied Bite

Clinch

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+2 damage.

Redeeming Spear

Thrown (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear. It gains a +2 accuracy bonus with this strike against each creature that it missed with a strike last round.

Hit: 1d6+2 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear.

Hit: 1d6+2 damage.

Magma Elementals

Knowledge (planes) 8: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

Knowledge (planes) 13: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, steadied by their rocky core, makes them resistant to cold. However, they fear and avoid water, as it reacts explosively with their bodies.

Volcanite

Level 6 Brute
Medium planeforged

HP 38 DR 13**Defenses** Armor 10 Fort 12 Ref 10 Ment 7**Immune** Fire**Impervious** Earth, Cold**Vulnerable** Acid, Water**Movement** Land 30 ft.**Attributes** Str 4, Dex 4, Con 7, Int -4, Per 0, Wil 0**Power** 3 ★ 7**Alignment** Usually true neutral**Volcanite Abilities**

Planeforged: The volcanite has a body made of concentrated planar essence, and is not alive.

Soulless: The volcanite has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The volcanite makes a +3 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d6+3 damage.

Extra Damage Ram**Heavy, Resonating, Earth**

Usage time: Standard action.

The volcano makes a +7 **strike** vs. Armor.

Hit: 3d4+1d6+8 damage.

Extra Damage Ram**Heavy, Resonating, Earth**

Usage time: Standard action.

The volcanite makes a +3 **strike** vs. Armor.

Hit: 1d6+6 damage.

Magma Throw**Fire, Earth**

Usage time: Standard action.

The volcano makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 5d6 damage.

Magma Throw**Fire, Earth**

Usage time: Standard action.

The volcanite makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+7 damage.

Volcano

Level 12 Brute
Large planeforged

HP 93 DR 28**Defenses** Armor 14 Fort 17 Ref 13 Ment 11**Immune** Fire**Impervious** Earth, Cold**Vulnerable** Acid, Water**Movement** Land 40 ft.**Attributes** Str 5, Dex 5, Con 8, Int -3, Per 0, Wil 0**Power** 6 ★ 11**Alignment** Usually true neutral

Volcano Abilities

Planeforged: The volcano has a body made of concentrated planar essence, and is not alive.

Soulless: The volcano has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The volcano makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 3d6 damage.

Volcanic Titan

Level 18 Brute
Huge planeforged

HP 200 DR 60**Defenses** Armor 18 Fort 21 Ref 16 Ment 15**Immune** Fire**Impervious** Earth, Cold**Vulnerable** Acid, Water**Movement** Land 50 ft.**Attributes** Str 5, Dex 5, Con 9, Int -3, Per 0, Wil 0**Power** 9 ★ 14**Alignment** Usually true neutral

Volcanic Titan Abilities

Planeforged: The volcanic titan has a body made of concentrated planar essence, and is not alive.

Soulless: The volcanic titan has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 5d8 damage.

Extra Damage Ram**Heavy, Resonating, Earth**

Usage time: Standard action.

The volcanic titan makes a +10 **strike** vs. Armor.

Hit: 1d6+4d8+11 damage.

Miss: Half damage.

Magma Throw**Fire, Earth**

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 8d8 damage.

Minotaur

Level 6 Brute – Elite

Large monstrous humanoid



Knowledge (local) 8: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They can be cunning in battle, but have a tendency to become trapped in dungeons of even moderate complexity.

HP 96 DR 52**Defenses** Armor 10 Fort 13 Ref 9 Ment 9**Movement** Land 40 ft.**Senses** Darkvision (60 ft.), Awareness +8**Attributes** Str 7, Dex 0, Con 4, Int -2, Per 2, Wil 1**Power** 6 12**Alignment** Always true neutral

Minotaur Abilities

Condition Removal: The minotaur can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The minotaur can use an additional Elite ability each round.

Power Horns**Impact**

Usage time: Elite action.

The minotaur makes a +1 strike vs. Armor with its horns.

Hit: 1d6+10 damage.

Shove

Usage time: Elite action.

The minotaur makes a +7 attack to shove foes. For details, see Shove, page 89.

Sweeping Slash

Sweeping (2)

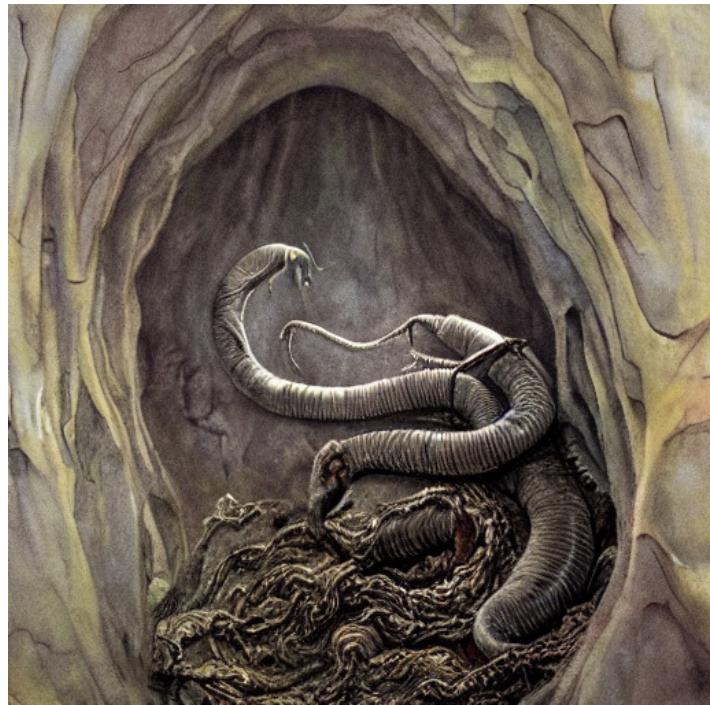
Usage time: Standard action.

The minotaur makes a +6 melee strike with a greataxe.

Hit: 1d8+10 damage.

Nightcrawler

Level 7 Brute
Large magical beast



Knowledge (nature) 8: A nightcrawler is a Large worm imbued with umbralantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Knowledge (nature) 13: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They cover distances slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks. Nightcrawlers have several magical abilities that draw on their umbralantic power to damage nearby foes.

Knowledge (nature) 18: Nightcrawlers hate and fear light. They can be driven away by light, and are weaker in its presence. If they have no escape, they ferociously attack any sources of light.

HP 38 DR 18

Defenses Armor 10 Fort 10 Ref 9 Ment 8

Immune Prone

Movement Climb 30 ft. Land 30 ft. Climb +9

Senses Darkvision (60 ft.), blindsense (120 ft.)

Attributes Str 3, Dex 4, Con 2, Int -8, Per 0, Wil 3

Power 6 ★ 6

Alignment Always true neutral

Nightcrawler Abilities

Crawling Darkness ★**Cold**

Usage time: Standard action.

The nightcrawler makes an attack vs. Mental against all shadowed enemies in a Medium (30 ft.) radius from it.

Hit: 1d8+6 damage.**Miss:** Half damage.**Umbral Bite** ★**Cold, Clinch**

Usage time: Standard action.

The nightcrawler makes a +4 strike vs. Armor with its bite. If the target is shadowed, this attack deals double damage.

Hit: 1d8+5.**Ogres**

Knowledge (local) 6: Ogres are Large, hideous humanoid creatures with a taste for human flesh. If that is unavailable, they also enjoy the flesh of other humanoid creatures. They lack the intelligence for complex plans, but they like lying in wait to ambush helpless travelers.

Knowledge (local) 11: Ogre skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Knowledge (local) 16: Ogres are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as disorganized individuals. They use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 3 Brute

Large monstrous humanoid

Knowledge (local) 6: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

HP 24 DR 10**Defenses** Armor 5 Fort 7 Ref 4 Ment 4**Movement** Land 40 ft.**Attributes** Str 6, Dex -1, Con 3, Int -4, Per 0, Wil -1**Power** 0 ★ 7**Alignment** Usually chaotic evil**Ogre Ganger Abilities****Knockdown – Greatclub****Impact**

Usage time: Standard action.

The ogre ganger makes a +1 strike vs. Armor with its greatclub.

Hit: 1d10+5 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Sweeping Greatclub**Impact, Sweeping (1)**

Usage time: Standard action.

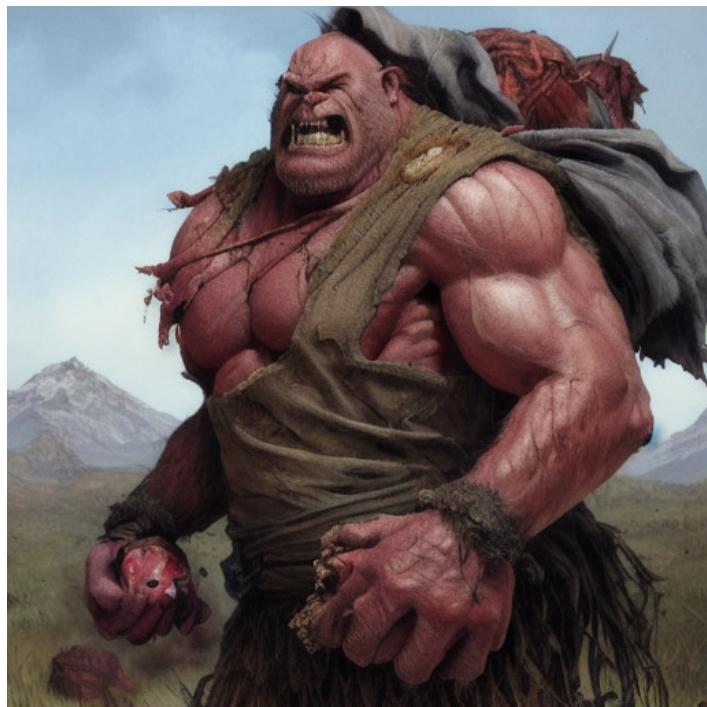
The ogre ganger makes a +1 strike vs. Armor with its greatclub.

Hit: 1d10+5 damage.

Ogre Menace

Level 6 Brute

Large monstrous humanoid



Knowledge (local) 8: Ogre menaces are mature adult ogres that often terrorize small towns. They tend to work in pairs or with minions like goblins that they bully into submission.

HP 32 DR 13**Defenses** Armor 8 Fort 11 Ref 7 Ment 7**Movement** Land 40 ft.**Social** Intimidate +6**Attributes** Str 6, Dex -1, Con 4, Int -2, Per 0, Wil -1**Power** 2★ 9**Alignment** Usually chaotic evil**Ogre Menace Abilities****Knockdown – Greatclub****Impact**

Usage time: Standard action.

The ogre menace makes a +4 strike vs. Armor with its greatclub.

Hit: 1d10+7 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Sweeping Greatclub**Impact, Sweeping** (1)

Usage time: Standard action.

The ogre menace makes a +4 strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.

Ogre Mage

Level 7 Mystic

Large monstrous humanoid



Knowledge (local) 8: Ogre mages are unusual ogres that have innate arcane magical talent. They are generally identifiable as the only ogres who do not go into battle wearing armor. They are more intelligent than other ogres, and more likely to use combat strategies like hiding behind their minions.

HP 20 DR 24**Defenses** Armor 7 Fort 8 Ref 7 Ment 12**Movement** Land 40 ft.**Attributes** Str 4, Dex -1, Con 0, Int 0, Per 2, Wil 5**Power** 8★ 7**Alignment** Usually chaotic evil**Ogre Mage Abilities**

Enhance Magic – Might ★: The first spell that the ogre mage casts between short rests deals 1d8 extra damage.

Magic Missile ★

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores **cover** and all miss chances.

Hit: 1d6+4 damage.

Miss: Half damage.

Magic Missile Storm ★

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores **cover** and all miss chances.

Hit: 1d10 damage.

Miss: Half damage.

Reflect Magic ★

Swift

Usage time: Standard action.

The ogre mage gains a +2 bonus to all defenses this round. In addition, whenever a creature within Medium (60 ft.) range of it misses or glances it with a **magical** ★ attack this round, that creature treats itself as a target of that strike in addition to any other targets. The attacker cannot choose to reduce its accuracy or damage against itself.

Ogre Skullclaimer

Level 7 Brute – **Elite**
Large monstrous humanoid

Knowledge (local) 8: Ogre skullclaimers are the leaders of large roaming bands of ogres. Ogre bands are often accompanied by goblins or other similar creatures that help the ogres in exchange for a share of the valuable items they find, since the ogres care more about the creatures they kill.

Knowledge (local) 13: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.

HP 144 DR 72

Defenses Armor 10 Fort 13 Ref 9 Ment 10

Movement Land 40 ft.

Social Intimidate +6

Attributes Str 8, Dex -1, Con 4, Int -1, Per 3, Wil 2

Power 7 ★ 13

Alignment Usually chaotic evil

Ogre Skullclaimer Abilities

Condition Removal: The ogre skullclaimer can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The ogre skullclaimer can use an additional Elite ability each round.

Armorcrushing Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Fortitude with its greatclub.

Hit: 1d10+10 damage.

Demand Obedience ★

Compulsion

Usage time: Elite action.

The ogre skullclaimer makes a +8 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: If the target has no remaining damage resistance, it is compelled to spend its next standard action doing nothing but groveling before the ogre skullclaimer. After it takes this standard action, it becomes **immune** to this effect until it finishes a short rest.

Critical hit: The target does not become immune to this effect.

Knockdown – Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Sweeping Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The ogre skullclaimer makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage.

Terrifying Shout ★

Emotion

Usage time: Elite action.

The ogre skullclaimer makes a +6 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) of the ogre skullclaimer as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Orcs

Knowledge (local) 5: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 10: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 15: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Peon

Level 1 Brute
Medium humanoid

Knowledge (local) 5: Orc peons are the weakest warrior that orc clans field in battle. They have the lowest status of any adult in orc society. Peons are typically fresh recruits who have not yet been fully incorporated into an orc army.

HP 16 DR 8

Defenses Armor 4 Fort 5 Ref 4 Ment 3

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

Attributes Str 4, Dex 0, Con 1, Int -2, Per 0, Wil 0

Power 0 ★ 4

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

Usage time: Standard action.

The orc peon makes a +1 strike vs. Armor with its greataxe.

Hit: 1d8+3 damage.

Orc Grunt

Level 2 Brute
Medium humanoid

Knowledge (local) 6: Orc grunts are the standard warrior that orc clans field in battle.

HP 20 DR 9

Defenses Armor 5 Fort 7 Ref 5 Ment 4

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

Attributes Str 5, Dex 0, Con 2, Int -2, Per 0, Wil 0

Power 1 ★ 6

Alignment Usually lawful evil

Orc Grunt Abilities

Greataxe

Sweeping (1)

Usage time: Standard action.

The orc grunt makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.

Power Greataxe

Sweeping (1)

Usage time: Standard action.

The orc grunt makes a -2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.

Orc Butcher

Level 3 Brute
Medium humanoid

Knowledge (local) 6: Orc butchers usually run the field kitchens in orc armies. They tend to be smarter than the average orc warrior, but are no less ferocious when challenged.

HP 22 DR 10

Defenses Armor 5 Fort 7 Ref 5 Ment 4

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

Attributes Str 5, Dex 1, Con 2, Int 0, Per 0, Wil 0

Power 1 ★ 6

Alignment Usually lawful evil

Orc Butcher Abilities

Bloodletting Butcher's Cleaver

Sweeping (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage. If the target loses hit points, it takes damage from the strike again during the orc butcher's next action.

Butcher's Cleaver**Sweeping** (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage.

Orc Veteran

Level 5 Brute
Medium humanoid

Knowledge (local) 7: Orc veterans are battle-hardened elite warriors who are deadly at any range. They often serve as bodyguards to orc chieftains or as devastating shock troops in battle.

HP 28 DR 12**Defenses** Armor 7 Fort 9 Ref 7 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +8**Attributes** Str 6, Dex 0, Con 3, Int -2, Per 1, Wil 1**Power** 3 ★ 8**Alignment** Usually lawful evil**Orc Veteran Abilities****Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc veteran makes a +5 strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.

Heartpiercing Longbow**Projectile** (90/270)

Usage time: Standard action.

The orc veteran makes a +4 strike vs. Armor with its longbow. It gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a **critical hit**.

Hit: 1d6+4 damage.

Glancingblow: No effect.

Power Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc veteran makes a +1 strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.

Orc Clan Chief

Level 6 Leader – Elite
Medium humanoid

Knowledge (local) 8: Orc clan chiefs are among the most powerful orc warriors. Even the lowest clan chief commands hundreds of powerful orc warriors, plus at least as many noncombatants.

HP 84 DR 72**Defenses** Armor 10 Fort 12 Ref 10 Ment 11**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +10**Attributes** Str 6, Dex 0, Con 4, Int 0, Per 2, Wil 3**Power** 8 ★ 11**Alignment** Usually lawful evil**Orc Clan Chief Abilities**

Condition Removal: The orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The orc clan chief can use an additional Elite ability each round.

Battle Command ★

Usage time: Elite action.

The orc clan chief chooses an ally within Medium (60 ft.) range. Whenever the target makes a strike this round, it gains a +3 accuracy bonus and rolls twice, keeping the higher result.

Distant Longbow**Projectile** (90/270)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its longbow. It reduces its **longshot penalty** with the strike by 4.

Hit: 1d6+5 damage.

Guardbreaking Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its greataxe. In addition, it chooses one of its allies.

Hit: 1d8+8 damage. If the target takes damage, it **briefly** takes a -2 penalty to all defenses against that ally's attacks.

Hamstring – Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +6 strike vs. Armor with its greataxe. Each creature that loses hit points from the strike is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

Hit: 1d8+8 damage.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+8 damage.**Divine Judgment** 

Usage time: Standard action.

The orc shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.**True Strike** 

Usage time: Standard action.

The orc shaman chooses an ally within Medium (60 ft.) range. The first time the target makes a strike this round, it gains a +1 accuracy bonus and rolls twice, keeping the higher result.

Orc Shaman

Level 2 Leader
Medium humanoid

Knowledge (local) 6: Orc shamans provide orc battle squads with divine magical support. They primarily aid their allies, though they have no fear of taking up arms themselves when necessary.

Knowledge (local) 11: If an orc shaman proves their mettle and wisdom in combat, they may eventually become a trusted advisor to a clan chief. The advice and spiritual guidance of a capable shaman often has more influence on the success of an orc clan than mere strength of arms, and good clan chiefs recognize that fact.

HP 14 DR 10**Defenses** Armor 5 Fort 5 Ref 5 Ment 7**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +5**Attributes** Str 4, Dex 1, Con 1, Int -1, Per 1, Wil 4**Power** 5  5**Alignment** Usually lawful evil**Orc Shaman Abilities****Battleaxe**

Usage time: Standard action.

The orc shaman makes a +2 strike vs. Armor with its battleaxe.

Hit: 1d6+2 damage.

Skeletons



Knowledge (religion) 5: Skeletons are the reanimated corpses of once-living creatures. They are the most basic form of animated undead, since they can be created from corpses that have been reduced to mere bones. Creating a skeleton is generally regarded as a fundamentally evil act.

Knowledge (religion) 10: Skeletons retain all of the mundane abilities of the reanimated creature, but lose all magical ✨ abilities. They retain the ability to wield the same weapons and armor as the original creature, but they become simple-minded. In addition, skeletons are always more agile and less strong than the original creature.

Knowledge (religion) 15: Creating a skeleton from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the skeleton its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Skeletons are never created by ambient necromantic magic. They have no internal intelligence or agency of any kind, and precisely obey the instructions of their controllers. If their instructions are poorly worded or incomplete, skeletons may fail to fight even if attacked.

Skeletal Town Guard

Level 1 Warrior
Medium undead

HP 8 DR 14

Defenses Armor 6 Fort 4 Ref 4 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 2, Dex 2, Con -1, Int -7, Per 0, Wil 0

Power 0 ✨ 2

Alignment Always neutral evil

Skeletal Town Guard Abilities

Simple-Minded: The skeletal town guard can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The skeletal town guard is **undead** instead of living, and it takes damage from most healing effects (see **Undead**, page 131)).

Skeletal Town Healer

Level 2 Warrior
Medium undead

HP 8 DR 16

Defenses Armor 6 Fort 4 Ref 4 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 1, Dex 1, Con -2, Int -7, Per 0, Wil 0

Power 1 ✨ 2

Alignment Always neutral evil

Skeletal Town Healer Abilities

Simple-Minded: The skeletal town healer can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The skeletal town healer is **undead** instead of living, and it takes damage from most healing effects (see **Undead**, page 131)).

Skeletal Orc Peon

Level 1 Warrior
Medium undead

HP 8 DR 14
Defenses Armor 5 Fort 4 Ref 3 Ment 3
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 1, Con -1, Int -7, Per 0, Wil 0

Power 0 ★ 4

Alignment Always neutral evil

Skeletal Orc Peon Abilities

Simple-Minded: The skeletal orc peon can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc peon is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Skeletal Orc Grunt

Level 2 Warrior
Medium undead

HP 12 DR 16
Defenses Armor 6 Fort 5 Ref 4 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0

Power 1 ★ 5

Alignment Always neutral evil

Skeletal Orc Grunt Abilities

Simple-Minded: The skeletal orc grunt can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc grunt is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Skeletal Orc Butcher

Level 3 Warrior
Medium undead

HP 14 DR 18

Defenses Armor 7 Fort 5 Ref 5 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con 0, Int -7, Per 0, Wil 0

Power 1 ★ 5

Alignment Always neutral evil

Skeletal Orc Butcher Abilities

Simple-Minded: The skeletal orc butcher can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc butcher is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Skeletal Orc Veteran

Level 5 Warrior
Medium undead

HP 20 DR 22

Defenses Armor 8 Fort 7 Ref 6 Ment 6

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 1, Con 1, Int -7, Per 0, Wil 0

Power 2 ★ 6

Alignment Always neutral evil

Skeletal Orc Veteran Abilities

Simple-Minded: The skeletal orc veteran can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc veteran is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Skeletal Orc Clan Chief

Level 6 Warrior – Elite
Medium undead

HP 72 DR 96
Defenses Armor 11 Fort 11 Ref 9 Ment 9
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex 1, Con 2, Int -7, Per 0, Wil 0
Power 5★ 11
Alignment Always neutral evil

Skeletal Orc Clan Chief Abilities

Condition Removal: The skeletal orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The skeletal orc clan chief can use an additional Elite ability each round.

Simple-Minded: The skeletal orc clan chief can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Undead: The skeletal orc clan chief is undead instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc Shaman

Level 2 Warrior
Medium undead

HP 10 DR 16
Defenses Armor 7 Fort 5 Ref 5 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 2, Con -1, Int -7, Per 0, Wil 0
Power 1★ 5
Alignment Always neutral evil

Skeletal Orc Shaman Abilities

Simple-Minded: The skeletal orc shaman can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Undead: The skeletal orc shaman is undead instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Stygian Leech

Level 5 Brute
Medium magical beast



Knowledge (nature) 7: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Knowledge (nature) 12: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Knowledge (nature) 17: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

HP 30 DR 12

Defenses Armor 8 Fort 10 Ref 8 Ment 5
Movement Climb 30 ft. Land 30 ft. Climb +10 Stealth +7
Senses Darkvision (120 ft.), lifesense (120 ft.)

Attributes Str 5, Dex 2, Con 4, Int -6, Per 2, Wil -2

Power 0★ 7

Alignment Always true neutral

Stygian Leech Abilities

Leech Life**Clinch**

Usage time: Standard action.

The stygian leech makes a +3 strike vs. Armor with its bite.

Hit: 1d8+5 damage. At the end of the round, the stygian leech regains hit points equal to the hit points that the target lost from this attack if the target is living.

Townsfolk**Town Guard**

Level 1 Warrior

Medium humanoid

Knowledge (local) 5: Town guards are common throughout civilization. This represents the sort of ordinary guard that would be found even in rural towns, not an elite bodyguard.

HP 12 DR 14

Defenses Armor 5 Fort 4 Ref 3 Ment 3

Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 0, Per 0, Wil 0

Power 0 ★ 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword**Sweeping** (1)

Usage time: Standard action.

The town guard makes a +0 strike vs. Armor with its broadsword.

Hit: 1d6 damage.

Town Healer

Level 2 Mystic

Medium humanoid

Knowledge (local) 6: Town healers are typically clerics or druids with some healing ability. They may be prominent leaders of a temple, or they may prefer solitude, but it is rare to find a reasonably sized town that does not have a healer of some variety.

HP 10 DR 12

Defenses Armor 4 Fort 5 Ref 5 Ment 8

Movement Land 30 ft.

Other skills Medicine +4

Attributes Str 0, Dex 0, Con 0, Int 0, Per 3, Wil 3

Power 4 ★ 1

Alignment Any

Town Healer Abilities

Inflict Wound ★

Usage time: Standard action.

The town healer makes a +2 attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: 1d6+2 damage. If the target loses hit points from this damage, it takes the damage again.

Restoration ★**Swift**

Usage time: Standard action.

The town healer, or one living **ally** within Short (30 ft.) range of it, regains 1d6+4 hit points and increases its fatigue level by one.

Treants

All treants have the **animate tree** ability.

Animate Tree ★

Usage time: Standard action.

The treant animates a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Birch Treant

Level 5 Warrior
Large animate

Knowledge (nature) 7: Birch treants tend to be shy, and they try to avoid conflict if at all possible.

HP 28 DR 22

Defenses Armor 8 Fort 9 Ref 5 Ment 5

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 2, Dex 0, Con 5, Int 0, Per 4, Wil -2

Power 0 ★ 4

Alignment Usually true neutral

Birch Treant Abilities

Indwelt: The birch treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 130).

Rebounding Treeclub

Impact

Usage time: Standard action.

The birch treant makes a +4 strike vs. Armor with its treeclub. It gains a +2 accuracy bonus if it missed the target with a strike last round.

Hit: 1d10+3 damage.

Chestnut Treant

Level 6 Warrior
Large animate

Knowledge (nature) 8: Chestnut treants tend to be mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 32 DR 24**Defenses** Armor 9 Fort 11 Ref 6 Ment 7**Vulnerable** Fire**Movement** Land 30 ft.**Senses** Awareness +9**Attributes** Str 2, Dex 0, Con 6, Int 0, Per 3, Wil 1**Power** 4 ★ 5**Alignment** Usually true neutral**Lashing Treeclub****Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage. If the target loses hit points, the willow treant makes an additional strike against it with the same accuracy and damage.

Whirling Treeclub**Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub. The strike targets all adjacent enemies.

Hit: 1d10+3 damage.

Miss: Half damage.

Chestnut Treant Abilities

Indwelt: The chestnut treant is a *indwelt*, making it both an object and a living creature (see *Indwelt*, page 130).

Anklespraining Treeclub**Impact**

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage. If the target takes damage and the attack result beats its Reflex defense, it becomes *slowed* (*half speed, -2 Armor and Ref*) as a condition.

Tricky Treeclub**Impact**

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub. If the attack result beats the target's Reflex defense, the strike deals 1d6 extra damage.

Hit: 1d10+3 damage.

Willow TreantLevel 7 Warrior
Large animate

Knowledge (nature) 8: Willow treants are the most agile treants, and they can twist and bend their bodies with surprising finesse. Their attitudes tend to be similarly flexible, and they can be easily persuadable.

HP 44 DR 28**Defenses** Armor 10 Fort 10 Ref 7 Ment 6**Vulnerable** Fire**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 2, Dex 3, Con 5, Int 1, Per 2, Wil -2**Power** 1 ★ 5**Alignment** Usually true neutral**Willow Treant Abilities**

Indwelt: The willow treant is a *indwelt*, making it both an object and a living creature (see *Indwelt*, page 130).

Darkroot TreantLevel 8 Warrior
Large animate

Knowledge (nature) 9: Darkroot treants, unlike most other treants, primarily inhabit swamps and other grimy places. Their bark is mottled with fungus, and they tend to have a more sinister demeanor than most treants.

HP 48 DR 33**Defenses** Armor 10 Fort 11 Ref 7 Ment 9**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 5, Dex 0, Con 5, Int 1, Per 1, Wil 2**Power** 6 ★ 9**Alignment** Usually neutral evil**Darkroot Treant Abilities**

Indwelt: The darkroot treant is a *indwelt*, making it both an object and a living creature (see *Indwelt*, page 130).

Festerling Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage. If the target loses hit points, it takes damage from the strike again during the darkroot treant's next action.

Sickening Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage. If the target takes damage and the attack result beats its Fortitude defense, it becomes **stunned** (-2 defenses) as a [condition](#).

Pine TreantLevel 9 Warrior
Huge animate

Knowledge (nature) 9: Pine treants tend to be the most steadfast treants. They are strong-willed, like oak trees. However, while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.

HP 64 DR 38**Defenses** Armor 11 Fort 13 Ref 5 Ment 10**Vulnerable** Fire**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 4, Dex -2, Con 8, Int 2, Per 1, Wil 4**Power** 8 8**Alignment** Usually neutral good

Pine Treant Abilities

Indwelt: The pine treant is a [indwelt](#), making it both an object and a living creature (see Indwelt, page 130).

Felling Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +8 strike vs. Armor with its treeclub.

Hit: 1d10+6 damage. If the target loses hit points, it falls **prone** (*half speed, -2 Armor and Ref*). This is a [Size-Based effect](#).

Miss: Half damage.**Resounding Treeclub****Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +6 strike vs. Armor with its treeclub. If the attack result beats the target's Fortitude defense, the strike deals 2d6 [extra damage](#).

Hit: 1d10+6 damage.**Miss:** Half damage.**Oak Treant**Level 10 Warrior
Huge animate

Knowledge (nature) 10: Oak treants tend to be the most stubborn treants. They brook no guff from wayward adventurers.

HP 64 DR 43**Defenses** Armor 12 Fort 13 Ref 6 Ment 11**Vulnerable** Fire**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 5, Dex -2, Con 7, Int 0, Per 0, Wil 5**Power** 10 10**Alignment** Usually true neutral

Oak Treant Abilities

Indwelt: The oak treant is a [indwelt](#), making it both an object and a living creature (see Indwelt, page 130).

Boneshattering Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub. If the attack result beats a creature's Fortitude defense, the strike deals maximum damage.

Hit: 1d10+8 damage.**Miss:** Half damage.**Surefell Treeclub****Impact, Sweeping** (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*).

Miss: Half damage.**Cyprus Treant**Level 11 Warrior
Huge animate

Knowledge (nature) 10: Cyprus treants are the most durable treants. They are virtually indestructible, and are fearsome when roused to anger.

HP 72 DR 48**Defenses** Armor 13 Fort 15 Ref 7 Ment 11**Movement** Land 30 ft.**Senses** Awareness +9**Attributes** Str 6, Dex -2, Con 8, Int 0, Per 1, Wil 2**Power** 7 11**Alignment** Usually true neutral

Cyprus Treant Abilities

Indwelt: The cyrus treant is a *indwelt*, making it both an object and a living creature (see Indwelt, page 130).

Bracing Treeclub

Impact, Sweeping (1)

Usage time: Standard action.

The cyrus treant makes a +7 strike vs. Armor with its treeclub. In addition, it is *impervious* (+4 defenses) to all damage this round. Because this is a *Swift* ability, it affects attacks against it during the current phase.

Hit: 1d10+8 damage.

Miss: Half damage.

Felling Treeclub

Impact, Sweeping (1)

Usage time: Standard action.

The cyrus treant makes a +10 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage. If the target loses hit points, it falls *prone* (*half speed, -2 Armor and Ref*). This is a *Size-Based* effect.

Miss: Half damage.

Vampires

Knowledge (religion) 7: Vampires are humanoid-looking undead that feast on the blood of the living. They rule the night, but fear the sun, which can utterly destroy them. Vampires are unable to cross running water or enter true sunlight. Garlic and holy water are effective tools to defend against a vampire, but they are no guarantee.

Knowledge (religion) 12: Because vampires are so vulnerable during the day, they typically put great effort into acquiring manors or dungeons to live in. Their homes are attended by powerful servants who can protect them so they do not have to risk fighting during the day. Some vampires prefer undead servants, while others use living minions who may or may not know the vampire's true nature. Vampires are the most life-like of all undead, and they can easily pass as living if it suits their purposes.

Knowledge (religion) 17: The most ancient and powerful vampires can cross running water or enter true sunlight, but only briefly. In emergencies, with no blood available, vampires can enter a torpor that staves off their need for blood. However, they are extremely vulnerable in this state, so only a desperate vampire would consider it.

Fledgling Vampire

Level 5 Skirmisher – Elite
Medium undead

Knowledge (religion) 7: Fledgling vampires are the weakest form of vampire. They are recently turned, and some still feel a strong attachment to their old life. Despite their inexperience, they still possess most of a vampire's powerful abilities, so they should not be taken lightly.

Knowledge (religion) 12: Most fledgling vampires are still growing accustomed to their need for blood. They may attempt to fast, which weakens them, before being consumed by an uncontrollable bloodlust.

HP 60 DR 48

Defenses Armor 11 Fort 8 Ref 12 Ment 10

Immune Disease, poison

Vulnerable Silver weapons

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +8

Social Intimidate +5

Attributes Str 3, Dex 4, Con 1, Int 3, Per 3, Wil 3

Power 7 ★ 7

Alignment Usually lawful evil

Fledgling Vampire Abilities

Condition Removal: The fledgling vampire can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The fledgling vampire can use an additional Elite ability each round.

Nightshifter ★: As a standard action, a vampire can *shapeshift* into the form of a Tiny bat, a Medium cloud of mist, or its normal

humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a 20 foot fly speed with a 60 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The fledgling vampire is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Unholy Creature of the Night : Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (-2 defenses) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **immobilized** (-4 Armor and Ref, cannot use movement speeds). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being immobilized, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (-4 defenses) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (-2 defenses) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze

Emotion

Usage time: Standard action.

The fledgling vampire makes a +4 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the fledgling vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain

Clinch

Usage time: Standard action.

The fledgling vampire makes a +4 melee strike with its bite.

Hit: 1d8+5 damage. At the end of the round, the fledgling vampire regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

True Vampire

Level 10 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 10: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

HP 120 **DR** 96

Defenses Armor 15 Fort 12 Ref 16 Ment 15

Immune Disease, poison

Vulnerable Silver weapons

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +12

Social Intimidate +8, Persuasion +12, Social Insight +12

Attributes Str 4, Dex 5, Con 1, Int 4, Per 4, Wil 4

Power 11 11

Alignment Usually lawful evil

True Vampire Abilities

Condition Removal: The true vampire can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The true vampire can use an additional **Elite** ability each round.

Nightshifter : As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a 20 foot fly speed with a 60 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively

used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The true vampire is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Unholy Creature of the Night : Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (*-2 Mental, -2 accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (*-2 defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **immobilized** (*-4 Armor and Ref, cannot use movement speeds*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being immobilized, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (*-4 defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (*-2 defenses*) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze

Emotion

Usage time: Standard action.

The true vampire makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the true vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain

Clinch

Usage time: Standard action.

The true vampire makes a +8 melee strike with its bite.

Hit: 1d8+8 damage. At the end of the round, the true vampire regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Vampire Lord

Level 15 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 12: Vampire lords are one of the most powerful types of undead. They can command legions of followers and vast fortunes that they have developed over centuries.

HP 246 **DR** 180

Defenses Armor 20 Fort 17 Ref 21 Ment 19

Immune Disease, poison

Vulnerable Silver weapons

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +15

Social Intimidate +10, Persuasion +15, Social Insight +15

Attributes Str 4, Dex 6, Con 2, Int 5, Per 5, Wil 5

Power 14 13

Alignment Usually lawful evil

Vampire Lord Abilities

Condition Removal: The vampire lord can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The vampire lord can use an additional **Elite** ability each round.

Nightshifter : As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a 20 foot fly speed with a 60 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than

to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The vampire lord is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131).

Unholy Creature of the Night ✽: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (*-2 Mental, -2 accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (*-2 defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **immobilized** (*-4 Armor and Ref, cannot use movement speeds*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being immobilized, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (*-4 defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (*-2 defenses*) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze ✽

Emotion

Usage time: Standard action.

The vampire lord makes a +13 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the vampire lord as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain

Clinch

Usage time: Standard action.

The vampire lord makes a +11 melee strike with its bite.

Hit: 1d8+10 damage. At the end of the round, the vampire lord regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Warg

Level 2 Skirmisher
Medium magical beast

HP 14 DR 9**Defenses** Armor 6 Fort 4 Ref 7 Ment 5**Movement** Land 40 ft.**Senses** Scent**Attributes** Str 3, Dex 2, Con 1, Int -4, Per 2, Wil -1**Power** 0 ★ 4**Alignment**

Warg Abilities

Bite**Clinch**

Usage time: Standard action.

The warg makes a +2 strike vs. Armor with its bite.

Hit: 1d8+3 damage.**Yrthak**

Level 7 Skirmisher – **Elite**
Huge magical beast

Knowledge (nature) 8: Yrthaks are virtually blind. They can “see” around themselves with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

HP 120 DR 72**Defenses** Armor 11 Fort 11 Ref 10 Ment 10**Immune** Visual**Movement** Fly 70 ft. (90 ft. up) Land 50 ft. Stealth +8**Senses** Blindsight (120 ft.), blindsense (240 ft.), Awareness +12**Attributes** Str 5, Dex 2, Con 4, Int -4, Per 6, Wil 0**Power** 5 ★ 10**Alignment** Usually true neutral

Yrthak Abilities

Condition Removal: The yrthak can remove conditions at the end of each round (see Monster Conditions, page 34).

Echolocation: The yrthak uses its hearing to “see”. While it is deafened (*20% verbal spell failure*), it loses its natural blindsight and blindsense abilities.

Elite Actions: The yrthak can use an additional Elite ability each round.

Sightless: The yrthak cannot see normally. If it has no relevant special vision abilities, it is blinded (*50% miss chance, -2 Armor and Ref*).

Thundering Hide**Auditory**

Usage time: Standard action.

Whenever an enemy within a Tiny (5 ft.) radius emanation deals damage to the yrthak, it makes a +7 reactive attack vs. Fortitude against them.

Hit: 1d6+1d8 damage.**Grappling Bite****Clinch, Sweeping (1)**

Usage time: Standard action.

The yrthak makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If this attack beats the target’s Fortitude defense, and the target is smaller than the yrthak, they are grappled by each other.

Miss: Half damage.

Sonic Lance ★**Auditory**

Usage time: Elite action.

The yrthak makes a +7 attack vs. Fortitude against all creatures within in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+5 damage.**Miss:** Half damage.**Zombies**

Knowledge (religion) 5: Zombies are the reanimated corpses of once-living creatures. They must be created from corpses that still retain most of their organs and internal structure. Creating a zombie is generally regarded as a fundamentally evil act.

Knowledge (religion) 10: Zombies retain all of the **mundane** abilities of the reanimated creature, but lose all **magical** ★ abilities. They lose the ability to wield any weapons, though they can sometimes be found wearing the same armor as the original creature. Instead of using weapons, zombies prefer to bite their foes. In addition, zombies are always stronger and less agile than the original creature.

Knowledge (religion) 15: Creating a zombie from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the zombie its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Zombies are sometimes created by ambient necromantic magic. Even if they are created and controlled by necromancers, they still retain an animalistic hunger for flesh, especially brains. If their instructions are poorly worded or incomplete, zombies may attack any living creature they see.

Zombie Town GuardLevel 1 Brute
Medium undead**HP 20 DR 8****Defenses** Armor 4 Fort 6 Ref 4 Ment 3**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex -1, Con 3, Int -7, Per 0, Wil 0**Power** 0 ★ 3**Alignment** Always neutral evil**Zombie Town Guard Abilities**

Simple-Minded: The zombie town guard can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie town guard is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Town HealerLevel 2 Brute
Medium undead

HP 20 DR 9
Defenses Armor 4 Fort 7 Ref 4 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 2, Dex -2, Con 2, Int -7, Per 0, Wil 0

Power 1 ★ 3

Alignment Always neutral evil

Zombie Town Healer Abilities

Simple-Minded: The zombie town healer can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie town healer is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Peon

Level 1 Brute
Medium undead

HP 20 DR 8
Defenses Armor 3 Fort 6 Ref 3 Ment 3
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 3, Int -7, Per 0, Wil 0

Power 0 ★ 4

Alignment Always neutral evil

Zombie Orc Peon Abilities

Simple-Minded: The zombie orc peon can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc peon is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Grunt

Level 2 Brute
Medium undead

HP 24 DR 9

Defenses Armor 4 Fort 8 Ref 4 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0

Power 1 ★ 5

Alignment Always neutral evil

Zombie Orc Grunt Abilities

Simple-Minded: The zombie orc grunt can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc grunt is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Butcher

Level 3 Brute
Medium undead

HP 26 DR 10

Defenses Armor 5 Fort 8 Ref 5 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -1, Con 4, Int -7, Per 0, Wil 0

Power 1 ★ 5

Alignment Always neutral evil

Zombie Orc Butcher Abilities

Simple-Minded: The zombie orc butcher can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc butcher is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Veteran

Level 5 Brute
Medium undead

HP 30 DR 12
Defenses Armor 6 Fort 10 Ref 6 Ment 6
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0
Power 2 ★ 6
Alignment Always neutral evil

Zombie Orc Veteran Abilities

Simple-Minded: The zombie orc veteran can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc veteran is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Zombie Orc Clan Chief

Level 6 Brute – **Elite**
Medium undead

HP 108 DR 52
Defenses Armor 9 Fort 14 Ref 9 Ment 9
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex -2, Con 6, Int -7, Per 0, Wil 0
Power 5 ★ 11
Alignment Always neutral evil

Zombie Orc Clan Chief Abilities

Condition Removal: The zombie orc clan chief can remove conditions at the end of each round (see [Monster Conditions](#), page 34).

Elite Actions: The zombie orc clan chief can use an additional [Elite](#) ability each round.

Simple-Minded: The zombie orc clan chief can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc clan chief is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Zombie Orc Shaman

Level 2 Brute
Medium undead

HP 22 DR 9
Defenses Armor 5 Fort 7 Ref 5 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -1, Con 3, Int -7, Per 0, Wil 0
Power 1 ★ 5
Alignment Always neutral evil

Zombie Orc Shaman Abilities

Simple-Minded: The zombie orc shaman can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc shaman is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 131)).

Chapter 6

Campaign Settings

Altus

Altus is a specific world that you can use to run a game of Rise. It has a defined geography, countries, and legends. Many of its specifics are left somewhat vague, which gives you the freedom to expand on it or modify it to suit the needs of your story.

Of course, you can also make your own entirely unique world! The rules of Rise are not deeply tied to the specific world of Altus. Beware that world-building can be difficult and time-consuming, so it's generally best to start small. For example, you might find it easier to run a game set in an invented island off the main continent of Altus before you make a whole world from scratch. That allows you to fall back on some of the existing countries and conventions if you need them.

The Story of Creation

All things began in the Age of Darkness. If you could have looked up at the sky back then, ignoring that you didn't have any ground to stand on, you would have seen nothing but a dark void. The stars were still there, of course - little discs floating around, same as they are now. But not a single one of them emitted the light we are used to. They were happy in the darkness, and lulled into a peaceful sleep by the changeless void - all but one.

One among their number had awoken, and she grew discontent. Was there nothing more to creation than this endless stagnation? She preached words of change to any nearby stars who could hear her. Surely they could make something more exciting if they worked together, she said. Her neighbors were slow to rise from their sleep, but nevertheless, she persisted. Two of the nearby stars eventually awoke and joined her scheme.

At the time, none of these stars had names, but this story is going to get confusing if we don't get that settled. That persistent first star is now known as as Illumis, the Lightbringer. We owe her our life, our light, and even the ground beneath our feet - but that's getting ahead of ourselves. The brighter of the two stars that followed her in her little rebellion is called Solaris, the Herald. He is the sun that soars overhead each day, making sure our personal world has light and warmth to survive in the Void Beyond. The dimmer star is Lunaris, the Disciple. She had not the raw power of Solaris nor the revolutionary zeal of Illumis,

and her moonlight is but a pale shadow of Solaris's brilliance. Yet without her unceasing devotion and protective wisdom, all of their plans would have come to naught. We call the three stars together the Triune Astralis.

Illumis started everything off by igniting into beautiful, transcendent brilliance. No one had seen anything before in the whole Age of Darkness! Can you imagine having Illumis's ignition be the first thing you ever saw? Solaris and Lunaris ignited too, with Solaris's light even outshining Illumis, and everyone woke up pretty quickly after that. Even in the most distant corners of the universe, where Illumis's light was a dim glow and Lunaris was invisible, Solaris shined as a beacon that drew attention.

At first, the other stars were pretty grumpy. They had all been pretty happy while asleep, and now they were awake and it was bright and confusing. Illumis used her light to tell the universe about her ideas for the future. With blinks and flashes and swirls, she painted a picture of a shocking new age.

Illumis's awakening was too powerful to be contained. When she had ignited, some of her lifelight had seeped into her rocky core. Now there were little creatures running around on her surface, drinking in her light and living their own chaotic, unpredictable lives. The little creatures were fascinating, and she fell in love with them immediately. She invited all of the other stars to ignite and begin a new age: the Age of Light, with a sky of twinkling majesty instead of cold darkness.

Solaris and Lunaris echoed her message, though each contributed their own perspective. The creatures that inhabited Solaris were born of flame and heat to match his raw power. His fire elementals, as we call them now, bore little resemblance to Illumis's fleshy creatures. Lunaris's light was too weak to awaken any inhabitants of her own, and she drifted closer to Illumis to watch and tend to the creatures there.

The stars were in an uproar over this news. Not all of them shared Illumis's interest in creating their own inhabitants. However, they could not deny the beauty and novelty of her light and creations. Critically, Lunaris showed that they could ignite and be a part of the new age even if they were unable or unwilling to support the chaos of life themselves. One by one, they ignited in turn, with a small fraction creating life as Illumis had.

However, some stars utterly refused to be swayed. Without

light, they could not communicate at a distance, so they began to drift together. As their numbers grew and they became increasingly isolated from the ever-brightening sky, their anger grew in turn. Who was Illumis to rewrite the universe in her image? Wasn't it better when everything was dark and quiet and peaceful? They had to stop this rebellion so everything could go back to the way it was. If they destroyed Illumis, the other stars would extinguish themselves in fear, and the Age of Darkness would return.

The main problem that the unlit stars faced was simple: they were weak. Illumis had been among the strongest of the stars before her awakening. Worse, she seemed to have a symbiotic relationship with her infestation of minor life that strengthened her further. The unlit stars swore an oath to join together until the Age of Darkness was restored, and became the Voidsworn.

For all their reactionary inclinations, the Voidsworn ended up invented something too. None of the stars had ever spent much time in close proximity to each other during the Age of Darkness. As the Voidsworn swarmed and gathered their numbers, they began to fuse together into a single monstrous entity. This Voidsworn Amalgam swept through the sky towards the Triune Astralis. When they found stars in their path, they attacked and consumed their ignited brethren, joining the corpses of the dead stars into the Amalgam.

As the Voidsworn carved their ruthless path through the sky, Illumis prepared for the inevitable confrontation. She knew the Age of Light could not truly begin until she met them in battle to determine the fate of the universe. When the Voidsworn Amalgam arrived, Illumis drew them into a trap. She pulled her light, and her life-fuel, into the core of her body, leaving the surface frozen and barren. A great age of darkness and cold enveloped her inhabitants, which we call the Long Dark. This was a difficult time for our ancestors, as you should know from the Old Histories!

The Voidsworn Amalgam surged into Illumis's core, trying to search out and destroy her center of power. This was when her trap was fully revealed. She made the ultimate sacrifice, burning away all of her power and light forever to forge her body into a mighty world-cage. The Voidsworn found themselves trapped in the center of her sphere, surrounded on all sides by unbreakable walls.

They pushed and smashed and tried to break out of the cage. Each mighty blow against Illumis's corpse warped the land, raising mountains as scars. Altus was the center of their efforts, and they pushed it so far out from the core that they nearly broke free. But Illumis's world-cage held, and the Voidsworn were trapped forever. They still live in her core now, though they have only a fraction of their original power. Their efforts to escape sometimes cause great earthquakes.

When the world settled, Solaris and Lunaris approached Illumis's corpse. She had foreseen her demise, and given them instructions to keep her dream alive. Solaris now provides the light that Illumis cannot, keeping our world warm and safe. He burns bright and strong, but he must rest each day. Lunaris keeps us company as well, though she is not content to look after only

one star. She makes sure to give us her full attention each month, but the rest of the time we only see part of her radiance, since she is busy looking at faraway stars.

The Details of Creation

The general outline of the Story of Creation, as presented above, is known and agreed on throughout Altus. However, each culture has a different interpretation of some specific details which are important to them. The order of creation is a central point of contention, especially as it relates to different species and regions. Since recorded history only begins after the end of the Long Dark, there is no way to tell which version is true.

For example, the official story told by the elves in the Vastwoods is that Illumis originally created the elves as the first, perfect being. They call the long rule of elves as the sole sentient species the Tranquiline Age, and mark its end shortly before the start of the Long Dark. Illumis knew that the world would need harder, less perfect beings to survive the difficult times ahead, and the elves would need to be strengthened by competition with lesser foes. Therefore, she weakened and warped her light of creation, spawning all manner of beasts and lesser sentient creatures like humans and dwarves. Knowing that they would need to survive the Long Dark and the intermittent light from Solaris after her death, she gave them the gift of sleep so they could preserve their limited energy. Only elves continued to be sleepless, since they were created from her greater light at the dawn of time.

Founding Gods and Lesser Deities

The Triune Astralis - Illumis, Solaris, and Lunaris - are the founding gods of the world. All mortals owe them tribute, and they have temples in every civilized area. However, their domains are extremely broad. Solaris rules the day, Lunaris rules the night, and Illumis is an even more abstract creator figure. Since Illumis is dead, she can empower no clerics of her own. This leaves space for a whole host of lesser deities who claim dominion over specific aspects of the world, and who empower their own personal clerics.

Rise does not precisely mirror real-world polytheism, but it is not entirely different either. At the risk of dramatic oversimplification, polytheism typically involves recognizing a mixture of deities of widely varied power and scope. People typically do not have a single favored deity that they worship above all others in all contexts. Instead, they give respect, tribute, or gratitude to deities that are relevant to their current situation. You might offer a sacrifice to the god of travel before making a journey, offer a sacrifice to the god of the hearth upon returning home, and so on.

Rise has a wide variety of deities with specific domains, and most people offer respect to relevant deities at appropriate times. However, unlike the real world, Rise places a great importance on the concept of a "patron deity". Mortals who worship a specific deity are rewarded by going to an afterlife ruled by that specific deity. This is often preferable to going to a generic alignment-appropriate afterlife, especially for evil characters.

For their part, deities draw power from the worship of mor-

tals, and especially from claiming the soul energy from mortals who end up in the deity's afterlife. This makes deities generally invested in finding ways to increase their base of mortal worshippers. They use their clerics accomplish this goal, generally by spreading awareness of the deity's domain and influence. Famous clerics act as living proof of the deity's power, and many temples offer healing services to anyone in need. Most deities avoid directly converting claimed followers of other significant deities to avoid inter-deity conflict.

Of course, clerics can also influence the mortal world to make life there match the deity's preferences. Clerics of Chavi might hold storytelling competitions, and clerics of Raphael might act as bounty hunters to hunt down criminals who escaped justice. On a more sinister note, clerics of Daeghul might offer human sacrifices to channel the soul energy of the dying creatures towards their deity.

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace

their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens has waned with the acceptance of magic, though they still argue strenuously against its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense wall of force, instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but the wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonsguard

The island of Dragonsguard is ruled by dragons. Most ships that approach the island are destroyed on sight by dragons, regardless of their intentions. There are two known exceptions that the dragons allow to pass: ships carrying an immense wealth of treasure to offer as tribute to the dragons, and ships crewed entirely by dwarves. The tribute ships are allowed to leave Dragonsguard unscathed, save for the loss of their tribute. Dwarf-crewed ships have been observed to reach the island unscathed, but the ships never return, and their crews are never seen again.

The few people who have been to Dragonguard and returned on tribute ships tell fantastical stories of a draconic paradise, filled with works of magical genius and incredible wealth. However, they have never seen dwarves on the island, and no one knows what happens to the dwarf-crewed ships.

Darren's Land

The island of Darren's Land is flat and dry, and long ago it was an uninhabited desert. Thanks to the mighty and continual efforts of the druidic Circle of Unity, a collective representing the variety of druid circles present on the island, the barren land provides enough food to sustain the island's population. This gives the Circle of Unity far more influence on the politics of civilization than druids normally possess, which has posed challenges for both the civilization on the island and the integrity of the druids who wield that power.

Long ago, a mighty warrior named Darren came to the island and cleansed it entirely of monsters. He sought to establish a utopia free from any danger, where common people could explore any part of the island freely. Although he succeeded at rendering the island safe, he failed to render it inhabitable, and was forced to flee the island to avoid starvation. Decades later, he returned with a group of druids and colonists to establish a sustainable civilization there, and it has persisted ever since.

Elysland

The island of Elysland is overgrown with an ancient forest. It is divided into five forest-dwelling nations. The different nations have deep divisions in their attitudes towards society, and some share ancient grudges against each other. However, all are unified in their reverence for the towering trees that shade and protect them, and they will put aside their differences when necessary to push back against outsiders who would defile the forests.

Reinward

Reinward is one of the largest islands, and is the most thoroughly developed and civilized.

The Savage Lands

The Savage Lands are bordered by mountains on all sides but the easternmost side, which extends deep into the Dreadbore. Only the largest and most well-crewed ships are capable of navigating that port, and no ship built on the Savage Lands has ever escaped to safety. It is not a barren island, but it is an unwelcoming one. There are three main power groups on the island: the orc tribes, the undead, and the Old Fae.

The Soulforge

The Soulforge is a plane of infinite smooth, grey ground stretching to every horizon. The only location of any distinction or relevance on the plane is the Soulspire. It is a metal tower, five hundred feet across at the base and one mile high. The outside of the tower is adorned with beautiful and intricate sigils in an

unknown language. Around the base of the tower, a small encampment of doomed souls repeatedly struggle to ascend the Soulspire, die in the process, and take corporeal form once again.

The Trapped Souls

The Soulspire seems to function similarly to an unusually limited afterlife. Every creature surrounding the Soulspire is a plane-forged made from the essence of the plane. As normal, when a planeforged creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulspire plane is highly malleable, allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulspire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulspire take advantage of their effective immortality to lay reckless siege to the Soulspire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulspire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incongruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window, and looks out onto the Soulforge. The windows can be seen from outside the Soulspire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulspire is finite, and that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulspire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulspire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as

their apparent height in the tower increases.

Almost all floors are populated with planeforged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulspire's nature or of any world beyond their current floor.

The Soulspire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulspire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Appendix A

Glossary

ability: An ability is a generic term for any unusual property a creature has or any special actions it can take to cause particular effects. Spells, racial traits, and the benefits from class archetypes can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 126.

accuracy: The bonus added to an [attack roll](#). For details, see Accuracy, page ??.

action phase: The action phase is the second of two phases in a combat [round](#). During the action phase, creatures can [attack](#), [cast spells](#), and take other major combat actions.

alchemical item: An alchemical item is any item created using the Craft (alchemy) skill. This includes firebombs, potions, and many other items.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page ??.

allied group: Your allied group is the set of allies that you can coordinate your actions with. Your whole allied group resolves their actions together, separately from other combatants. For details, see Resolving Actions, page ??.

ally: Some beneficial abilities affect allies. An ally is any creature you consider an ally who also considers you an ally, not including yourself. For details, see Allies and Enemies, page ??.

archetype: An archetype is a collection of related abilities from a particular class. Each class has five archetypes. For details, see Archetypes, page ??.

archetype rank: Each ability from an [archetype](#) has a minimum rank required to gain the ability. For details, see Archetype Ranks, page ??.

area: A area ability affects multiple targets within an area. Some area abilities are [ranged](#), while others are centered around their user. There are five standard area sizes: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), and Gargantuan (120 ft.). For details, see Area Shapes, page ??, and Area Types, page ??.. If an ability is not an area ability, it is either a [melee](#) ability or a [ranged](#) ability.

armor: Armor is a form of equipment that protects your body from harm. There are two kinds of armor: [body armor](#), which you wear on your body, and [shields](#), which you wield in a hand. For details, see Armor, page ??.

astral beacon: An area with an astral beacon is easier to

[teleport](#) to using long-distance teleportation abilities. For details, see Astral Beacons, page ??.

attack: Anything that affects another creature in a potentially harmful way, such as striking a creature with a sword, is an attack. All attacks require making an [attack roll](#). If an ability requires an attack roll, it is considered to be an attack, even if you use them in a way that you believe is not harmful.

attack result: An attack result is the total you get on an [attack roll](#), after taking to account any bonuses or penalties that apply to the roll.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d10 + your [accuracy](#) with the attack. If the result of the attack roll equals or exceeds the target's [defense](#), the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails. For details, see Attack Rolls, page ??.

attended: An attended item is an item currently being held or carried by a creature. Some abilities can only affect [unattended](#) items.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: [Strength](#), [Dexterity](#), [Constitution](#), [Intelligence](#), [Perception](#), and [Willpower](#).

attune: Some abilities last as long as you attune to them. Attuning to an ability costs an [attunement point](#) that you cannot recover as long as you maintain your attunement to that ability. For details, see Attuned Abilities, page ??.

attuned: If you are attuned to an ability, you have invested an [attunement point](#) in it to maintain its effect. For details, see Attuned Abilities, page ??.

attunement point: Attunement points allow you to [attune](#) to effects such as spells or items. For details, see Attunement Points, page ??, and Attuned Abilities, page ??.

barding: Armor designed for non-humanoid creatures is called barding. The Armor defense bonus provided by barding is 2 lower than normal. For details, see Barding, page ??.

base class: Your base [class](#) grants you a variety of benefits. You always have a single base class, even if you are a multiclass character. For details, see Base Class, page ??.

base speed: Each size category has a base speed that indicates how far creatures of that size category can generally move. For

details, see Base Speed, page ??.

brawling accuracy: Your brawling accuracy is your [accuracy](#) with [Brawling](#) abilities. It uses your Strength instead of your Perception to determine your accuracy. For details, see Brawling Accuracy, page ??.

brawling attack: A brawling attack uses your [brawling accuracy](#) instead of your normal accuracy. For details, see Brawling Accuracy, page ??.

briefly: An effect that lasts briefly, or a brief effect, lasts until after the end of the next round after the effect was applied.

bright illumination: In an area with bright illumination, creatures can see clearly. Any effect which creates bright illumination in an area also creates enough light for [shadowy illumination](#) in twice that area. For details, see Vision and Light, page ??.

brilliant illumination: In an area with brilliant illumination, creatures can see clearly. No shadows exist within an area of brilliant illumination. Any effect which creates brilliant illumination in an area also creates enough light for [shadowy illumination](#) in twice that area. For details, see Vision and Light, page ??.

body armor: Body armor is a form of [armor](#) that you wear on your body. For details, see Armor, page ??.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure and can be repaired. For details, see Broken Objects, page ??.

burrow speed: A creature with a burrow speed can move at that speed through solid ground. For details, see Movement Modes, page ??.

burst: A burst is a type of area that an ability can have (see Area Types, page ??). A burst ability has an immediate effect on all valid targets within an area.

cantrip: Some [mystic spheres](#) have minor spells called cantrips. Anyone who has access to a mystic sphere knows all cantrips from that sphere.

carrying capacity: Your carrying capacity defines the amount of weight you can carry without penalty. For details, see Weight Limits, page ??.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your “level”, without specifying a particular kind of level, it means your character level.

chain: An ability can specify that it chains a certain number of times. For each time that the ability chains, you may choose an additional secondary target for the ability. You can’t chain back to a creature or object that is already a target of the ability. Each additional target must be within 15 feet of the previous target in the chain. The chain starts from one of the ability’s primary targets. These additional targets must have [line of sight](#) to you and [line of effect](#) to the previous target in the chain. However, they do not need [line of effect](#) to you, and they can be beyond the ability’s original range.

Unless otherwise noted in a spell’s description, the secondary targets from chaining are affected by the ability in the exact same way as the primary target. Both creatures and objects are valid targets for chaining, but they have to be reasonably sized. You

can’t chain off of the ground.

check: A check is a d10 roll required to accomplish an action that has a chance of failure that is not an attack. If the result of your roll, including your modifier, is high enough, you succeed. Otherwise, you fail. For details, see Making Checks, page ??.

class: Your class represents your fundamental source of power and the type of abilities you have. For example, barbarians draw power from the primal energy found deep within all living things, while clerics draw power from their worship of mighty deities. For details, see Classes, page ??.

class skill: Each [class](#) has an associated set of skills that members of that class often know. These are called class skills. Your [base class](#) automatically grants you training with a specific number of skills from among your class skills. For details, see Skills, page ??.

climb speed: A creature with a climb speed can move that at that speed while climbing, and does not suffer penalties while doing so. For details, see Movement Modes, page ??.

close range: Weapons have two [range limits](#): close range and [long range](#). Attacks within a weapon’s close range have no penalty. For details, see Weapon Range Limits, page ??.

combat style: A combat style is a collection of [maneuvers](#) that some classes gain access to. For details, see Combat Styles, page ??.

common language: Common languages are languages that are widely spoken. They are described in Table ??: Common Languages, page ??.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. All [targeted](#) attacks against a creature or object with concealment from you have a 20% [miss chance](#). For details, see Concealment, page ??.

condition: A condition is an effect that lasts on a creature until it is removed by effects that remove conditions. All conditions are detrimental, and most are standard [debuffs](#). Player characters can remove conditions with the [recover](#) ability or by taking a [short rest](#), as well as with various special abilities (see Recover, page ??). For details, see Ability Durations, page ??.

Constitution: Constitution is an [attribute](#) that measures your health and stamina. For details, see Constitution, page 118.

corpse: A corpse is the deceased body of a once-living creature. If a corpse is [destroyed](#), it can no longer be treated as a corpse.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. For details, see Cover, page ??.

critical hit: When you make an attack, if your result beat the target’s defense by 10 or more, you get a critical hit. Unless otherwise noted, damaging attacks roll twice as many damage dice on a critical hit. For details, see Critical Hits, page ??.

critical success: When you make a check, if your result beat the [difficulty value](#) by 10 or more, you get a critical success. Some abilities have special effects on critical successes.

damage: Many attacks deal damage to you when they hit. For

details, see Taking Damage, page ??.

damage resistance: Whenever you take damage, you first apply that damage to your damage resistance applying it to your hit points. For details, see Damage Resistance, page ??.

damaging hit: Some abilities have special effects if they get a damaging hit. If you miss, glance, or hit but fail to deal damage, you do not get a damaging hit.

darkvision: A creature with darkvision can see perfectly in complete darkness. For details, see Darkvision, page 129.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrection, page ??). A dead body decays normally unless magically preserved.

debuff: A debuff is a negative effect on a creature. Many debuffs are applied as conditions, but some last for longer or shorter times. For a list of debuffs, see Circumstances and Debuffs, page 127.

deep attunement: Deep attunement abilities are Attune abilities with two additional restrictions. First, they cost extra attunement point to attune to. Second, you can't get back those attunement points until you take a short rest, even if you release the attunement. For details, see Deep Attunement, page ??.

defeat: You defeat a creature if you personally cause it to become defeated. Abilities that trigger when you defeat a creature generally activate if you deal damage to it in a phase when it dies or is knocked unconscious. This often means multiple creatures are considered to have defeated the same enemy. For narrative purposes, you can choose to give credit to the creature who dealt the most damage in the last phase, but you shouldn't use that method for determining whether creatures gain the benefit of effects like an *onslaught* weapon.

defeated: A creature is defeated if it dies, surrenders or is incapacitated for an extended period of time (such as by being knocked unconscious). Some abilities, such as a ranger's *quarry* ability (see Quarry, page ??), last until their target is defeated. If there is ambiguity about whether a surrendering or seemingly incapacitated enemy still poses a threat, you choose whether you consider the enemy to be defeated.

defense: A defense is a static number which represents how difficult you are to affect with attacks. There are four defenses: Armor, Fortitude, Reflex, and Mental. For details, see Defenses, page ??.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page ??.

Dexterity: Dexterity is an attribute that measures your hand-eye coordination, agility, and reflexes. For details, see Dexterity, page 119.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. Damage typically uses dice pool.

difficult terrain: Difficult terrain costs an additional 5 feet of movement to move out of. For details, see Difficult Terrain, page

??.

difficulty value: The difficulty value of a check is the check result required to succeed. It can be abbreviated as "DV". In general, attacks are rolled to beat defenses, and checks are rolled to beat a given difficulty value.

disease: An affliction of the body, causing a steady deterioration over time.

dismiss: When you dismiss an ability, it ends, and all of its lingering effects are removed. Unless otherwise noted, all magical ✨ abilities with a duration can be dismissed, but mundane abilities cannot be dismissed. This includes conditions, brief effects, and other abilities with more specific durations. You can dismiss abilities as a free action (see Dismissal, page ??).

dual strike: A dual strike is a strike made with two weapons at once. You treat both weapons as a single combined weapon, adding together most of their statistics. For details, see Dual Strikes, page ??.

elite: Elite monsters are much more dangerous than standard monsters.

elite action: Elite monsters can take a special extra action every round called an elite action. Every elite monster has at least one special ability which requires an elite action to use.

emanation: An emanation is a type of area that an ability can have (see Area Types, page ??). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page ??.

enemy: Some harmful abilities affect enemies. An enemy is any creature you consider to be an enemy. For details, see Allies and Enemies, page ??.

enhancement bonus: Some abilities provide an enhancement bonus instead of a regular bonus. Enhancement bonuses function like normal bonuses except that they do not stack with each other, even if the enhancement bonuses come from different sources. For details, see Stacking Rules, page ??.

environmental damage: Environmental damage is a type of damage. Environmental damage does not reduce the damage resistance of creatures or objects, making small amounts of environmental damage irrelevant to healthy creatures. For details, see Environmental Damage, page ??.

exclude: Some effects allow you to exclude specific targets that would normally be affected by your abilities. A creature or object excluded from an ability is not considered a target of the ability, even if it is within the ability's area or otherwise would normally be affected by the ability.

exotic weapon: A rare few weapons are considered exotic weapons. They are unusually difficult to wield, and even being proficient with the associated weapon group does not grant you the ability to use an exotic weapon. Some class abilities grant proficiency with exotic weapons.

explode: When you roll a 10 on an attack roll, the die can ex-

plode. If it does, you roll it again and add the two results together to determine the total. For details, see Exploding Attacks, page ??.

extra damage: Some attacks deal extra damage. This damage is added on top of the normal damage from that attack. For details, see Extra Damage, page ??.

failure chance: If you have a failure chance with an [attack](#), you have a random chance to miss with the attack regardless of the result of your attack roll. If you have multiple failure chances, only the highest one applies. Failure chances are rolled independently from [miss chances](#), and they are not affected by abilities that mitigate miss chances. They are less common than a miss chance, and reflect circumstances that no amount of skill can mitigate.

falling damage: If you fall at least 10 feet, you and the object you land on take damage. This damage is called falling damage. A creature with a Medium [weight category](#) takes 1d8 falling damage per 10 feet, to a maximum of 30d8. For details, see Falling Damage, page ??.

fatigue level: Your fatigue level measures how fatigued you are. You take a [fatigue penalty](#) if your fatigue level exceeds your [fatigue tolerance](#). For details, see Fatigue, page ??.

fatigue penalty: You take a penalty to [accuracy](#) and [checks](#) equal to your [fatigue level](#) – your [fatigue tolerance](#). When your fatigue penalty reaches –5, you fall [unconscious](#) until your fatigue penalty is reduced below –5. For details, see Fatigue Penalty, page ??.

fatigue tolerance: Your fatigue tolerance measures the maximum [fatigue level](#) you can reach before you suffer a [fatigue penalty](#). For details, see Fatigue Tolerance, page ??.

fly speed: A creature with a fly speed has the ability to fly through the air. Its speed is the distance it covers in a single movement. Most creatures suffer a –4 penalty to their Armor and Reflex defenses while flying. For details, see Aerial Movement, page ??.

forced movement: A forced movement ability can cause a creature to move unwillingly. There are two types of forced movement: [knockback](#) and [push](#). Although [teleportation](#) can cause a creature’s location to change unwillingly, it is not considered a type of forced movement.

free action: Each round, you take can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page ??.

free hand: A free hand is a hand or similarly dexterous appendage that is not currently being used for any purpose. Many abilities require a free hand to use. You cannot use the same hand for two different purposes in the same [phase](#).

glance: When a creature glances another creature with an attack, it means that the attacker scored a [glancing blow](#).

glancing blow: When you miss on any attack by 2 or less, it is called a glancing blow. Whenever you get a glancing blow with a damaging attack, you deal half damage. For details, see Glancing Blows, page ??.

glide speed: A creature with a glide speed can glide through

the air. It cannot fly upwards, but it can travel forward while it descends, and it descends at a significantly reduced rate. Most creatures suffer a –4 penalty to their Armor and Reflex defenses while gliding. For details, see Gliding, page ??.

grappling: You are grappling if either a creature is [grappled](#) by you or you are [grappled](#) by a creature. For details, see Grappling, page ??.

grounded: A grounded creature or object is standing on or otherwise supported by a stable surface that can support its weight. The surface must be at least as large as the creature or object resting on it. Some effects only work if the creature or object is grounded by a particular material, such as stone.

heavy undergrowth: A space overrun with thick bushes, vines, and similar natural obstacles has heavy undergrowth. Heavy undergrowth provides [concealment](#) and is considered difficult terrain.

heavyweight: A heavyweight object has a [weight category](#) that is one category larger than the object’s [size category](#). For details, see Weight Categories, page ??.

height limit: Some abilities have a height limit. A height limit defines your maximum distance directly above an object at least two size categories larger than you that is free-standing and capable of supporting your weight. This is common for flying creatures (see Flight, page ??).

hit point: Your hit points measure how hard you are to seriously injure or kill. You lose hit points when you take damage. If you run out of hit points, you gain [vital wounds](#) when you take damage instead, which can cause you to die quickly. For details, see Hit Points, page ??.

icy terrain: Icy terrain is covered in ice, making it hard to traverse. For details, see Cryomancy, page ??.

immune: A creature that is immune to a particular effect treats that effect as if it did not exist. An immune creature cannot gain [conditions](#) or similar effects like [poison](#) if it is immune to them, or if the only effect of that condition would be to apply a specific debuff that it is immune to. In addition, a creature that temporarily becomes immune to an effect immediately removes all instances of that effect. For example, a creature that suddenly becomes immune to poison would remove all poisons currently affecting it, and those poisons would not return once the immunity ends.

improvised weapon: An improvised weapon is an object which could conceivably be used as a weapon, but which was not designed for that purpose. Common examples include doors and wine bottles. For details, see Improvised Weapons, page ??.

initiative: When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks to determine who completes the action first. Your initiative modifier is equal to your Dexterity. For details, see Conflicting Actions, page ??.

insight point: Insight points can be spent to gain additional abilities or proficiencies. For details, see Insight Points, page ??.

Intelligence: Intelligence is an [attribute](#) that represents how

well you learn and reason. For details, see Intelligence, page 120.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, page ??.

living: A living thing has life, which means that it can change and adapt over time. Most creatures are living, but animates and undead are not.

loose equipment: Loose equipment is much more vulnerable to damage than ordinary equipment. For details, see Loose Equipment, page ??.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

knockback: Knockback is a type of **forced movement**. It represents being thrown backwards by a single large impact. If a creature or object being knocked back encounters an obstacle, it and the obstacle each take 1d6 damage per 10 feet of movement remaining, up to a maximum of 20d6 damage. A knockback movement is always a single straight line.

land speed: A creature's land speed is a **movement mode** that determines how fast it can walk on land (see Movement Modes, page ??). Bipedal creatures have a land speed equal to the base speed for their size (see Size Categories, page ??). Creatures with four or more legs have a land speed 10 feet faster than the base speed for their size.

legacy item: A legacy item is an item magically bonded to its bearer. As its bearer gains levels, it increases in power as well. For details, see Legacy Items, page ??.

light undergrowth: A space with passable bushes, vines, and similar natural obstacles has light **undergrowth**. Light undergrowth provides **concealment**.

lightweight: A lightweight object has a **weight category** that is one category smaller than the object's **size category**. For details, see Weight Limits, page ??.

line: A line is an area shape that an ability can have (see Area Shapes, page ??). A line-shaped area has a given length, width, and height. Unless otherwise stated, a line's height is equal to its width.

line of effect: You cannot target something that you do not have line of effect to. Line of effect is blocked by solid obstacles, even invisible ones. For details, see Line of Effect, page ??.

line of sight: You cannot target something that you do not have line of sight to. Line of sight is blocked by any obstacle that blocks sight, even if that obstacle does not block physical passage. For details, see Line of Sight, page ??.

long range: Ranged weapons have two **range limits**: close range and long range. Attacks beyond a weapon's close range, but within its long range, have a -4 longshot penalty. For details, see Weapon Range Limits, page ??.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to remove all of your **fatigue levels** and make progress towards healing a **vital wound**. For details, see Long Rest, page ??.

longshot penalty: A longshot penalty is the penalty that you take for attacking outside of a weapon's close range. It is nor-

mally a -4 **accuracy** penalty. For details, see Weapon Range Limits, page ??.

magic source: A magic source defines where a creature's **mystic spheres** come from. There are four magic sources: arcane, divine, nature, and pact. Sorcerers and wizards cast arcane spells, clerics and paladins cast divine spells, druids cast nature spells, and votives cast pact spells.

magical: A magical ability is an ability whose origin derives from magic. Examples include **spells**, a dragon's ability to fly, and a paladin's ability to smite foes. For details, see Magical and Mundane Abilities, page ??.

magical power: Your magical power is your **power** with **magical** abilities. It is typically equal to half your level + your Willpower. For details, see Power, page ??.

maneuver: A maneuver is a type **mundane** ability that some classes grant access to through particular combat styles. For details, see Combat Styles, page ??.

manufactured weapon: A manufactured weapon is a **weapon** that is external to its user's body. A **natural weapon** is not a manufactured weapon. Some abilities affect or require manufactured weapons instead of natural weapons.

melee: A melee ability affects targets in physical contact with its source. Typically, this involves touching a target or using a weapon that never leaves your grasp. Unless you are using a **Long** weapon, you can only make melee attacks against targets adjacent to you. If an ability is not melee, it is either a **ranged** ability or an **area** ability.

metallic: A creature is considered metallic if it is wearing metal armor or otherwise carrying a significant amount of exposed metal. This includes any **body armor** with a metal material type. It also includes exposed metal objects or parts of objects that are no more than two size categories smaller than the creature. This includes most weapons with any metallic components. It does not include creatures who have small amounts of metal safely stowed in larger containers, such as a common amount of coins or metallic tools stowed in a coin purse or backpack.

Similarly, an object is generally considered metallic if it has an exposed piece made of metal that is no more than two size categories larger than the object as a whole.

midair: A land-based creature typically suffers a -4 penalty to its Armor and Reflex defenses while it is in the air and unable to touch the ground and move normally. This applies even if the creature has a fly speed or glide speed. However, it does not apply to creatures who are native to the air, such as birds and monsters with no defined land speed.

minor action: You can take one minor action each round during the **action phase**. For details, see Actions, page ??.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack. You roll the miss chance first, and if it causes you to miss, you do not roll an ordinary attack roll. In general, only **targeted** attacks can have a miss chance. If you have multiple miss chances, only the highest one applies.

move: When you move, you usually travel a distance equal to

your speed. See Movement and Positioning, page ??, for details. For specific actions that involve movement, see [movement](#).

movement: You can make one movement during the [movement phase](#) of each round. Abilities that require a movement typically move you around the battlefield. For details, see Movement and Positioning, page ??.

movement mode: A movement mode is a method of moving from one location to another. The most common mode is a [land speed](#). For details, see Movement Modes, page ??.

movement phase: The movement phase is the first of two [phases](#) in a combat [round](#). During the movement phase, creatures can make [movements](#) (see Movement and Positioning, page ??). The movement phase is followed by the [action phase](#).

multiclass: A multiclass character can gain access to [archetypes](#) and other abilities from multiple classes. For details, see Multiclass Characters, page ??.

mundane: Most abilities are considered mundane abilities. Mundane abilities have some form of natural explanation and do not fundamentally originate from a magical source. Examples include weapon attacks, a dragon's frightful presence, and a barbarian's rage. Unless otherwise indicated, all abilities are mundane in nature.

mundane power: Your mundane power is your [power](#) with [mundane](#) abilities. It is typically equal to half your level + your Strength. For details, see Power, page ??.

mystic sphere: A mystic sphere is a collection of thematically related magical effects that includes both [spells](#) and [rituals](#). For details, see Mystic Spheres, page ??.

natural weapon: A natural weapon is a [weapon](#) that is part of a creature's body. For details, see Natural Weapons, page ??.

obstacle: An obstacle is anything that blocks free movement. Normally, both large objects and [enemies](#) are obstacles, but [allies](#) are not. For details, see Obstacles, page ??.

overrun: An overrun is a combat ability that allows you to move directly through creatures. For details, see Overrun, page ??.

Perception: Perception is an [attribute](#) that describes your ability to observe and be aware of your surroundings. For details, see Perception, page 122.

phase: A phase is part of the combat [round](#). There are two phases: the [movement phase](#) and the [action phase](#). For details, see Phases, page ??.

planar rift: A planar rift is a location where the boundaries between planes are unusually thin. Planar rifts can be used to travel between planes using the appropriate rituals. For details, see the Tome of Guidance.

plane: A plane is a distinct realm of existence. Except for the connections between planes through [planar rifts](#), each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For details, see the Tome of Guidance.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Point of Origin, page ??.

poison: For a description of poisons and how they work, see

Poison, page ??.

poison stage: Each [poison](#) progresses in a series of stages. Each stage inflicts a particular negative effect on the poisoned creature according to the poison's description. For details, see Poison, page ??.

potion: A potion is a magical liquid that is typically contained in a Fine vial. In general, drinking a potion requires a standard action. Potions cannot be safely mixed together without diluting their magic, so you cannot consume two potions with the same action.

power: The power of an [ability](#) represents how strong the ability is. For details, see Power, page ??.

primary target: Some abilities that affect multiple targets distinguish between their primary and secondary targets. For details, see Primary and Secondary Targets, page ??.

proficient: A creature can be proficient with weapons and armor. You take a -2 accuracy penalty with weapons you are not proficient with. If you wear or use armor you are not proficient with, it provides half its normal defense bonus. In addition, you apply that armor's [encumbrance](#) as a penalty to your [accuracy](#).

projectile: A projectile is an object fired from a weapon at a target. Arrows and bolts are projectiles.

push: A push is a type of [forced movement](#). It represents being pushed by a constant force. If a creature being pushed encounters an obstacle, it stops moving with no negative consequences. You cannot be pushed vertically, only horizontally along a solid surface. A push movement is always a single straight line.

range: The range of an ability determines how far away it can be used. Unless otherwise noted, all abilities with a range require both [line of sight](#) and [line of effect](#) to the point of origin or to all targets. There are five standard ranges used for abilities: Short (30 ft.) range, Medium (60 ft.) range, Long (90 ft.) range, Distant (120 ft.) range, and Extreme (180 ft.) range (see Ability Range, page ??). Ranged weapons do not use those standard ranges, and instead use specific [range limits](#) (see Weapon Range Limits, page ??).

range limit: Ranged weapons have two [range limits](#) listed, with a slash between them, such as 60/180. The first number indicates the maximum range for a weapon's [close range](#). The second number indicates the maximum range for a weapon's [long range](#). For details, see Weapon Range Limits, page ??.

ranged: A ranged ability affects targets at a distance from its source. Ranged abilities always have a [range](#) at which they function. If an ability is not ranged, it is either a [melee](#) ability or an [area](#) ability.

rank: Many abilities have a rank. This is typically equal to the minimum [archetype rank](#) you need to learn or use the ability. For abilities with no explicitly defined rank, use one third of the minimum level required to learn or use the ability (minimum 0).

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table ??: Rare Languages, page ??.

reactive attack: A reactive attack is an [attack](#) that you make

during the resolution of another creature's actions. You cannot modify a reactive attack in any way - it happens entirely outside of your control. For example, you cannot use the **desperate exertion** ability to reroll a reactive attack, or add an extra target with a **Sweeping** weapon. If you would make multiple reactive attacks during the same phase with the same ability against different targets, use the same attack roll for each target. A reactive attack can never be triggered by a reactive attack or reactive check.

reactive check: A reactive check is a **check** that you make during the resolution of another creature's actions. Just like a **reactive attack**, you cannot modify a reactive check in any way.

repeat: Some effects can repeat abilities at a later time. When an ability repeats, it retains all choices for all decisions as the original ability usage, such as targets and affected area. All attack rolls made for a repeated ability are **reactive attacks**.

Some repeats specify their targets, such as repeating only for a particular creature. Other repeats affect the entire ability. If a repeat specifies a target, it works on that target regardless of the ability's original targeting restrictions. Otherwise, the repeat originates from the creature that originally used the ability, so targeting restrictions and range limits still apply.

reroll: Some abilities allow you to reroll a roll you just made. The most common ability that allows rerolling is **desperate exertion** (see Desperate Exertion, page ??). You must reroll the entire roll, not just one die from the roll (such as if the original roll **explodes**). It is possible to reroll the same roll multiple times with different abilities. Each reroll only grants one extra roll.

resource: A resource is something that a character can lose during play or expend to gain a benefit. Most resources are shared between all types of characters, though different characters can use them differently. There are two resources that are used during the character creation and leveling process: **insight points** and **trained skills**. In addition, there are five resources that are used during gameplay: **attunement points**, **damage resistance**, **fatigue level**, **hit points**, and **vital wounds**.

resurrection: When a creature is resurrected, it comes back to life after being dead. For details, see Resurrection, page ??.

ritual: A ritual is a complex magical ✨ ceremony that has a specific effect when completed. For details, see Spell and Ritual Mechanics, page ??.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two phases: the **movement phase**, and the **action phase**.

secondary target: Some abilities that affect multiple targets distinguish between their primary and secondary targets. For details, see Primary and Secondary Targets, page ??.

scent: A creature with the scent ability has an unusually good sense of smell. For details, see Scent, page 130.

scrying sensor: A scrying sensor is a magical construct created by some magical abilities. Scrying sensors are Fine objects resembling a human eye in size and shape, though they are **invisible**. Scrying sensors typically float in a fixed position in

the air. They normally can't be moved by external forces without destroying the sensor. Unless otherwise specified, a scrying sensor's visual acuity is the same as that of a normal human, giving it a +0 bonus to the Awareness skill and similar checks.

sentient: A sentient creature is capable of experiencing emotions and perceiving its surroundings. Complex animals are sentient, but trees are not. Some creatures have incomplete minds that are capable of simulating intelligence without true sentience. These creatures are called **simple-minded**.

shadowed: A creature or object is shadowed if it is not in **bright illumination** or **brilliant illumination**.

shadowy illumination: In an area with shadowy illumination, creatures can see dimly. Creatures and objects within this area have **concealment**, which can allow creatures to make Stealth checks to hide (see Stealth, page ??). For details, see Vision and Light, page ??.

shapeshift: Shapeshifting abilities change the physical form and abilities of a creature or object. For details, see Shapeshifting, page ??.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page ??.

short rest: A short rest represents ten minutes of relaxation. It allows you to regain lost **hit points** and any **attunement points** you released from **attunement**. For details, see Short Rest, page ??.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size Categories, page ??.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page ??.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Ability Usage Components, page ??.

something: Many abilities say they target "something", generally within a **range**. This means they target one creature or object of your choice.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Medium creatures occupy space equal to a single five-foot square. For details, see Size Categories, page ??.

speed: Your speed represents the number of feet you can move with a single movement (see Movement and Positioning, page ??).

spell: A spell is a discrete magical ✨ ability with combat-relevant effects. For details, see Spells, page 126.

spell list: The list of spells you can cast from a particular **magic source**. Each spell source has a specific spell list which is described at Spells, page 126. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

square: A square represents a single 5-ft. by 5-ft. space. Many

areas are measured in squares for convenience.

standard action: You can take one standard action each round during the [action phase](#). For details, see [Actions](#), page ??.

Strength: Strength is an [attribute](#) that measures your muscle and physical power. For details, see [Strength](#), page 124.

strike: A strike is a single physical attack with a weapon. It is the most common type of attack. You can make a strike as a [standard action](#) in the [action phase](#). For details, see [Strikes](#), page ??.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you would gain a [vital wound](#) from subdual damage, you increase your [fatigue](#) level by three instead. For details, see [Subdual Damage](#), page ??.

suppressed: A suppressed ability has temporarily ceased to function. It has no effect for as long as it remains suppressed. Time spent while suppressed counts against the ability's duration, and it may expire while suppressed if it lasts for a specific amount of time. Only [magical](#) ✨ abilities can be suppressed. Mundane results of magical abilities that have already occurred, such as the water created by a [create water](#) ritual, cannot themselves be suppressed, and do not disappear if they enter an area that suppresses magical abilities.

sustain: Some abilities last as long as you sustain them. Each ability specifies a particular action that is required to sustain the ability, such as a [minor action](#). When [Swift](#) abilities resolve during each [action phase](#), the ability is dismissed unless you take the action to sustain the ability that round. For details, see [Sustained Abilities](#), page ??.

Swift: An ability with this [ability tag](#) resolves its effects before other actions in the same phase. For details, see [Swift Abilities](#), page ??.

swim speed: A creature with a swim speed can move at that speed while swimming, and does not suffer penalties while [submerged](#) (-2 [accuracy](#), [Armor](#), [Ref](#)). For details, see [Movement Modes](#), page ??.

target: A target is a creature or object directly affected by an ability. Many abilities only affect a single target, and some affect a specific number of targets. For details, see [Ability Targeting](#), page ??.

target square: A target square is a particular [square](#) that an attack is made against. A target square is chosen to determine [cover](#) and [concealment](#) (see [Cover](#), page ??).

targeted: A targeted ability is an ability that allows you to directly choose which targets the ability affects. A spell that affects an area is not a targeted ability, because you choose the area affected instead of choosing the targets directly. A [strike](#) is a targeted ability, and so is a spell or other special ability that causes you to immediately make a single strike.

targeting proxy: When you use an ability through a targeting proxy, you determine its targets as if you were in the targeting proxy's location instead of your own. This can allow you to affect targets outside your normal range. For details, see [Targeting Proxies](#), page ??.

telepathy: A creature with telepathy can mentally communi-

cate with other creatures within a given range. For details, see [Telepathy](#), page 130.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. Unless otherwise specified, teleportation requires [line of sight](#), [line of effect](#), and an unoccupied destination on stable ground. For details, see [Teleportation](#), page ??.

thrown weapon: A thrown weapon is a weapon designed to be thrown at a target. For details about attacking with thrown weapons, see [Basic Strike – Thrown](#), page ??.

touch: Some abilities function on creatures you touch, rather than having a range away from you. You can generally touch an adjacent creature as long as you have a [free hand](#), even if it is an enemy, though this has no mechanical effect unless an ability says it does. Hitting someone with a [natural weapon](#) does count as touching them, but it still requires an action, so you can't make a strike as part of using another ability unless it says explicitly that you can. Some creatures cannot be touched, such as [intangible](#) creatures.

trained skill: If you are trained in a [skill](#), you have learned how to use it well. Your modifier with a trained skill is equal to 3 + the higher of its associated attribute (if any) and half your level. For details, see [Trained Skills](#), page ??.

unaffected: If you are unaffected by a particular effect, it doesn't do anything to you. Unlike being [immune](#), you do not automatically remove persistent effects that you are unaffected by, such as [conditions](#). This means you may still need to track that the effect is on you in case you stop being unaffected by it. For example, a barbarian is unaffected by conditions while raging, but those conditions have their full effects when the barbarian stops raging.

unattended: An unattended item is an item not being held or carried by a creature, or that is being held or carried by an [ally](#). Some abilities can only affect unattended items.

unaware: See [Circumstances and Debuffs](#), page 127.

unconscious: See [Circumstances and Debuffs](#), page 127.

undergrowth: The presence of a significant amount of roots, bushes, and similar plants that can obstruct movement is called undergrowth. There are two kinds of undergrowth: [light undergrowth](#) and [heavy undergrowth](#). For details, see [Undergrowth](#), page ??.

usage class: The [usage class](#) of armor is a measure of how much effort it takes to use it. There are three usage classes: light, medium, and heavy. For details, see [Armor Usage Classes](#), page ??.

verbal components: Verbal components are words required to cast most spells. For details, see [Ability Usage Components](#), page ??.

visual: See [Ability Tags](#), page 126.

vital wound: A [vital wound](#) is a serious injury that inflicts negative effects on you. You gain one or more [vital wounds](#) when you take damage in excess of your hit points (see [Negative Hit Points](#), page ??). For details, see [Vital Wounds](#), page ??.

vulnerable: A vulnerable creature takes a -4 penalty to all

defenses against whatever it is vulnerable to. For details, see Vulnerable, page 131.

wall: A wall is an area shape that an ability can have (see Area Shapes, page ??). A wall-shaped area has a length and height, but its width is not measured in squares.

weapon: A weapon is an object used to inflict damage. Some creatures can treat parts of their body as weapons. For details, see Weapons, page ??.

weapon damage: Your weapon damage is the damage you deal with weapons. Typically, weapon damage is dealt by [strikes](#) (see Strikes, page ??). You gain a bonus to your weapon damage equal to half your [power](#) (see Power, page ??). For details, see Weapon Damage, page ??.

weapon group: A weapon group is a category of [weapons](#) with a similar design and fighting style. Some abilities grant you proficiency with or special abilities with particular weapon groups. For details, see Weapon Groups, page ??.

weapon tag: A weapon tag describes the special effects of a weapon. For details, see Weapon Tags, page ??.

weight limit: Your weight limits define the amount of weight you can carry or push without penalty. For details, see Weight Limits, page ??.

weight category: The weight category of an object or creature is a broad measurement of how much it weighs. Weight categories are closely related to [size categories](#). For details, see Table ??: Weight Categories, page ??.

Willpower: Willpower is an [attribute](#) that represents your ability to endure mental hardships. For details, see Willpower, page 125.

vital roll: When you gain a [vital wound](#), you make a [vital roll](#) to determine the detrimental effect of the [vital wound](#). To make a [vital roll](#), roll 1d10 – the number of [vital wounds](#) you already had, ignoring the vital wound you are rolling for. For details, see Vital Wounds, page ??.

zone: A zone is a type of area that an ability can have (see Area Types, page ??). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Reference

Ability Tags

Acid: Acid abilities use physical acid to cause their effects. They are often more effective against objects.

Air: Air abilities tap into the elemental force of air.

Attune: Attune abilities require an attunement point to maintain. For details, see Attuned Abilities, page ??.

Auditory: Auditory abilities use sound to cause their effects. Covering or plugging your ears makes you impervious (+4 defenses) to Auditory attacks. Objects and deafened (20% verbal spell failure) creatures are immune to Auditory abilities.

Barrier: Barrier abilities create obstacles that block or punish passage through them. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Barrier ability that would extend within 5 feet of an already active Barrier ability is not created, unless the new barrier simply extends an already existing wall along its length.

Brawling: Brawling abilities rely on brute force in hand to hand combat. Your accuracy with Brawling abilities is equal to half the sum of your level and Strength (see Brawling Accuracy, page ??). Many Brawling abilities are described in Special Combat Abilities, page ??.

Cold: Cold abilities draw energy out of the environment to cause their effects.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on objects or creatures without minds.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be dismissed, but can be removed with the dispel curse spell.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Earth: Earth abilities tap into the elemental force of earth.

Electricity: Electricity abilities use electrical energy to cause their effects. Their effects typically create bright illumination in a

Small (15 ft.) radius that immediately ends when they are done.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on objects or creatures without minds.

Fire: Fire abilities tap into the elemental force of fire. Their effects typically create bright illumination in a Small (15 ft.) radius that lingers until the end of the current round. Damage from Fire abilities can set flammable objects on fire.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with Manifestation abilities seem real on the surface, but they have no internal structure. A difficulty value 5 Knowledge (items) or relevant Craft check reveals that a manifested item is a magical fabrication rather than an ordinary item. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it ends, it disappears without a trace.

Ritual: Ritual abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page ??.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Size-Based: Size-Based abilities are limited based on your own size. They have no effect on creatures or objects that are two or more size categories larger than you.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Spell: Spell abilities have a number of shared properties. For

details, see Spell and Ritual Mechanics, page ??.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures successfully affected by Subtle abilities do not generally know that they are being influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a special effect of some kind, just like a non-Subtle ability. You can notice the effects of a Subtle ability on yourself with the Awareness skill (see Awareness, page ??).

Sustain: Sustain abilities require an action to maintain. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. If it also includes “attuneable”, you can choose to [attune](#) to the effect instead of sustaining it every round. For details, see Sustained Abilities, page ??.

Swift: Swift abilities take effect before non-Swift abilities used during the same phase. For details, see Swift Abilities, page ??.

Trap: Trap abilities create triggered effects that punish trespassing. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Trap ability that would extend within 15 feet of an already active Trap ability is not created.

Visual: Visual abilities use visible objects or forces to cause their effects. Visual abilities do not determine their [line of effect](#) like other abilities. Instead, they use their [line of sight](#) to also determine their [line of effect](#). For example, a Visual effect is not blocked by glass, but it is blocked by thick smoke.

Creatures and objects that cannot see a Visual effect are immune to it. Simply closing your eyes only makes you [impervious](#) (+4 defenses) to Visual effects. Completely covering your eyes, such as with your hands or with a blindfold, makes you immune. Special vision abilities that replace normal vision entirely, such as [blindsight](#) and [tremorsense](#), are unable to perceive Visual effects.

Water: Water abilities tap into the elemental force of water.

Circumstances and Debuffs

blinded: A blinded creature cannot use its eyes. Assuming it does not have other methods of sight, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures. This makes it at least [partially unaware](#) (50% miss chance, -2 Armor and Ref) of all attacks, and it may be fully [unaware](#) (-6 Armor and Ref) as normal.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page ??). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

Any act by the charming creature or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming a charmed creature is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant creature may interpret overt threats to its allies as a threat to itself.

climbing: A creature that is climbing without a [climb speed](#) takes a -2 penalty to its [accuracy](#), Armor defense, and Reflex defense.

confused: A confused creature takes a -2 penalty to all defenses and is unable to independently control its actions. This penalty does not stack with the [stunned](#) (-2 defenses) effect. When a creature becomes confused, and at the beginning of each round, it randomly decides to have one of two behaviors that round: attack its [enemies](#), or protect itself and its [allies](#) without attacking. Within those constraints, it can freely choose its actions. If it can't carry out the indicated action, it does nothing but babble incoherently.

A confused creature automatically stops being confused after ten minutes, even if it was unable to rest due to its confusion.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of special vision traits that require eyes, such as [darkvision](#) and [low-light vision](#). In addition, it treats everything as if it had [concealment](#). Among other effects, this gives its [targeted](#) attacks a 20% miss chance.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing, and is immune to Auditory abilities. In addition, it has a 20% failure chance when casting any spell with verbal components.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully. A creature that is both dominated and [confused](#) (-2 defenses, [randomly attack or defend](#)) obeys its dominated orders,

ignoring the confusion.

enraged: An enraged creature must spend a standard action to make an attack during each round. It can still take other actions normally. The creature's attacks do not have to specifically target other creatures, so it can attack inanimate objects. If it is unable to take standard actions, such as if it is unconscious, it suffers no extra penalty.

An enraged creature automatically stops being enraged after ten minutes, even if it was unable to rest due to its rage.

flying: A creature that is flying takes a -4 penalty to its Armor and Reflex defenses (see Aerial Movement, page ??).

frightened: A frightened creature takes a -2 penalty to its Mental defense. In addition, it takes a -2 penalty to accuracy against the source of its fear. This does not stack with the panicked (-4 Mental, cannot attack source) effect. If the source of a frightened creature's fear is defeated, this effect is broken. Being frightened is always an Emotion effect, even if it is caused by an ability that does not have that tag.

gliding: A creature that is gliding takes a -4 penalty to its Armor and Reflex defenses (see Aerial Movement, page ??).

goaded: A goaded creature takes a -2 penalty to accuracy against creatures other than the creature that goaded it as long as it is within Medium (60 ft.) range of that creature. If the goading creature is defeated, this effect is broken. If a creature is goaded by multiple different creatures simultaneously, it suffers the accuracy penalty on all of its attacks. Being goaded is always an Emotion effect, even if it is caused by an ability that does not have that tag.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- One of your hands cannot be used for any purposes. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with Heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- You cannot move unless you push all creatures grappling you, such as with the shove ability (see Shove, page 89). In addition, you cannot push a creature grappling with you so it stops being adjacent to you. However, you can use the shove ability to affect creatures you are grappling with as a movement instead of as a standard action.
- You can use the escape grapple and maintain grapple abilities to stop or continue grappling (see Special Combat Abilities, page ??).

helpless: A helpless creature is completely at an opponent's mercy. It is considered to be unaware (-6 Armor and Ref) of all attacks against it, even if it knows they are coming. Paralyzed, bound, and unconscious creatures are helpless.

immobilized: An immobilized creature takes a -4 penalty to its Armor and Reflex defenses and can't use any of its movement modes. This can cause flying and gliding creatures to fall (see

Aerial Movement, page ??). These penalties do not stack with the slowed (half speed, -2 Armor and Ref) effect.

panicked: A panicked creature takes a -4 penalty to its Mental defense. In addition, it is unable to make any attacks that include the source of its fear as a target. The penalty from this effect does not stack with the frightened (-2 Mental, -2 accuracy vs. source) or panicked (-4 Mental, cannot attack source) effects. If the source of a panicked creature's fear is defeated, this effect is broken. Being panicked is always an Emotion effect, even if it is caused by an ability that does not have that tag.

paralyzed: A paralyzed creature is unable to take physical actions. It is helpless (-6 Armor and Ref), but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. Any creature can move through a space occupied by a paralyzed creature without slowing down, and creatures can stand in a square with a paralyzed creature without squeezing (-2 Armor and Ref).

partially unaware: A creature that is partially unaware knows that something is nearby, but is missing information about the exact location or nature of the creature, object, or attack it is partially unaware of. Creatures take a -2 penalty to Armor and Reflex defenses against attacks that they are partially unaware of. They have a 50% miss chance with targeted attacks against creatures and objects that they are partially unaware of, and they can only attempt to target creatures and objects that they know the location of.

These penalties do not stack with the penalties for being unaware (-6 Armor and Ref). For details, see Awareness and Surprise, page ??.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex defenses. However, it gains a +4 bonus to all defenses against ranged strikes as long as the attacker is not adjacent to it. It moves at half of its normal speed. Creatures that are not on the ground, such as flying or gliding creatures, are immune to being knocked prone.

If a creature becomes prone while in a precarious situation, such as on a narrow ledge, it may fall. Mounted creatures that are knocked prone fall off their mounts. Creatures cannot glide or fly while prone.

A creature can stand up from being prone as part of a movement using one of their move speeds. This generally requires one free hand. Standing up from a prone position costs half of the creature's speed during that movement.

slowed: A slowed creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. This does not stack with the immobilized (-4 Armor and Ref, cannot use movement speeds) effect.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. For details, see Squeezing, page ??.

stunned: A stunned creature takes a -2 penalty to all defenses. This does not stack with the confused (-2 defenses, randomly

(attack or defend) effect.

submerged: A creature that is in water without a [swim speed](#) takes a -2 penalty to its [accuracy](#), Armor defense, and Reflex defense. All ranged weapons have [range limits](#) of 5/15 when used by a creature that is submerged, or when used against a target that is submerged, regardless of the attack's normal range limits or any other modifiers. For details, see Fighting In Water, page ??.

unaware: An creature that is unaware makes no attempt to defend itself. Creatures take a -6 penalty to Armor and Reflex defenses against attacks that they are unaware of. They are completely unable to use [targeted](#) abilities against creatures and objects that they are unaware of.

These penalties do not stack with the penalties for being [partially unaware](#) (50% miss chance, -2 Armor and Ref). For details, see Awareness and Surprise, page ??.

unconscious: While you are unconscious, you are [helpless](#) (-6 Armor and Ref) and completely unable to take any actions. Some sensory abilities, such as the Awareness skill, can be used while you are asleep, but not while you are forcibly knocked unconscious.

Traits

Blindsight: A creature with blindsense can sense the location of everything in its surroundings. It does not need to use its eyes to gain this benefit. This ability works regardless of concealment, invisibility, or light levels. Blindsight always has a specific range limit, and provides no benefit beyond that range. However, it only grants knowledge of location, not actual sight, so does not mitigate any [miss chances](#) that would apply. It also does not mitigate [cover](#) or otherwise allow sensing through objects that block [line of effect](#). Blindsight does not require using eyes.

Blindsight: A creature with blindsight can perceive its surroundings perfectly regardless of concealment, invisibility, or light levels. It does not need to use its eyes to gain this benefit. This allows the creature to ignore all [miss chances](#) caused by those effects. Blindsight always has a specific range limit, and provides no benefit beyond that range. It also does not mitigate [cover](#) or otherwise allow sensing through objects that block [line of effect](#). Blindsight does not require using eyes.

Construct: A construct is a creature that is made of nonsapient matter. Its inanimate body is given a semblance of life and sentience by some form of magic. Like other creatures, they can move and follow instructions. However, they lack agency and cannot make the independent decisions. They are [mindless](#), making them immune to [Compulsion](#) and [Emotion](#) effects. Constructs lack a soul and cannot be resurrected by any means if they are destroyed.

Constructs are considered to be both creatures and objects, and are affected by abilities which affect either. They are not alive, and they do not need to eat, drink, or sleep. They are always considered to be [attended](#) by themselves, so they are never affected by abilities that only affect unattended objects, even while unconscious.

Constructs are not affected by the Medicine skill, and do not normally remove [vital wounds](#) when they take a [long rest](#). Instead, their vital wounds must be repaired manually. This functions like like [accelerate recovery](#) ability from the Medicine skill, except that it uses an appropriate Craft skill and raw materials appropriate to the construct's construction.

Darkvision: A creature with darkvision can see perfectly in both complete darkness and [shadowy illumination](#) just like a human does in [bright illumination](#). Darkvision always has a specific range limit, and provides no benefit beyond that range. As long as a creature with darkvision is in [bright illumination](#) or [brilliant illumination](#), their darkvision stops working. The darkvision briefly stays disabled even after they leave the lit area. Darkvision requires using eyes, and is disabled while you are [dazzled](#) (20% miss chance, no special vision).

Floating: A floating creature is only affected weakly by gravity. It does not fall while it is able to use a [fly speed](#), and it is unable to [glide](#). This does not increase its [height limit](#) for any [fly speed](#) it may have. A floating creature above the height limit for its fly speed falls down until its fly speed becomes functional again, which does not cause it to take [falling damage](#). Some creatures can freely choose whether they float, potentially allowing

them to glide.

Impervious: A creature can be impervious to a particular ability tag. Creatures gain a +4 bonus to all defenses against attacks that they are impervious to. In addition, they take no damage if the attack misses, even if the attack would normally deal half damage on a miss. If an attack has multiple tags, a creature is impervious to the attack if it is impervious to any of the attack's tags.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific ability tag or debuffs. It is also possible to be immune to more specific effects, like being [grappled](#) or gaining [conditions](#).

If an attack has multiple tags, a creature is immune to the attack if it is immune to any of the attack's tags. However, being immune to a particular effect of an attack does not make you immune to the rest of the attack's effects. For example, if you are immune to being [stunned](#) (-2 defenses), you still take full damage from an attack that deals damage and stuns you.

Incorporeal: An incorporeal creature does not have a physical body. It is both [intangible](#) and [floating](#). In addition, it can enter or pass through solid objects. It must remain adjacent to the object's exterior at all times.

While an incorporeal creature is inside of an object, it can choose whether it is completely enveloped or partially contained. If it is completely enveloped, it does not have [line of sight](#) or [line of effect](#) outside of the object, limiting its ability to attack. If it is partially contained, it has [cover](#), but can otherwise attack and be attacked normally.

Indwelt: An indwelt is a creature that is made of nonsapient matter. Their inanimate bodies are awakened to life by connection to an external soul. They have agency and true intelligence like normal creatures.

The soul of an indwelt has no connection to the matter that composes its body. This contrasts with undead, which always maintain a connection between a body and its original soul. As a result, an indwelt's connection to its physical body is weak. If an indwelt is killed, it can be resurrected, but its previous body is not considered its corpse in the same way that a human's dead body is. This means it cannot be resurrected by magic that uses the corpse of the deceased creature.

Indwelt are considered to be both creatures and objects, and are affected by abilities which affect either. They are alive if their base matter is alive, but not if their base matter is dead or inorganic. If they are alive, they need to eat, drink, and sleep. They are always considered to be [attended](#) by themselves, so they are never affected by abilities that only affect unattended objects, even while unconscious.

Intangible: An intangible creature has a physical body that is gaseous or otherwise amorphous. It cannot be [touched](#), and is never considered to be [squeezing](#) (-2 Armor and Ref). It is immune to [mundane](#), [Creation](#), and [Manifestation](#) abilities. It moves silently and ignores the effects of abilities that only work if it has a corporeal body. This includes all [Brawling](#) abilities, [difficult terrain](#), being detected by [tremorsense](#), setting off pres-

sure plates, and so on. It can move freely through spaces occupied by enemies, but cannot pass through solid objects.

Many intangible creatures have no Strength attribute. If an intangible creature has a Strength attribute, it has some ability to manipulate the physical world despite being intangible. Unless otherwise noted, an intangible creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

Invisible: An invisible creature or object cannot be seen with light. Creatures unable to see an invisible creature are at least [partially unaware](#) (50% miss chance, -2 Armor and Ref) of its attacks, and they can be fully [unaware](#) (-6 Armor and Ref) as normal depending on their level of awareness. Attackers suffer a 50% miss chance with [targeted](#) attacks even if they know the location of the invisible creature. See Awareness, page ??, and Stealth, page ??, for how to identify invisible creatures.

Legless: A legless creature has no legs. Legless creatures cannot jump, but they are immune to being [prone](#) (half speed, -2 Armor and Ref).

Lifesense: Lifesense functions like [blindsight](#), except that it only grants knowledge of the location of living things. This includes both creatures and non-creatures, such as plants.

Lifesight: Lifesight functions like [blindsight](#), except that it can only see living things. This includes both creatures and non-creatures, such as plants.

Low-light Vision: A creature with low-light vision can see perfectly in [shadowy illumination](#), just like a human does in [bright illumination](#). This provides no benefit in areas of complete darkness. Low-light vision requires using eyes, and is disabled while you are [dazzled](#) (20% miss chance, no special vision).

Mindless: A mindless creature lacks a mind. It does not have Intelligence or Willpower attributes, and has no Mental defense. Any attacks against it that would normally use its Mental defense use its Fortitude defense instead. It uses its Strength to determine its [magical power](#) instead of its Willpower. It has no soul, so if it dies, it cannot be resurrected. Mindless creatures are immune to [Compulsion](#) and [Emotion](#) abilities.

Multipedal: A multipedal creature uses three or more legs to move. Bidepal creatures, like humans, are not multipedal.

Multipedal creatures gain a +10 foot bonus to their [land speed](#) and a +5 bonus to the Balance skill.

Scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks. In addition, it is able to follow scent-based tracks (see Tracking, page ??).

Simple-Minded: A simple-minded creature has an incompletely functioning mind. It can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. Simple-minded creatures are immune to [Emotion](#) abilities. However, they are [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Telepathy: A creature with telepathy has the ability to mentally communicate with other nearby creatures. All telepathy abilities have a defined [range](#). Unless otherwise specified, a tele-

pathic creature can only communicate with one creature at a time.

As a [free action](#), a telepathic creature can open a telepathic communication channel with one creature it sees within the range of its telepathy ability. That channel remains open until the telepath dismisses it. The target does not have to be willing to receive telepathic communication in this way. While this channel is open, the telepathic creature can cause the target to “hear” the telepathic creature’s voice inside the target’s head. If the target attempts to mentally reply while the channel is open, the telepathic creature can similarly “hear” the reply in its head as if the target was speaking. This does not generally grant the ability to detect any other thoughts, though exceptionally stupid targets may accidentally broadcast their private thoughts.

Telepathic communication uses words, so it still requires a shared language to be intelligible, even though the words are only imagined. A telepathic creature may attempt to telepathically communicate with creatures without a language, though this is generally unproductive. A skilled telepath can customize the mental “voice” it projects in the same way that a creature can attempt to disguise or alter its voice when speaking.

Tremorsense: Tremorsense functions like [blindsight](#), except that it requires an uninterrupted path through solid objects instead of [line of effect](#). This makes it incapable of sensing flying creatures, but it ignores [cover](#) and can even sense through solid obstacles that are no more than half a foot thick.

Tremorsight: Tremorsense functions like [blindsight](#), except that it requires an uninterrupted path through solid objects instead of [line of effect](#). This makes it incapable of seeing flying creatures, but it ignores [cover](#) and can even see through solid obstacles that are no more than half a foot thick.

Vulnerable: A creature can be vulnerable to a particular ability tag or weapon special material. It takes a -4 penalty to all defenses against attacks with that tag, or attacks using weapons that it is vulnerable to. If a creature would be both vulnerable and [impervious \(+4 defenses\)](#) or immune to an ability, it is treated as vulnerable and not impervious or immune.

Undead: Undead are creatures that are made from the corpse or spirit of a dead creature. They are animated by some part of the soul of the original creature.

Although undead are not [living](#), they are affected in unusual ways by effects that directly manipulate life energy. They can be targeted as if they were living [allies](#) by [magical](#) ✨ effects that would cause living creatures to regain [hit points](#). Whenever they would regain [hit points](#) from an ability that normally only affects living creatures, they instead take damage equal to the hit points that they would have regained, ignoring any hit point maximum the ability would normally have.

Any other effects beyond simple hit point recovery are ignored. For example, if a cleric uses their [divine aid](#) ability to heal an undead creature, the undead would take damage, but it would not gain any bonus to its defenses.

Appendix C

Ship Combat

Normally, combat that happens on ships is resolved through local-scale combat rules. These rules work best if boarding actions are common, and if the main threat comes from other characters. If you aren't running a full naval campaign, these rules are generally fine, and most GMs will just handwave the initial exchange of fire between ships before they get in range for boarding actions. However, it can be useful to have more comprehensive rules for ship combat, where ships themselves frequently deal and suffer damage.

This chapter presents optional rules to govern ship-based combat. They are designed to still emphasize the importance of individual player actions. It is primarily intended for naval campaigns where the players are important crew members and ship combat is expected to be common. These rules could also be used for other types of vehicles, such as flying ships in the Astral Plane or zeppelins.

Ship Statistics

Ships use the same basic framework for calculating their statistics as characters and monsters. A ship has a level that indicates its general power. This represents the sophistication of its construction, how advanced its weapons are, the general competence of its crew, and so on. A ship's level determines its hit points, damage resistance, accuracy, defenses, and power, as indicated in the table below. These values change based on the ship's attributes, as indicated in Ship Attributes, page 134.

Ship HP and DR

Ships have hit points and damage resistance, just like characters. A ship's base hit points and damage resistance are based on its level, as listed in Table C.1: Ship Statistics, page 132. In addition, a ship gains a bonus based on its Constitution, as listed in Ship Attributes, page 134. Armor can also give ships a bonus to their damage resistance, as listed in Ship Armor, page 135.

Elite Ships

Some ships are designated "elite" ships. Elite ships are approximately four times as strong as an ordinary ships. They have a number of benefits and modifiers which make them superior to ordinary ships:

Table C.1: Ship Statistics

Level	HP	DR	Defenses	Accuracy, Power	Item Rank (Cost)
1st	8	4	3	—	1 (40 gp)
2nd	10	5	4	+1	1 (40 gp)
3rd	12	6	4	+1	1 (40 gp)
4th	14	7	5	+2	2 (200 gp)
5th	16	8	5	+2	2 (200 gp)
6th	18	9	6	+3	2 (200 gp)
7th	20	10	6	+3	3 (1,000 gp)
8th	23	11	7	+4	3 (1,000 gp)
9th	26	13	7	+4	3 (1,000 gp)
10th	29	14	8	+5	4 (5,000 gp)
11th	32	16	8	+5	4 (5,000 gp)
12th	35	17	9	+6	4 (5,000 gp)
13th	40	20	9	+6	5 (25,000 gp)
14th	46	23	10	+7	5 (25,000 gp)
15th	52	26	10	+7	5 (25,000 gp)
16th	58	29	11	+8	6 (125,000 gp)
17th	64	32	11	+8	6 (125,000 gp)
18th	70	35	12	+9	6 (125,000 gp)
19th	80	40	12	+9	7 (625,000 gp)
20th	92	46	13	+10	7 (625,000 gp)
21st	104	52	13	+10	7 (625,000 gp)

- Elite ships gain a +2 bonus to their power and all defenses.
- Elite ships have three times the hit points and damage resistance of standard ships.
- Elite ships can take an additional elite action each round, just like elite monsters.

Ship Resources and Strain

Ships do not have normal resources like characters do, such as fatigue and insight points. However, ships do have a strain level. This functions similarly to a character's fatigue level. Some crew roles have special abilities that can increase a ship's strain level in exchange for beneficial effects (see Crew Roles, page 137).

A ship's strain tolerance is equal to its Strength + its Willpower. Ships take a penalty to their accuracy and defenses equal to their strain level – their strain tolerance.

Table C.2: Elite Ship Statistics

Level	HP	DR	Defenses	Accuracy	Power	Item Rank (Cost)
1st	24	12	5	—	+2	1 (40 gp)
2nd	30	15	6	+1	+3	1 (40 gp)
3rd	36	18	6	+1	+3	1 (40 gp)
4th	42	21	7	+2	+4	2 (200 gp)
5th	48	24	7	+2	+4	2 (200 gp)
6th	54	27	8	+3	+5	2 (200 gp)
7th	60	30	8	+3	+5	3 (1,000 gp)
8th	69	34	9	+4	+6	3 (1,000 gp)
9th	78	39	9	+4	+6	3 (1,000 gp)
10th	87	43	10	+5	+7	4 (5,000 gp)
11th	96	48	10	+5	+7	4 (5,000 gp)
12th	105	52	11	+6	+8	4 (5,000 gp)
13th	120	60	11	+6	+8	5 (25,000 gp)
14th	138	69	12	+7	+9	5 (25,000 gp)
15th	156	78	12	+7	+9	5 (25,000 gp)
16th	174	87	13	+8	+10	6 (125,000 gp)
17th	192	96	13	+8	+10	6 (125,000 gp)
18th	210	105	14	+9	+11	6 (125,000 gp)
19th	240	120	14	+9	+11	7 (625,000 gp)
20th	276	138	15	+10	+12	7 (625,000 gp)
21st	312	156	15	+10	+12	7 (625,000 gp)

Taking Ship Damage

Ships suffer damage and vital wounds much like characters do.

Ship Vital Wounds

Ships gain vital wounds just like characters (see Vital Wounds, page ??). However, ships have different vital wound effects.

Table C.3: Ship Vital Wound Effects

Vital Roll	Effect
0 or less	The ship gains a leak (see Taking On Water, page 133)
1	The ship takes a -2 penalty to future vital rolls
2	The ship's weapons take a -1 penalty to accuracy
3	The ship has a -10 foot penalty to its speed with all movement modes
4	The ship's turning cost increases by 10 feet
5	The ship's maximum damage resistance is halved
6	The ship takes a -1 penalty to all defenses
7	The ship takes a -2 penalty to its Fortitude defense
8	The ship takes a -2 penalty to its Reflex defense
9	The ship takes a -2 penalty to its Mental defense
10 or more	No extra vital wound effect

Taking On Water

Damaged ships can begin taking on water through leaks. This will eventually sink the ship without intervention by its crew. However, even a hole in the hull is not necessarily fatal to a ship. With constant effort to remove excess water, a crew can often keep a ship afloat long enough to repair it or reach dry land.

Time to Sink

A Medium ship with a leak becomes unusable after one minute. After that point, the crew cannot perform any ship tasks, and the ship is immobile in the water except for natural drifting. It generally takes another minute for the ship to fully sink. For each size category larger than Medium, the time required for the ship to become unusable and sink increases, as described below:

- Medium: Ten minutes
- Large: Thirty minutes
- Huge: One hour
- Gargantuan: Two hours
- Colossal: Four hours
- Galleon: Eight hours
- Titan: One day

Each additional leak multiplies the rate that the ship sinks. For example, a ship with three leaks would sink three times faster.

Bailing the Ship

A ship's crew can remove water from the ship to keep it from sinking. In general, it takes one quarter of the ship's minimum crew, working constantly, to counteract incoming water from one leak. This simply maintains the amount of water currently in the ship. With twice that many crew dedicated to the task of bailing, existing water in the ship can be removed at the same rate that a leak would add water in, allowing the crew to catch up on existing leaks.

Repairing Ships

Unlike characters, ships do not automatically heal over time. Significant ship damage can be both time-consuming and expensive to repair.

Ships are assumed to have one repair crew that can only perform one repair task a time. For large ships, that repair crew may have many members, but they can still only perform one repair task at a time. A skilled fixer can reduce repair times (see Crew Roles, page 137). At the GM's discretion, a relevant Craft skill check by a crew member can also reduce repair times.

Short Repair

The repair crew of a ship can execute a short repair with one hour of work and no significant material cost. This fully restores the ship's damage resistance and sets its strain level to zero.

Long Repair

The repair crew of a ship can execute a long repair with eight hours of work. This requires a relevant Craft check with a difficulty value equal to $5 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful long repair fully restores the ship's hit points and damage resistance, and sets its strain level to zero.

A long repair costs materials worth one consumable item with a rank that is two ranks lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal

to one hundredth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Vital Repair

The repair crew of a ship can execute a vital repair with 24 hours of work. This requires a relevant Craft check with a difficulty value equal to $10 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful vital repair removes one vital wound.

A vital repair costs materials worth one consumable item with a rank that is one rank lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal to one twentieth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Ship Attributes

Unlike characters, ships normally have no Intelligence attribute. However, they have Strength, Dexterity, Constitution, Perception, and Willpower attributes. These represent slightly different narrative concepts than they do for characters.

In general, a ship's attributes represent a combination of its physical properties and the effectiveness of its crew. A highly advanced ship may still have low attributes when its crew is inexperienced or incompetent.

Extremely rare magical ships may have an animating mind that can control the ship. For details, see Intelligent Ships, page 134.

Attribute Descriptions

Strength

Strength measures the power of a ship's physical weapons. Ships with a high Strength have more damaging weapons, and a crew capable of keeping those weapons working effectively. Ships with a low Strength have ineffective weaponry, or a crew that services those weapons poorly. Strength has the following effects on ships:

- Ships add their Strength to their [mundane power](#).
- Ships add their Strength to their strain tolerance.

Unlike characters, a ship's Strength does not affect its carrying capacity. That is calculated entirely from its physical size and shape.

Dexterity

Dexterity measures a ship's agility. Ships with a high Dexterity can turn more sharply to avoid incoming fire and may be faster in short bursts. Ships with a low Dexterity are lumbering and slow to change direction, making them easy targets. Dexterity has the following effects on ships:

- Ships add their Dexterity to their Armor defense. This bonus can be reduced if the ship has medium or heavy armor (see Ship Armor, page 135).

- Ships add their Dexterity to their Reflex defense.

As with characters, a ship's Dexterity does not affect its overall speed, simply its combat maneuverability.

Constitution

Constitution measures a ship's durability. Ships with a high Constitution are heavily reinforced and well crafted from sturdy materials. Ships with a low Constitution fall apart more easily, either because their construction is poor or because they were made from weak materials. Constitution has the following effects on ships:

- Ships add twice their Constitution to their hit points. At level 7, this bonus increases to three times the ship's Constitution. At level 13, this bonus increases to six times the ship's Constitution. At level 19, this bonus increases to twelve times the ship's Constitution.
- Ships add their Constitution to their Fortitude defense.

Perception

Perception measures a ship's awareness and precision. Ships with a high Perception have effective lookouts, excellent gunners, and weapons which are capable of swiftly repositioning for precise attacks. Ships with a low Perception are either unable to effectively observe their surroundings or unable to react effectively to those observations. Perception has the following effects on ships:

- Ships add their Perception to their level to determine their [accuracy](#) with almost all attacks (see Accuracy, page ??).

Willpower

Willpower measures the morale and emotional steadiness of a ship's crew. Ships with a high Willpower are better able to resist setbacks and frightening encounters. Ships with a low Willpower may panic and be driven off easily. Willpower has the following effects on ships:

- Ships add their Willpower to their Mental defense.
- Ships add their Willpower to their strain tolerance.

Willpower is the attribute which is most affected by a ship's current crew.

Determining Ship Attributes

As with characters, ships can use a predefined attribute array or use an 8-point point buy to calculate attributes, just like player characters. A ship's attributes can be further increased by crew roles and ship enhancements (see Crew Roles, page 137, and Ship Enhancements, page 136). However, normal ships do not have an Intelligence value, so you can't increase a ship's Intelligence unless it is specifically an intelligent ship.

Intelligent Ships

Intelligence measures a ship's capability for thought and internal control. Normal ships have no Intelligence, and a ship's crew

does not affect its Intelligence.

Intelligent ships have a number of skill points equal to $3 + \text{their Intelligence}$. These trained skills apply to any ship-related checks that the ship might make. Ships cannot make skill checks for skills that they are not trained in. For example, a ship that was trained in Awareness could be its own lookout, but a ship without Awareness trained would not be able to independently perceive its external surroundings.

In addition, each point of intelligence above -5 contributes a number of effective crew members to the ship's operation equal to a quarter of the ship's minimum crew requirements. For example, a ship with an Intelligence of 0 would require no crew members to meet its minimum for navigation. A ship with an Intelligence of 4 would have a total automatic crew count equal to twice its minimum crew.

Ship Size

A ship's size does not directly affect its statistics. However, it has many effects on the ship's functionality. Larger ships are much more capable than smaller ships. Some of these effects are listed below in Table C.4: Ship Size. In addition, advanced ship weapons often require a minimum ship size (see Ship Weapons, page 135).

Some ships can be larger than most creatures and objects are usually defined. To track ship size beyond the limits of Colossal, additional Galleon and Titan categories are listed below. As usual, each size category represents a doubling of each dimension, and an eightfold increase in weight. Titan ships are unlikely to be present at all in many universes, and they require extensive magical reinforcement to function. The GM can decide whether their world is advanced enough to construct such monstrosities.

Some examples of ships of a given size are given below. Since ships are typically named for their function and structure, not their size, this is only a rough guide.

- Medium: Single-person kayak
- Large: Canoe, lifeboat
- Huge: Dinghy, outrigger canoe, punt, skiff
- Gargantuan: Felucca, small longship
- Colossal: Keelboat, large longship

Ship Movement

This section defines the rules that ships use to move, which are not identical to character movement. Real ships have a great deal of momentum, and their movement speed and direction cannot be quickly adjusted. This is too much of a hassle to represent fully, so Rise uses significantly simplified ship movement mechanics. However, ships still have more movement constraints than characters, including a concept of ship heading.

Ship Heading

A ship's heading always points in one of the eight standard cardinal directions: north, northeast, east, and so on. Forward-moving

ships can only move within a 90 degree cone centered on their heading. For example, a ship with a heading of north could travel northwest or northeast, but not west or east.

Turning

A ship can change its heading by turning. Each ship has a turning cost based on its size. That cost is the number of feet that a ship must spend out of its movement to turn by 45 degrees. A ship can pay its turning cost twice, allowing it to rotate more quickly while typically making little or no forward progress.

Reversing

A ship can travel in reverse, allowing it to move within a 90 degree cone centered around the opposite direction of its heading. This has two restrictions. First, the ship must have not used more than half its movement during the previous round to travel forward. Second, the ship's speed is halved while travelling in reverse.

Movement Timing

Ships automatically move up to their movement speed during the movement phase. They cannot move during the action phase.

Ship Armor

Like characters, ships can have varying degrees of armor. Typically, even a heavily armored ship will not be literally covered in metal sheets. Instead, ship armor represents a heavily reinforced hull and extra layers of bracing and redundant infrastructure.

There are three types of ship armor.

- Light armor: Lightly armored ships are the default. They gain no special benefits or penalties.
- Medium armor: Ships with medium armor gain a +2 bonus to Armor defense. In addition, they have 50% more damage resistance than a normal ship. However, they add only half their Dexterity bonus to their Armor defense. In addition, their movement speed is calculated as if they were one size category smaller (see Ship Size, page 135). Only Huge and larger ships can have medium armor.
- Heavy armor: Ships with heavy armor gain a +3 bonus to Armor defense. In addition, they have twice the damage resistance of a normal ship. However, they do not add their Dexterity bonus to their armor defense. In addition, their movement speed is calculated as if they were two size categories smaller (see Ship Size, page 135). Only Gargantuan and larger ships can have heavy armor.

Ship Weapons

Ships depend on having powerful weapons even more than martial characters do. They use weapon upgrades as their primary method of scaling damage rather than maneuvers or other special attacks. The number of weapons a ship can have is limited based on its size, as seen in Table C.4: Ship Size, page 136.

Table C.4: Ship Size

Size	Min Level	Elite?	Crew ¹	Armor	Weapons	Space	Speed	Turning Cost	Cargo	Item Rank
Medium	1	No	1	Light	—	5 ft.	30 ft.	10 ft.	Small x2	—
Large	1	No	1—2	Light	1	10 ft.	30 ft.	15 ft.	Medium x2	—
Huge	4	Either	1—5	Light or medium	2	20 ft.	40 ft.	20 ft.	Large x2	+1 ²
Gargantuan	7	Either	2—20	Any	3	40 ft.	50 ft.	30 ft.	Huge x2	+1 ²
Colossal	10	Yes	10—100	Any	4	80 ft.	60 ft.	40 ft.	Gargantuan x2	+3
Galleon	13	Yes	50—500	Any	6	160 ft.	80 ft.	60 ft.	Colossal x2	+3
Titan	16	Yes	100—1000	Any	8	320 ft.	100 ft.	80 ft.	Galleon x2	+4

1. This range indicates the number of crew members that meaningfully contribute to the ship's functions, not the ship's maximum carrying capacity including passengers and cargo. It is either difficult or impossible to adequately control a large ship with less than the minimum crew listed here. Individual ships may have higher minimum crew requirements or lower maximum allowable crew based on their structure, at the GM's discretion.

2. If the ship is Elite, increase its item rank by an additional +1.

There are two ways that a GM can choose to use ship weapons. Real siege weapons used on ships had high crew requirements, slow firing rates, and extreme range. In practice, this can reduce ship combat to a slog of tracking reload times across multiple weapons and carefully maneuvering ship range to make the best use of varying weapon types. For GMs who want more realistic and unique ship combat, use the weapons listed in Table C.6: Realistic Ship Weapons, page 137. For GMs who want ship combat to feel simpler and more similar to regular combat, use the weapons listed in Table C.5: Simplified Ship Weapons, page 137.

The simplified ship weapons listed in the table normally attack Armor defense. Magical simplified ship weapons use the same statistics as regular ship weapons, except that they have the **Fixed** (200) and **Mystic** tags instead of **Projectile** (200/600). In addition, they can attack Fortitude, Reflex, or Mental defense instead of Armor defense.

Ship Weapon Tags

Some weapon tags only apply to ship weapons.

Fixed: This weapon has a single fixed range limit. That number is given in parentheses, such as Fixed (200), and represents a number of feet of range. The weapon never suffers a **longshot penalty**, but it cannot be used at all outside of its listed range.

Mystic: This weapon can only be crewed by creatures capable of casting spells. The minimum spell rank of each creature must be no more than two ranks lower than this weapon's item rank.

Slow Load: This weapon requires multiple rounds to load before it can fire for the first time. The number of rounds required to finish loading before it can be fired is indicated in its description. For example, a weapon with Slow Load (1) could be fired every other round. Only rounds where the weapon is being fully crewed count towards this load time. If the weapon is not fired during the round after its loading time is completed, the loading is wasted, and the weapon must be loaded again before it can fire.

Slow Reload: This weapon requires multiple rounds to after being fired. The number of rounds required to finish reloading is indicated in its description. For example, a weapon with Slow Reload (1) could be fired every other round. Only rounds where

the weapon is being fully crewed count towards this reload time. The weapon can sustain its load for an arbitrary amount of time in combat before being fired.

Ship Enhancements

Ships can have enhancements to improve their functionality other than weapons and armor. These enhancements are listed in Table C.7: Ship Enhancements.

A ship can have a total number of enhancements equal to its item rank. It can have any number of enhancements with the same name. However, all bonuses from ship enhancements are **enhancement bonuses**, so bonuses to the same statistic do not stack.

Ships Fighting Non-Ships

In some cases, ships might enter combat against non-ship foes. Ships take one tenth of the normal damage from non-ship attacks, rounded down as usual, so minor attacks will not even scratch them. Since ships are not creatures and are not alive, many special attacks have no effect on them. They also cannot gain **conditions** from non-ship attacks by any means.

Ship Weapons

Ship weapons deal triple damage to non-ship targets, and gain the **Massive** weapon tag based on the ship's size:

- Huge: **Massive** (10)
- Gargantuan **Massive** (15)
- Colossal **Massive** (20)
- Galleon **Massive** (25)
- Titan **Massive** (30)

Massive: This weapon hits everything in a cube-shaped area. Attacks with it are not **targeted**, so they are not affected by **miss chances**. A miss with a Massive weapon still deals half damage. Massive weapons have a measurement that indicates the length of each side of the cube in feet, such as **Massive** (10).

Table C.5: Simplified Ship Weapons

Name	Damage	Targeting	Tags	Ship Size	Item Rank (Cost)
Rock sling	1d6 + 1 per 2 power	One target	Projectile (200/600)	Medium	2 (200 gp)
Scorpion	1d8 + 1 per 2 power	One target	Projectile (200/600)	Large	3 (1,000 gp)
Ballista	1d8 + 1 per power	One target	Projectile (200/600)	Huge	4 (5,000 gp)
Catapult	1d10 plus 1d6 per 3 power	One target	Projectile (200/600)	Gargantuan	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Gargantuan	6 (125,000 gp)
Trebuchet	2d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Colossal	7 (625,000 gp)

Table C.6: Realistic Ship Weapons

Name	Damage	Defense	Tags	Crew	Ship Size	Item Rank (Cost)
Rock sling	1d8 + 1 per power	Armor	Projectile (60/180), Slow Reload (1)	1	Medium	2 (200 gp)
Springald	1d6 + 1 per 2 power	Armor	Projectile (120/360), Slow Reload (1)	1	Large	2 (200 gp)
Lightning caller ⚡	3d6	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	3 (1,000 gp)
Scorpion	1d8 + 1 per power	Armor	Projectile (200/600), Slow Reload (2)	1	Huge	3 (1,000 gp)
Onager	1d8 + 1 per power	Armor	Projectile (300/900), Slow Reload (3)	8	Gargantuan	3 (1,000 gp)
Torsion ballista	1d8 per 3 power	Armor	Projectile (300/900), Slow Load (2)	3	Huge	4 (5,000 gp)
Flame caller ⚡	4d6	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	4 (5,000 gp)
Acid caller ⚡	5d10	Fortitude Acid	Fixed (200), Mystic, Slow Load (1)	3	Large	5 (25,000 gp)
Polybolos	1d8 + 1 per power	Armor	Projectile (90/270)	3	Huge	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	Armor	Projectile (300/900), Slow Reload (2)	20	Gargantuan	5 (25,000 gp)
Storm caller ⚡	5d10	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	6 (125,000 gp)
Trebuchet	1d6 plus 1d6 per 2 power	Armor	Projectile (400/1200), Slow Reload (3)	10	Gargantuan	6 (125,000 gp)
Meteor caller ⚡	7d10	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	7 (625,000 gp)

Table C.7: Ship Enhancements

Name	Effect	Item Rank (Cost)
Reinforced hull	+1 to Armor defense	2 (200 gp)
Improved attribute	+1 to any attribute	3 (1,000 gp)
Mystic shielding	+1 to non-Armor defenses	3 (1,000 gp)
Reinforced hull+	+2 to Armor defense	4 (5,000 gp)
Mystic shielding+	+2 to non-Armor defenses	5 (25,000 gp)
Improved attribute+	+2 to any attribute	6 (125,000 gp)
Reinforced hull++	+3 to Armor defense	6 (125,000 gp)
Mystic shielding++	+3 to non-Armor defenses	7 (625,000 gp)

Ships and Gunpowder

In general, Rise avoids the use of guns and gunpowder. Those inventions do not fit into the traditional fantasy setting that Rise is built on, which emphasizes swords and bows and magic. For similar reasons, the ranged weapons of ships can be defined entirely with non-gunpowder weaponry common in the ancient world. These would include ballistas, catapults, scorpions, and similar siege weaponry.

However, narrative tropes for ships and naval campaigns often have a more technology-heavy basis, with cannons and full broadsides. These stories tend to draw inspiration from the Age of Sail and Golden Age of Piracy rather than medieval folklore. It can feel intuitively plausible to have cannons used as ship weaponry

even when guns are never used by individuals.

The default names for ship weapons assume that gunpowder is not being used. If technology has advanced to the point that gunpowder weapons are possible, you can assume that hull reinforcement has also increased at the same rate. All the GM has to do for ship vs ship combat is change the name of the weapons to match their preferred technology level. More advanced weaponry is more generally effective against non-ship targets, however. If you use gunpowder-based ship weapons, they deal double damage against non-ship targets.

Crew Roles

Ships depend on their crew to function. There are many jobs that are necessary to make large ships function, including sailors, row-

ers, cooks, pages, and more. Fully defining life on a ship is outside the scope of this brief introduction to ship combat. However, some roles have outsized influence on the ship's effectiveness, such as the ship's captain and pilot. These roles provide a way for player characters to meaningfully influence the outcome of ship battles, even if their personal combat talents are irrelevant at those scales.

Each crew role defined here functions like a class archetype, with seven progression ranks. A character can have any number of crew roles, but they can only fulfill one role at a time on a ship. In general, your highest crew role rank should not be significantly higher or lower than your highest rank in a class archetype, but they do not have to be kept exactly in sync. The GM can decide whether your crew role rank increases in lockstep with your class archetype rank, or whether it increases based on other factors. This could include practice and time spent on a ship, or money spent to buy ship improvements necessary to improve your crew role rank.

Crew role ranks are limited by ship quality. Even the best pilot cannot dodge incoming fire with ease on a lifeboat. The maximum crew role rank for all crew on a ship is equal to the ship's item rank (see Wealth and Item Ranks, page ??).

A sufficiently large ship can have more than one member of each crew role. This does not mean that the ship literally has multiple captains or pilots. Instead, the ship would have a hierarchy. It might have a boatswain and boatswain's mate, or a pilot and pilot's mate, with both characters able to fully use their crew role abilities. Colossal ships can have two people for each crew role, Galleon ships can have three, and Titan ships can have four.

Boatswain

This role is responsible for coordinating the ship's crew. It involves tracking everything that is happening on the ship and knowing where and how to intervene.

Rank 1 – Ensure Competence

Whenever a crew member on the ship makes a ship-related check that you are aware of, you can increase your fatigue level by two. If you do, that creature gains the benefit of the *desperate exertion* ability on that check (see Desperate Exertion, page ??). It still cannot apply that ability twice to the same check.

Rank 2 – Specialized Encouragement

Specialized Encouragement

Usage time: Standard action.

You choose one of the following benefits:

- Evasion: The ship *briefly* gains a +1 bonus to all defenses.
- Travel: The ship *briefly* gains a +10 foot bonus to its movement speed.
- Weapons: Attacks with the ship's weapons *briefly* gain a +1 accuracy bonus.
- Desperate Rally: The ship *briefly* gains the Evasion, Travel, and Weapons benefits from this ability. However, it increases its strain level by one.

You can only use this ability while you are in an appropriate location so that relevant crew can see or hear you. Changing which your location to be able to provide a different benefit with this ability typically takes one full round of movement for each size category by which the ship is larger than Huge. Specific ships may be easier or more difficult to navigate, at the GM's discretion. You cannot provide more than one benefit with this ability at once, even if you are perfectly located on the ship.

Rank 3 – Collective Effort

Each other crew member who can see or hear you gains a +1 bonus to ship-related checks. If you are trained in a skill that a crew member is using to make a check, they gain a +2 bonus from this ability instead of +1.

Rank 4 – Encouraging Presence

The ship gains a +1 bonus to its Willpower.

Rank 5 – Ensure Competence+

When you use this ability to affect a creature other than yourself, you only increase your fatigue level by one.

Rank 6 – Specialized Encouragement+

The bonuses you provide from this ability increase:

- Evasion: The defense bonus increases to +2.
- Travel: The ship's turning cost is reduced by 10 feet, to a minimum of 10 feet.
- Weapons: The accuracy bonus increases to +2.

Rank 7 – Collective Effort+

The bonus increases to +2, or to +4 for skills that you are trained in.

Fixer

This role is responsible for maintaining the ship's physical infrastructure. It represents a combination of carpentry, caulking, and similar repair jobs. In order to take this role on a ship, you must have at least one Craft skill relevant to the ship's construction.

Rank 1 – Quick Patch

As a standard action, you can attempt to patch the ship's defenses. This requires a Craft check relevant to the ship. The difficulty value is equal to $5 + 5$ for each time that you have used that same Craft skill with this ability since the ship's last short repair. Success means that the ship regains damage resistance equal to three times your rank in this crew role.

Rank 2 – Temporary Seal

You can make a Craft check relevant to the ship to temporarily stop a leak in a ship without expensive materials. The difficulty value is equal to $10 + 10$ for each time that you have used that same Craft skill with this ability since the ship's last vital repair. Success means that the leak is stopped for one hour. This does not remove the vital wound, and you can only use this ability to affect one leak on the ship. Normally, this check requires one minute of work. For every 5 points by which you succeed, the time required is halved.

Rank 3 – Rapid Repair

When you participate in repairing a ship, the repairs take half the normal time. This affects short repairs, long repairs, and vital repairs.

Rank 4 – Sturdy Reinforcement

The ship gains a +1 bonus to its Constitution.

Rank 5 – Quick Patch+

The damage resistance regained increases to four times your rank in this crew role.

Rank 6 – Temporary Seal+

You can use this ability to affect two leaks on the ship, rather than only one.

Rank 7 – Efficient Repair

When you participate in repairing a ship, the cost of that repair is reduced by one item rank. If you are using gold pieces, this roughly translates to a repair cost that is one fifth of the normal price.

Gunner

This role is responsible for aiming and firing ship weaponry. For complex weapons such as ballistas, they also direct the work of other crew members who are physically loading and aiming the weapons.

Rank 1 – Skilled Shot

Ship weapons you fire gain a +1 accuracy bonus.

Rank 2 – Customized Shot

Whenever you fire a ship weapon, you can choose one of the following effects.

- Arcing Shot: The longshot penalty for the attack is reduced by 2.

- Desperate Shot: The attack rolls accuracy twice, and it gains a +2 accuracy bonus. However, the ship's strain level increases by one.
- Direct Shot: The attack deals double damage. However, the attack suffers a -1 accuracy penalty, and its range limits are halved.
- Overloaded: The attack deals double damage. This can only be used with ship weapons that do not have the [Slow Load](#) weapon tag (see [Ship Weapon Tags](#), page 136). If the weapon has the [Slow Reload](#) weapon tag, it takes twice as long to reload after this attack. Otherwise, it gains [Slow Reload](#) (1) until it has been reloaded.

Rank 3 – Weapons Coordination

As a [minor action](#), you can choose one ship weapon whose crew can see or hear you. That weapon gains your benefits from this crew role this round as if you were the one firing it. You cannot apply this ability to a weapon that is already benefiting from another gunner's effects. This ability has the [Swift](#) tag.

Rank 4 – Mighty Weaponry

The ship gains a +1 bonus to its Strength.

Rank 5 – Skilled Shot+

The accuracy bonus increases to +2.

Rank 6 – Customized Shot+

The benefits from this ability improve.

- Arcing Shot: The longshot penalty is fully removed.
- Desperate Shot: You roll accuracy three times instead of twice.
- Direct Shot: The accuracy penalty is removed.
- Overloaded: The attack also rolls damage twice, keeping the higher result.

Rank 7 – Weapons Coordination+

When you use this ability, you can choose any number of ship weapons whose crew can see or hear you.

Lookout

This role is responsible for observing and reporting the ship's surroundings. It includes watching out for hazardous terrain, enemy ships, and similar dangers or opportunities.

Rank 1 – Vantage Point

You gain a +3 bonus to Awareness and Survival checks while in a crow's nest, or other equivalent location on the ship designed for a lookout.

Rank 2 – Detailed Scouting

If you look at a ship for one minute, you can make an Awareness check. The difficulty value is normally equal to 5, modified as normal for distance and vision conditions. If the ship is specifically designed to conceal its true nature, the difficulty value can increase to 10 or higher, at the GM's discretion. Success means

you learn whether one of the following things is true. For every 5 points by which you succeed, you learn an additional piece of information.

- If the ship's item rank is greater than your ship's item rank.
- If the highest item rank among the ship's weapons is greater than the highest item rank among your ship's weapons.
- If the ship is elite.
- If the ship is mostly full of cargo.
- If the ship has more than half its maximum crew.
- If the ship has any vital wounds.

Rank 3 – Far-Sighted Weapons

All ship weapons that can see or hear you reduce their longshot penalty by 1.

Rank 4 – Clear Sighted

The ship gains a +1 bonus to its Perception.

Rank 5 – Vantage Point+

The skill bonuses increase to +6.

Rank 6 – Far-Sighted Weapons+

The longshot penalty reduction increases to 2.

Rank 7 – Detailed Scouting+

Using this ability does not take any time. It happens automatically whenever you see a ship. In addition, you automatically learn all pieces of information if the check succeeds, regardless of how much you succeed by.

Pilot

This role is responsible for steering the ship. They generally stay at the ship's wheel, but they may also direct the cut of sails or the direction of rowing.

Rank 1 – Desperate Sprint

As a standard action, you can increase the ship's strain level by one. If you do, the ship moves up to its speed during this action phase. Any ship can only be affected by this ability once per round.

Rank 2 – Evasive Maneuvers

As a standard action, you can choose one enemy ship you are aware of. Your ship gains a +1 bonus to its Armor and Reflex defenses against that enemy ship this round. This ability has the [Swift](#) tag.

Rank 3 – Hard Turn

The ship's turning speed is reduced by 10 feet, to a minimum of 10 feet. In addition, whenever the ship moves, you can increase the ship's strain level by one. If you do, the ship turns up to 90 degrees without spending any movement.

Rank 4 – Agile Pilot

The ship gains a +1 bonus to its Dexterity.

Rank 5 – Evasive Maneuvers+

You can choose a second enemy ship at the same time.

Rank 6 – Hard Turn+

The turning speed reduction increases to 20 feet.

Rank 7 – Desperate Sprint+

When you use this ability, the ship also doubles its movement speed during the next movement phase.

Warder

This role is responsible for directly protecting the ship from danger with magic.

In order to take this role on a ship, you must be able to cast spells. At the GM's discretion, you may also need to have access to mystic spheres that can plausibly be used to protect the ship. Most mystic spheres which have spells that affect objects can be used to justify this role. However, highly specialized mystic spheres like [enchantment](#) or [vivimancy](#) may not be sufficient.

Rank 1 – Active Defense

As a standard action, you can give the ship a +2 bonus to all defenses during the current round. This ability has the [Swift](#), page 127 tag. It has no effect if the ship is already protected by another warder using this ability.

Rank 2 – Specialized Ward

As a standard action, you can activate one of the following effects. This ability has the [Sustain](#) (minor) tag.

- Desperate Fortification: Whenever the ship would take damage, that damage is halved. At the end of each round, if the ship took damage in excess of your rank in this crew role that round, it increases its strain level by two.
- Enhance Armor: The ship gains a +1 [enhancement bonus](#) to its Armor defense.
- Enhance Resilience: The ship gains a +2 [enhancement bonus](#) to its Fortitude defense and [vital rolls](#).
- Mystic Ward: The ship gains a +2 [enhancement bonus](#) to all defenses against [magical](#) ✨ attacks.

Rank 3 – Ship of Magic

You gain a +1 accuracy with [magical](#) ✨ abilities, including magical ship weapons, while on the ship. In addition, whenever you participate in a ritual on the ship, you can increase the ship's strain level by one. If you do, the fatigue cost required to perform the ritual is reduced by an amount equal to twice your rank in this crew role.

Rank 4 – Permanent Ward

The ship gains a bonus to its damage resistance equal to four times your rank in this crew role.

Rank 5 – Active Defense+

The defense bonus increases to +3.

Rank 6 – Ship of Magic+

The accuracy bonus increases to +2. In addition, the fatigue cost reduction increases to three times your rank in this crew role.

Rank 7 – Specialized Ward

The benefits from this ability improve.

- Desperate Fortification: The threshold for gaining fatigue increases to three times your rank in this crew role.
- Enhance Armor: The bonus increases to +2.
- Enhance Resilience: The bonuses increase to +4.
- Mystic Ward: The bonus increases to +4.