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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.

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 repercussions 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.

Overland Movement

This section provides rules governing overland movement speeds. Not every game should think about overland movement travel speed in a detailed way. It’s fine to just say that characters spend “a few days” walking around between various important locations.

However, sometimes you do care about the details. You might be running a low fantasy campaign where characters track rations and struggle against their environment more often than fantastic monsters. Alternately, you might present players with a specific deadline in-game, like “the Ritual of Corruption will be finished in two weeks”, and the players might be interested in figuring out exactly how much travelling they can do before the deadline is up.

Standard Travel Days

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day normally represents 10 hours of actual travel time. However, sailing ships and other methods of travel that keep moving without requiring a rest are listed with a full 24 hours of travel time.

Creatures can make an Endurance check to push beyond a standard 10-hour travel day. In addition, they can make an Endurance check to travel faster within a normal travel day. For details, see Endurance, page 9.

Standard travel distances on foot are listed in Table 1.1: Travel Distance By Movement Speed, page 4. When using mounts or ships, Table 1.2: Mounts and Vehicles, page 4 will be more convenient.

Table 1.1: Travel Distance By Movement Speed

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Hour (Overland)				
Walk	3/4 mile	1 mile	1-1/2 miles	2 miles
Hustle	1-1/2 miles	2 miles	3 miles	4 miles
One Day (Overland)				
Walk	7-1/2 miles	10 miles	15 miles	20 miles
Hustle	—	—	—	—

Table 1.2: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse	4 miles	40 miles
Light warhorse	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse	3-1/2 miles	35 miles
Heavy warhorse	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony	3 miles	30 miles
Warpony	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey	2 miles	20 miles
Mule	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ¹	1/2 mile	5 miles
Keelboat (rowed) ¹	1 mile	10 miles
Rowboat (rowed) ¹	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can’t be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Overland Terrain

Travelling over a flat, paved highway is much faster than trailblazing through a jungle. You can use Table 1.3: Terrain and Overland Movement, page 5 as a reference for common terrain.

A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Table 1.3: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

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**.

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 1.4: Object Statistics By Size, page 5 and Table 1.5: Object Statistics By Material, page 5.

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 1.4: 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 1.5: 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 take the **total defense** action 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 like that, so this timing oddity doesn't matter much during normal gameplay. However, it can come up quickly when players get involved. Fortunately, this 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, and new players may find it unintuitive that they declare the same action twice - once at the beginning of the phase, and again during their actual turn.

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

Uncommon Awareness Tasks

Read Lips: When you see a creature speaking, you can make an sight-based Awareness check to read its lips. The **difficulty value** is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand what is being said.

Awareness and Distance

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.

Balance

The Balance skill is generally pretty easy to resolve. However, when dealing with unusual circumstances or dangerous surfaces, it may not be obvious how much to increase the difficulty of Balance checks. You can use Table 2.1: Example Balance Modifiers as a guide.

Table 2.1: Example Balance Modifiers

Ice	DV Modifier
Rough, hardpacked ice, like a frozen lake	+2
Typical ice	+5
Recently frozen or ultra-smooth ice	+10
Liquid	DV Modifier
Water-covered ground, such as from rain	+2
Ankle-deep moving stream	+5
Knee-deep static water	+5
Oil-coated ground	+5
Knee-deep moving stream	+10
Narrow Surface	DV Modifier
About two feet wide	+2
About one foot wide	+5
About six inches wide	+10
About two inches wide	+15
Less than two inches wide	+20
Sand	DV Modifier
Water-logged beach sand	+2
Hard-packed desert sand	+2
Typical beach or desert sand	+5
Quicksand	+10
Unusually smooth, wind-tossed desert sand	+10
Uneven Ground	DV Modifier
Infrequent ankle-high bumps and dips	+2
Constant ankle-high bumps and dips	+5
Infrequent knee-high bumps and dips	+5
Constant knee-high bumps and dips	+10

Craft

Uncommon Craft Tasks

Craft Disguised Item: You can craft an item that superficially appears to function like a similar, but different, item. This functions like creating the item normally, except that you treat the item's **rank** as being one higher than it actually is. A creature studying the item with the Identify Item task only identifies the item's false purpose unless they get a **critical success** on the check.

Creature Handling

Uncommon Creature Handling Tasks

Rear a Wild Creature: A character can make a Creature Handling check to raise a wild creature from infancy so that it becomes domesticated. The time required depends on how long it takes the creature in question to reach adulthood. The **difficulty value** for this check is equal to 5 + twice the creature's level in its adult form. This check must be repeated once per year during the process of raising the creature, and when that process is complete. Failure means that an additional year of training is required. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

Teaching Tricks

Generally speaking, teaching a creature a new trick requires spending at least four hours a day in training over the course of a week. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If a creature is taught more tricks than its Intelligence allows it to retain, it will forget one of its old tricks during the course of learning the new trick. The trainer can choose which old trick will be replaced in this way.

A list of specific tricks that creatures can be taught is given below. Of course, players should feel free to define new tricks to accomplish more specific goals. However, complicated tricks are probably more difficult for an animal to learn, so the difficulty value to teach a custom trick might be 15 or higher.

Attack (DV 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. This trick includes teaching the creature how to stop attacking if you give it a command to relent.

Come (DV 5): The creature comes to you.

Defend (DV 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DV 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DV 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DV 10): The creature stays in place and prevents others from approaching.

Heel (DV 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (DV 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a DV 20 Creature Handling check as a standard action. The DV of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *animal speech* druid ability (see Animal Speech, page ??), that check is unnecessary.

Perform (DV 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DV 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DV 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DV 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DV 5): The creature pulls or pushes a medium or heavy load.

Bonus Tricks

Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by a trainer who does not have the same ability to grant bonus tricks.

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 2.2: Devices Difficulty Values, page 9. 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 be 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.

Table 2.2: Devices Difficulty Values

Device Type	Difficulty Value
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Difficult device (typical lock)	15
Extraordinary device (expert lock)	20
Impossible device (magically sealed lock)	25
Mundane trap	10 + twice rank
Magic trap	15 + twice rank

Disguise

The key complexity of the Disguise skill involves applying appropriate penalties for drastic body changes. It is generally easier to enlarge a creature or add new features than it is to shrink a creature or remove existing features. You can use Table ??: Example Disguise Modifiers, page ?? as a guide, and improvise as necessary. If a creature makes multiple major alterations, the penalties stack.

Table 2.3: Example Balance Modifiers

Age Change	Disguise Penalty
Per age category of difference	-2
Body Shape Change	Disguise Penalty
To a different gender	-2
Per removed limb	-5
Per additional limb	-10
From bipedal to quadrupedal	-5
From quadrupedal to bipedal	-10
Species Change	Disguise Penalty
To a similar-size species (human to elf)	-2
To a noticeably larger species (halfling to human)	-5
To a noticeably smaller species (human to halfling)	-15
To a larger size category (human to ogre)	-15

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, and Endurance's ability to ignore vital wounds already makes it an unusually powerful combat skill. If you increase its power further, it could easily become virtually mandatory for combat-focused characters.

Uncommon Endurance Tasks

Overland Exertion: You can make an Endurance check while travelling overland to cover more ground (see Overland Movement, page 4). This is a special use of the Maintain Exertion ability described in the core rulebook. There are two ways that you can exert yourself: hustling, which doubles your distance travelled during a given hour, and making a forced march, which allows you to travel for an extra hour beyond the normal travel time. Making a forced march only increases the **difficulty value** of the check by 2 for each additional hour, instead of the normal 5.

Flexibility

The Flexibility skill has a fairly small narrative space, but it can provide significant combat utility.

Table 2.4: Flexibility Difficulty Values

Restraint	Difficulty Value
Net	5
Common manacles	15
High-quality manacles	20
Extraordinary manacles	25

Intimidate

Intimidate is massively more effective when a character is obviously significantly more powerful than whoever they are trying to intimidate. It's okay for high-level, 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), acting menacingly sober after ingesting a significant amount of alcohol (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.

Jump

Falling After Jumping

It is possible to make a Jump check that leaves in a creature in midair at the end of its movement. It begins falling as normal at the end of the round. This can allow a creature to take actions in midair during the phase immediately after its jump. For example, a fighter fighting against an airborne foe can jump into the air during the **movement phase** and act in midair during the **action phase**.

If an insufficiently long jump would cause a creature to fall into a gap, it can attempt to stop its fall with the Grab Surface use of the Climb skill if it can reach the wall.

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 long jump must happen in the middle of its jump. That maximum height jump must be no greater than half of the Jump check result, and 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.

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.

Linguistics

For the most part, Rise mechanics assume that you either do or don't know a language, with no middle ground. This obviously doesn't match the real world, where people often know small snippets from other languages, and learning a language is a gradual process that can take years. These nuances often don't matter, so it's not worth the effort to formalize a complex language proficiency system. In addition, the Linguistics skill can help smooth out oddities. It's reasonable to allow characters to make Linguistics checks with a low DV, such as 5 or 10, to understand particularly simple messages like "Help" from unfamiliar languages.

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.

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 queen's court, a player generally cannot simply influence the queen alone; her 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 queen's decision. Alternately, you can have the queen and her 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.

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

Table 2.5: 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

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.

Ride

Mounts can be logistically 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.

Table 2.6: 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

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

Many Survival checks are significantly easier or harder depend on the terrain. Some example difficulty values are listed in Table ??: Example Terrain Difficulty Values, page ?. You should feel free to adjust these values based on circumstances.

Table 2.7: Terrain Difficulty Values

Terrain	Navigation Value	Difficulty	Sustenance Value	Difficulty
Desert	10		20	
Forest	10		15	
Jungle	15		10	
Mountains	10		15	
Hills	5		10	
Plains	5		10	
Swamp	15		15	

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.

Tracking

One of the key uses for the Survival skill is to follow tracks left by creatures. A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance. Some suggestions for determining the difficulty of following a trail can be found in Table 2.8: Example Tracking Difficulty Values and Table 2.9: Example Tracking Difficulty Modifiers. Use your best judgment, and feel free to apply other circumstantial modifiers not listed here.

Table 2.8: Example Tracking Difficulty Values

Surface	Description	Difficulty Value
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15
Scent	Tracking using the scent ability instead of vision	5

Table 2.9: Example Tracking Difficulty Modifiers

Condition	Difficulty Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+20
Diminutive	+15
Tiny	+10
Small	+5
Medium	+0
Large	-5
Huge	-10
Gargantuan	-15
Colossal	-20
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

³ With scent-based tracking, apply this modifier per hour since the trail was made.

Swim

The Swim skill is one of the most narratively narrow skills, but it can still be very important in aquatic environments. Some example difficulty values for swimming are given in Table 2.10: Example Swim Difficulty Values, page 13.

There are no specific rules for catastrophic failure, because the consequences depend on the context. For example, muddy water with many weeds might very hard to swim through quickly, but you wouldn't be more likely to drown in it than you would in calm water. A creature in full plate might also sink like a stone without active effort, while a creature with no encumbrance can 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.

Table 2.10: Example Swim Difficulty Values

Liquid	Difficulty Value
Calm water	5
Rough water	10
Viscous liquid, like a muddy swamp	10
Stormy water	15
Extremely stormy water	20

Chapter 3

The World of 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 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 hardier, 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 mortals, 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.

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 absorb a surprising 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, +4 Fortitude, +4 Reflex, +4 Mental

Survival: +4 level for hit points

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, +4 Fortitude, +6 Reflex, +4 Mental

Survival: +2 level for damage resistance

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: +6 Armor, +4 Fortitude, +4 Reflex, +4 Mental

Survival: +2 level for hit points, +4 level for damage resistance

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, +4 Fortitude, +4 Reflex, +4 Mental

Survival: No bonuses

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: +2 Armor, +4 Fortitude, +4 Reflex, +6 Mental

Survival: +4 level for damage resistance

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, +4 Fortitude, +4 Reflex, +4 Mental

Survival: +2 level for hit points, +2 level for damage resistance

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 19. 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 have twice the base damage resistance of a player character.
- Monsters gain a +1 bonus to **accuracy** at 6th level and 18th level.

- Monsters gain a +1 bonus to all defenses at 12th 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 **accuracy** and all **defenses**.
- Elite monsters have four times the **hit points** and **damage resistance** of standard monsters.
- Elite monsters can have a maximum attribute of 6 (see Monster Attributes, page 18).
- Elite monsters double their damage and healing with all abilities. This stacks multiplicatively with any other modifiers, so an elite monster using a double damage attack would deal four times the damage of a normal monster's attack.
- Elite monsters can take an additional **elite action** each round (see Elite Actions, page 19).
- Elite monsters automatically remove excess **conditions** (see Monster Conditions, page 18).

Monster Vital Wounds

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 track starts at 1 and goes up to 10. The first condition would be noted as a 1, the second condition would be noted as a 2, 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 1d10. If the result matches an existing condition on its condition track that the monster did not gain during the current round, that condition is removed. 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 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 number on the track.

Monster Resources

Unless otherwise noted in their description, monsters have no resources, and their fatigue tolerance is treated as 0. They are 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.

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. 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. Since they do not have a fatigue tolerance, this would immediately cause them to suffer fatigue penalties.

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 19.

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, 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 **Versatile Grip** weapon tag and were being held in two hands. This gives them a +1d damage bonus plus +1d 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 Wielding

Monsters with a sufficiently high Dexterity are able to dual wield (see Dual Wielding, page ??). However, most monsters can only **dual wield** with two copies of the same **Light** natural weapon.

Table 4.1: Monster Advancement

Level	Max Rank	HP	DR	Elite HP	Elite DR	Accuracy, Defenses, Skills, Power ¹	Special
1st	1	6	0	24	0	—	—
2nd	1	7	2	28	8	+1	—
3rd	1	8	4	32	16	+1	+1 to two attributes
4th	2	9	6	36	24	+2	—
5th	2	10	8	40	32	+2	—
6th	2	12	10	48	40	+3	+1 accuracy
7th	3	14	12	56	48	+3	—
8th	3	16	14	64	56	+4	—
9th	3	18	16	72	64	+4	+1 to two attributes
10th	4	20	18	80	72	+5	—
11th	4	22	20	88	80	+5	—
12th	4	25	24	100	96	+6	+1 to all defenses
13th	5	28	28	112	112	+6	—
14th	5	32	32	128	128	+7	—
15th	5	36	36	144	144	+7	+1 to two attributes
16th	6	40	40	160	160	+8	—
17th	6	45	44	180	180	+8	—
18th	6	50	50	200	200	+9	+1 accuracy
19th	7	56	56	224	224	+9	—
20th	7	63	62	252	248	+10	—
21st	7	70	70	280	280	+10	+1 to two attributes

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

Monsters that use **manufactured weapons** can dual wield 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. Abilities that require elite actions are typically more powerful than normal combat abilities, and they can have unique effects.

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 dramati-

cally 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, other than the monster's bonus attribute from its role. 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	10/0; 4/4/4/4	6/4; 4/4/4/6	8/8; 6/4/4/4	6/0; 3/4/4/4	6/8; 2/4/6/4	8/4; 4/4/4/4
2nd	12/2; 5/5/5/5	7/6; 5/5/5/7	9/10; 7/5/5/5	7/2; 4/5/5/5	7/10; 3/5/7/5	9/6; 5/5/5/5
3rd	14/4; 5/5/5/5	8/8; 5/5/5/7	10/12; 7/5/5/5	8/4; 4/5/5/5	8/12; 3/5/7/5	10/8; 5/5/5/5
4th	16/6; 6/6/6/6	9/10; 6/6/6/8	12/14; 8/6/6/6	9/6; 5/6/6/6	9/14; 4/6/8/6	12/10; 6/6/6/6
5th	18/8; 6/6/6/6	10/12; 6/6/6/8	14/16; 8/6/6/6	10/8; 5/6/6/6	10/16; 4/6/8/6	14/12; 6/6/6/6
6th	20/10; 7/7/7/7	12/14; 7/7/7/9	16/18; 9/7/7/7	12/10; 6/7/7/7	12/18; 5/7/9/7	16/14; 7/7/7/7
7th	22/12; 7/7/7/7	14/16; 7/7/7/9	18/20; 9/7/7/7	14/12; 6/7/7/7	14/20; 5/7/9/7	18/16; 7/7/7/7
8th	25/14; 8/8/8/8	16/18; 8/8/8/10	20/24; 10/8/8/8	16/14; 7/8/8/8	16/24; 6/8/10/8	20/18; 8/8/8/8
9th	28/16; 8/8/8/8	18/20; 8/8/8/10	22/28; 10/8/8/8	18/16; 7/8/8/8	18/28; 6/8/10/8	22/20; 8/8/8/8
10th	32/18; 9/9/9/9	20/24; 9/9/9/11	25/32; 11/9/9/9	20/18; 8/9/9/9	20/32; 7/9/11/9	25/24; 9/9/9/9
11th	36/20; 9/9/9/9	22/28; 9/9/9/11	28/36; 11/9/9/9	22/20; 8/9/9/9	22/36; 7/9/11/9	28/28; 9/9/9/9
12th	40/24; 11/11/11/11	25/32; 11/11/11/13	32/40; 13/11/11/11	25/24; 10/11/11/11	25/40; 9/11/13/11	32/32; 11/11/11/11
13th	45/28; 11/11/11/11	28/36; 11/11/11/13	36/44; 13/11/11/11	28/28; 10/11/11/11	28/44; 9/11/13/11	36/36; 11/11/11/11
14th	50/32; 12/12/12/12	32/40; 12/12/12/14	40/50; 14/12/12/12	32/32; 11/12/12/12	32/50; 10/12/14/12	40/40; 12/12/12/12
15th	56/36; 12/12/12/12	36/44; 12/12/12/14	45/56; 14/12/12/12	36/36; 11/12/12/12	36/56; 10/12/14/12	45/44; 12/12/12/12
16th	63/40; 13/13/13/13	40/50; 13/13/13/15	50/62; 15/13/13/13	40/40; 12/13/13/13	40/62; 11/13/15/13	50/50; 13/13/13/13
17th	70/44; 13/13/13/13	45/56; 13/13/13/15	56/70; 15/13/13/13	45/44; 12/13/13/13	45/70; 11/13/15/13	56/56; 13/13/13/13
18th	80/50; 14/14/14/14	50/62; 14/14/14/16	63/80; 16/14/14/14	50/50; 13/14/14/14	50/80; 12/14/16/14	63/62; 14/14/14/14
19th	90/56; 14/14/14/14	56/70; 14/14/14/16	70/90; 16/14/14/14	56/56; 13/14/14/14	56/90; 12/14/16/14	70/70; 14/14/14/14
20th	100/62; 15/15/15/15	63/80; 15/15/15/17	80/100; 17/15/15/15	63/62; 14/15/15/15	63/100; 13/15/17/15	80/80; 15/15/15/15
21st	110/70; 15/15/15/15	70/90; 15/15/15/17	90/110; 17/15/15/15	70/70; 14/15/15/15	70/110; 13/15/17/15	90/90; 15/15/15/15

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 200 **DR** 160

Defenses Armor 15 Fort 19 Ref 11 Ment 22

Movement Swim 50 ft. Land 30 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 7

Power 13 ✨ 10

Alignment Usually lawful evil

Aboleth Abilities

Condition Removal: The aboleth can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Dominate ✨

Attune

Compulsion

Usage: Elite action.

The aboleth **dominates** the mind of an unconscious humanoid or aberration it touches. It can attune to this ability five times, allowing it to control up to five different creatures.

Mind Crush ✨

Compulsion

Usage: Elite action.

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

Hit: 8d8 psychic damage. Each creature that loses hit points from this damage is **stunned** (–2 defenses) as a condition.

Psionic Blast ✨

Compulsion

Usage: Elite action.

The aboleth makes a +11 attack vs. Mental against each enemy in a Large (60 ft.) cone.

Hit: 4d6+2d8 psychic damage. Each creature that loses hit points from this damage is **stunned** (–2 defenses) as a condition.

Slime-Covered Body ✨

Usage: 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 +11 **reactive attack** vs. Reflex against the creature that struck it.

Hit: 4d6+2d10 poison damage. Each creature that loses hit points from this damage is poisoned by aboleth slime.

Aboleth slime is an injury-based liquid poison (see Poison, page ??). The poison's accuracy is +13. 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.

Slimy Tentacle ✨

Long, Massive (10)

The aboleth makes a +11 melee strike with a tentacle.

Hit: 6d6+2d10 bludgeoning damage. Each creature that loses hit points from this damage is poisoned by aboleth slime, as the aboleth's **slime-covered body** ability.

Miss: **Glancing blow**.

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 9 **DR** 10
Defenses Armor 11 Fort 6 Ref 14 Ment 6
Vulnerable Electricity damage
Movement Land 30 ft.

Attributes Str 2, Dex 5, Con 0, Int -3, Per 2, Wil 0
Power 2 ✨ 4
Alignment Usually true neutral

Breeze Abilities

Windblast ✨

The breeze makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d8 slashing damage.

Gale Level 8 Skirmisher
Medium planeforged

HP 16 **DR** 18
Defenses Armor 14 Fort 8 Ref 16 Ment 8
Vulnerable Electricity damage
Movement Land 40 ft.

Attributes Str 4, Dex 6, Con 0, Int -2, Per 3, Wil 0
Power 4 ✨ 8
Alignment Usually true neutral

Gale Abilities

Windblast ✨

The gale makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d10 slashing damage.

Windsnipe ✨

The gale makes a +6 attack vs. Armor against one creature within Distant (120 ft.) range.
Hit: 1d6+1d8 bludgeoning damage.

Tempest Level 12 Skirmisher
Large planeforged

HP 25 **DR** 32
Defenses Armor 18 Fort 11 Ref 19 Ment 11
Vulnerable Electricity damage
Movement Land 60 ft.

Attributes Str 4, Dex 7, Con 0, Int -2, Per 4, Wil 0
Power 6 ✨ 10
Alignment Usually true neutral

Tempest Abilities

Windblast ✨

The tempest makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 2d6 slashing damage.

Windsnipe ✨

The tempest makes a +10 attack vs. Armor against one creature within Distant (120 ft.) range.
Hit: 1d6+1d10 bludgeoning damage.

Tornado Level 16 Skirmisher
Large planeforged

HP 50 DR 50**Defenses** Armor 21 Fort 15 Ref 22 Ment 14**Vulnerable** Electricity damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 8, Con 2, Int 1, Per 5, Wil 1**Power** 9 ✨ 12**Alignment** Usually true neutral

Tornado Abilities

Windblast ✨

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

Hit: 1d6+1d8 slashing damage.

Windsnipe ✨

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

Hit: 3d6 bludgeoning damage.

Elder

Level 20 Skirmisher
Huge planeformed**HP 80 DR 80****Defenses** Armor 24 Fort 17 Ref 24 Ment 17**Vulnerable** Electricity damage**Movement** Land 70 ft.**Attributes** Str 6, Dex 9, Con 2, Int 2, Per 6, Wil 2**Power** 12 ✨ 16**Alignment** Usually true neutral

Elder Abilities

Windblast ✨

The elder makes a +20 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 3d6 slashing damage.

Windsnipe ✨

The elder makes a +19 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 2d6+1d10 bludgeoning damage.

Allip

Level 3 Skirmisher – **Elite**
Medium undead

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 32 DR 32**Defenses** Armor 10 Fort 7 Ref 12 Ment 13**Immune** Physical damage**Movement** Fly 30 ft. (perfect) 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** 7 ✨ 1**Alignment** Always neutral evil

Allip Abilities

Condition Removal: The allip can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Incorporeal: The allip is **incorporeal** (see Incorporeal, page 98). It does not have a tangible body, and is immune to **physical damage**. It can enter or pass through solid objects.

Undead: The allip is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99).

Inflict Wound ✨

The allip makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Angels

Knowledge (planes) 8: Angels are the ultimate champions of good in the endless battle of good and evil. They are native to the Celestial Heavens, 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 plane-forged



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 252 **DR** 248
Defenses Armor 19 Fort 19 Ref 19 Ment 25
Immune Frightened, panicked
Movement Fly 70 ft. (perfect) 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 16 ✨ 13
Alignment Always neutral good

Seraph Abilities

Condition Removal: The seraph can remove conditions at the end of each round (see Monster Conditions, page 18).

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.

Combustion ✨

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

Hit: 16d8 fire damage.

Divine Judgment ✨

The seraph makes a +13 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 12d10 energy damage.

Tenderize – Ram

Heavy, Forceful

The seraph makes a +14 **strike** vs. Armor.

Hit: 6d6+2d10 bludgeoning and fire damage. In addition, if this attack also beats a target's Fortitude defense, it is **vulnerable** (–4 defenses) to all damage as a **condition**.

Miss: **Glancing blow**.

Word of Faith ✨

The seraph makes a +17 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 4d6+2d10 energy damage.

Divine Translocation ✨

Usage: 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.

Justicar

Level 14 Mystic – **Elite**
 Large plane-forged



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 powerful 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 murdered 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 224 **DR** 200**Defenses** Armor 17 Fort 19 Ref 18 Ment 22**Immune** Frightened, panicked**Movement** Fly 60 ft. (perfect) 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** 13 ✨ 12**Alignment** Always lawful good

Justicar Abilities

Condition Removal: The justicar can remove conditions at the end of each round (see Monster Conditions, page 18).

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.

Divine Judgment ✨

The justicar makes a +13 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 12d6 energy damage.

Word of Faith ✨

The justicar makes a +16 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 6d6 energy damage.

Divine Translocation ✨

Usage: 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 plane-forged

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 224 **DR** 160**Defenses** Armor 16 Fort 20 Ref 17 Ment 21**Immune** Frightened, panicked**Movement** Fly 60 ft. (perfect) 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** 12 ✨ 10**Alignment** Always neutral good

Ophan Abilities

Condition Removal: The ophan can remove conditions at the end of each round (see Monster Conditions, page 18).

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.

Divine Judgment ✨

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

Hit: 8d8 energy damage.

Pyroclasm ✨

The ophan makes a +15 attack vs. Reflex against everything in a Medium (30 ft.) radius.
Hit: 6d6 fire damage.

Whirlwind – Ram
Heavy, Forceful

The ophan makes a +15 attack vs. Armor against enemies in a Tiny (5 ft.) radius.
Hit: 8d6 bludgeoning and fire damage.

Word of Faith ✨

The ophan makes a +13 attack vs. Mental against enemies in a Small (15 ft.) radius.
Hit: 6d6 energy damage.

Divine Translocation ✨

Usage: 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



Mindless: Animated objects are not **sentient**. They are immune to **Compulsion** and **Emotion** attacks. Their Intelligence attribute represents their capacity for complex action according to the instructions given to them by their creator rather than true intelligence.

Tiny Object

Level 1 Brute
Tiny animate

HP 6	DR 0
Defenses Armor 8	Fort 0 Ref 10 Ment 4
Immune Compulsion, Emotion	
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

Ram Forceful
The tiny object makes a +0 strike vs. Armor with its ram. Hit: 1d8 bludgeoning.

Small Object

Level 1 Brute
Small animate

HP 10 DR 0**Defenses** Armor 7 Fort 4 Ref 8 Ment 4**Immune** **Compulsion, Emotion****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

Ram**Forceful**

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

Hit: 1d10 bludgeoning.

Medium Object

Level 2 Brute
Medium animate**HP 16 DR 2****Defenses** Armor 7 Fort 7 Ref 7 Ment 5**Immune** **Compulsion, Emotion****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

Knockdown – Ram**Forceful**

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

Hit: 1d6+1d8 bludgeoning damage. If the target loses hit points, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Large Object

Level 4 Brute
Large animate**HP 22 DR 6****Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Immune** **Compulsion, Emotion****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

Knockdown – Ram**Forceful**

The large object makes a +2 strike vs. Armor with its ram.

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

Huge Object

Level 7 Brute
Huge animate**HP 36 DR 12****Defenses** Armor 7 Fort 11 Ref 5 Ment 7**Immune** **Compulsion, Emotion****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

Huge Object Abilities

Knockdown – Ram**Forceful, Massive** (10)

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

Hit: 2d6+1d10 bludgeoning damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.**Miss:** **Glancing blow.**

Gargantuan Object

Level 9 Brute
Gargantuan animate**HP 50 DR 16****Defenses** Armor 7 Fort 13 Ref 4 Ment 8**Immune** **Compulsion, Emotion****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

Knockdown – Ram
Forceful, Massive (15)

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

Hit: 4d6 bludgeoning damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: **Glancing blow**.

Colossal Object

Level 11 Brute
Colossal animate

HP 70 **DR** 20

Defenses Armor 7 Fort 15 Ref 3 Ment 9

Immune **Compulsion, Emotion**

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

Knockdown – Ram
Forceful, Massive (20)

The colossal object makes a +6 strike vs. Armor with its ram.

Hit: 3d6+1d10 bludgeoning damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: **Glancing blow**.

Ankheg

Level 4 Skirmisher – **Elite**
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 40 **DR** 40

Defenses Armor 13 Fort 9 Ref 14 Ment 6

Movement Burrow 30 ft. Land 40 ft. Climb +10

Senses Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7

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

Power 0 ✨ 7

Alignment Always true neutral

Ankheg Abilities

Condition Removal: The ankheg can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Spit Acid

The ankheg makes a +5 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the ankheg uses this ability, it **briefly** cannot use it again.

Hit: 4d6 acid 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 7 DR 4

Defenses Armor 7 Fort 5 Ref 9 Ment 3

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

The baboon makes two +3 strikes vs. Armor with its claws.

Hit: 1d6 slashing.

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 12 DR 8

Defenses Armor 8 Fort 7 Ref 6 Ment 3

Movement Land 30 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

The badger makes two +3 strikes vs. Armor with its claws.
Hit: 1d4 slashing.

Bandits

Army Deserter

Level 1 Skirmisher
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 8 DR 4

Defenses Armor 6 Fort 6 Ref 8 Ment 4

Movement Land 30 ft.

Other skills Endurance +5

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

Power 0 ✨ 2

Alignment Usually neutral evil

Army Deserter Abilities

Heavy crossbow

Projectile (90/270)

The army deserter makes a +1 strike vs. Armor with its heavy crossbow.
Hit: 2d6 piercing.

Spear

Thrown (30/60)

The army deserter makes a +1 strike vs. Armor with its spear.
Hit: 1d8 piercing.

Veteran ArcherLevel 3 Sniper
Medium humanoid**HP** 8 **DR** 4**Defenses** Armor 7 Fort 5 Ref 8 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)The veteran archer makes a +3 **weak strike** vs. Reflex with its longbow.**Hit:** 1d8 piercing damage.**Longbow****Projectile** (90/270)

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

Hit: 1d8 piercing.**Renegade Bolter**Level 4 Mystic
Medium humanoid**HP** 9 **DR** 14**Defenses** Armor 7 Fort 6 Ref 9 Ment 13**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

Arc ✨

Usage: Standard action.

The renegade bolter makes a +4 attack vs. Fortitude against anything within Short (30 ft.) range. This attack **chains** once.**Hit:** 2d6 electricity damage.**Lightning Bolt** ✨

Usage: 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: 2d6 electricity damage.**Stunning Discharge** ✨

Usage: 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.

Bears

Black Bear

Level 3 Warrior
Medium animal

Knowledge (nature) 6: 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 22 **DR** 12

Defenses Armor 7 Fort 11 Ref 5 Ment 3

Movement Land 30 ft. Climb +8 Swim +8

Senses Scent, Awareness +5

Other skills Endurance +10

Attributes Str 4, Dex 0, Con 6, Int -8, Per 1, Wil -2

Power -1 ✨ 5

Alignment Always true neutral

Black Bear Abilities

Bite Grappling

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

Hit: 1d6+1d8 physical.

Claw Light

The black bear makes two +4 strikes vs. Armor with its claws.

Hit: 1d8 slashing.

Brown Bear

Level 6 Warrior
Medium animal

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

Knowledge (nature) 8: Brown bears tend to be bad-tempered and territorial.

HP 36 **DR** 18

Defenses Armor 9 Fort 14 Ref 7 Ment 9

Movement Land 30 ft. Climb +11 Swim +11

Senses Scent, Awareness +7

Other skills Endurance +13

Attributes Str 5, Dex 0, Con 7, Int -8, Per 1, Wil 2

Power 5 ✨ 8

Alignment Always true neutral

Brown Bear Abilities

Bite

Grappling

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

Hit: 2d6+1d8 physical.

Claw

Light

The brown bear makes two +6 strikes vs. Armor with its claws.

Hit: 2d6 slashing.

CamelLevel 1 Brute
Large animal

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

HP 16 **DR** 0**Defenses** Armor 4 Fort 7 Ref 3 Ment 4**Movement** Land 40 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**Grappling**

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

Hit: 1d8 physical.**Camel**Level 2 Brute
Medium animal**HP** 18 **DR** 2**Defenses** Armor 5 Fort 8 Ref 5 Ment 5**Movement** Land 30 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**Grappling**

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

Hit: 1d8 physical.

CatLevel 1 Skirmisher
Small animal**HP 4 DR 4****Defenses** Armor 8 Fort 1 Ref 11 Ment 2**Movement** Land 20 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**

The cat makes two +3 strikes vs. Armor with its claws.

Hit: 1d4 slashing.**Choker**Level 4 Skirmisher
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 8 DR 10**Defenses** Armor 11 Fort 5 Ref 13 Ment 5**Movement** Land 30 ft.**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

Cultists

Death Cultist

Level 1 Mystic
Medium humanoid

HP 8 **DR** 8

Defenses Armor 3 Fort 6 Ref 5 Ment 10

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 ✨

Spell

Usage: Standard action.

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

Hit: 1d10 energy damage.

Sickle

Light, Sweeping (1)

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

Hit: 1d4 slashing.

Club

The pyromaniac makes a +3 strike vs. Armor with its club.

Hit: 1d10 bludgeoning.

Pyroclasm ✨

Spell

Usage: 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: 2d6 fire damage.

Pyrohemia ✨

Spell

Usage: Standard action.

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

Hit: 2d6 fire damage. If the target loses hit points, it takes 2d6 fire damage again during the pyromaniac's next action.

Pyromaniac

Level 4 Mystic
Medium humanoid

HP 9 **DR** 14

Defenses Armor 6 Fort 6 Ref 8 Ment 13

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 ✨

Spell

Usage: 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: 2d6 fire damage immediately, and 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 5 DR 6
Defenses Armor 8 Fort 3 Ref 11 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

Darkwraith

Level 4 Skirmisher – **Elite**
Medium animate



Knowledge (nature) 7: An darkwraith is a shadow disconnected from its host through strange umbramantic 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 36 DR 40
Defenses Armor 14 Fort 8 Ref 16 Ment 12
Immune Cold damage, prone
Movement Fly 30 ft. (perfect) Stealth +11
Senses Darkvision (120 ft.), Awareness +9

Attributes Str 0, Dex 6, Con 0, Int 1, Per 4, Wil 4
Power 6 ✨ 2
Alignment Always neutral evil

Darkwraith Abilities

Condition Removal: The darkwraith can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Dark Grasp ✨

Usage: Standard action.

The darkwraith makes a +6 attack vs. Reflex against one creature it **touches**. It gains a +2 accuracy bonus if the target is **shadowed**.

Hit: 2d6+2d8 cold damage. If the target loses hit points, it is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the darkwraith as a **condition**. This is an **Emotion** effect.

Umbral Aura ✨

Usage: Elite action.

The darkwraith makes a +6 attack vs. Fortitude against all **shadowed** creatures within a Large (60 ft.) radius of it.

Hit: 4d6 cold 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 plane-forged



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 88 **DR** 32

Defenses Armor 11 Fort 10 Ref 10 Ment 12

Vulnerable **Emotion**

Movement Land 40 ft.

Other skills Endurance +7

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

Power 6 ✨ 10

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 18).

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

Enrage ★

The rageborn demon makes a +10 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 180 **DR** 80

Defenses Armor 13 Fort 17 Ref 11 Ment 10

Vulnerable **Compulsion**

Movement Land 30 ft.

Other skills Endurance +14

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

Power 4 ★ 7

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 18).

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

Painborn Demon

Level 7 Warrior – **Elite**
Medium plane-forged



Impale Light

The painborn demon makes a +10 **strike** vs. Armor.

Hit: 2d10 slashing damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the painborn demon.

Retributive Spikes

Whenever a creature makes a **melee** attack against the painborn demon using a free hand or non-Long weapon, it makes a +7 **reactive attack** vs. Armor against them.

Hit: 2d6+2d8 piercing damage.

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 DemonLevel 13 Sniper – **Elite**
Large plane-forged**HP** 160 **DR** 112**Defenses** Armor 14 Fort 16 Ref 14 Ment 19**Vulnerable** Cold iron weapons**Movement** Land 40 ft.**Attributes** Str 3, Dex 2, Con 3, Int 2, Per 6, Wil 6**Power** 12 ✨ 9**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 18).

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

Combustion ✨

The soulfire demon makes a +12 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 12d8 fire damage.

Ignition ✨

The soulfire demon makes a +17 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 6d6 fire 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 ✨

The soulfire demon makes a +17 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 6d6 fire damage.

Pyrohemilia ✨

The soulfire demon makes a +16 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 6d6 fire 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 6 DR 4
Defenses Armor 8 Fort 4 Ref 11 Ment 2
Movement Land 20 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
Grappling

The dire rat makes a +2 strike vs. Armor with its bite.
Hit: 1d8 physical.

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 14 DR 14
Defenses Armor 11 Fort 8 Ref 12 Ment 7
Movement Land 40 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
Grappling

The dire wolf makes a +5 strike vs. Armor with its bite.
Hit: 3d6 physical.

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 6 DR 4
Defenses Armor 5 Fort 4 Ref 7 Ment 3
Movement Land 30 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
Grappling

The dog makes a +1 strike vs. Armor with its bite.
Hit: 1d8 physical.

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 planeformed

HP 9 DR 10
Defenses Armor 10 Fort 6 Ref 13 Ment 8
Vulnerable Cold damage
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

Combustion ✨

The ember makes a +2 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 2d6 fire damage.

Firebolt ✨

The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 2d6 fire damage.

Kindled

Level 8 Skirmisher
Medium planeforged

Bonfire Abilities

HP 16 **DR 18**
Defenses Armor 13 Fort 8 Ref 15 Ment 10
Vulnerable Cold damage
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

Combustion ✨

The kindled makes a +5 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 1d6+1d8 fire damage.

Fireball ✨

The kindled makes a +4 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.
Hit: 1d6+1d8 fire damage.

Firebolt ✨

The kindled makes a +5 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d6+1d8 fire damage.

Ignition ✨

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 2d6 fire 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.

Bonfire

Level 12 Skirmisher
Large planeforged

Inferno Abilities

HP 25 **DR 32**
Defenses Armor 17 Fort 11 Ref 18 Ment 14
Vulnerable Cold damage
Movement Land 60 ft.

Attributes Str 5, Dex 6, Con 0, Int -2, Per 0, Wil 3
Power 9 ✨ 11
Alignment Usually true neutral

Combustion ✨

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 3d8 fire damage.

Fireball ✨

The bonfire makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.
Hit: 1d6+1d10 fire damage.

Firebolt ✨

The bonfire makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 3d8 fire damage.

Ignition ✨

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+1d8 fire 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.

Inferno

Level 16 Skirmisher
Large planeforged

HP 50 **DR 50**
Defenses Armor 19 Fort 15 Ref 20 Ment 16
Vulnerable Cold damage
Movement Land 60 ft.

Attributes Str 6, Dex 6, Con 2, Int 1, Per 2, Wil 3
Power 11 ✨ 14
Alignment Usually true neutral

Combustion ✨

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 5d8 fire damage.

Fireball ✨

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

Hit: 3d6 fire damage.

Firebolt ✨

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

Hit: 5d8 fire damage.

Ignition ✨

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+1d10 fire 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 ✨

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

Hit: 7d10 fire damage.

Ignition ✨

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 2d6+1d8 fire 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.

Elder

Level 20 Skirmisher
Huge planeformed

HP 80 **DR** 80

Defenses Armor 22 Fort 17 Ref 22 Ment 19

Vulnerable Cold damage

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

Combustion ✨

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

Hit: 7d10 fire damage.

Fireball ✨

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

Hit: 2d6+1d10 fire damage.

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 planeformed

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 mindless, 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 5 DR 4

Defenses Armor 7 Fort 3 Ref 9 Ment 2

Immune Fire damage, **Compulsion**, **Emotion**

Movement Land 30 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

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.

Mindless: The worker is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Drone

Level 5 Warrior
Medium planeformed

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.

HP 20 DR 16

Defenses Armor 12 Fort 9 Ref 10 Ment 6

Immune Fire damage, **Compulsion**, **Emotion**

Movement Land 40 ft. Climb +8 Jump +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

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.

Mindless: The drone is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Stinger
Heavy

The drone makes a +5 **strike** vs. Armor.

Hit: 1d6+1d8 piercing damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **stunned** (-2 *defenses*). During each subsequent **action phase**, make an attack with the same accuracy against each poisoned creature’s Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **stunned** (-2 *defenses*) as long as it is poisoned.

Frostweb Spider

Level 12 Skirmisher – **Elite**
Large magical beast

HP 128 **DR** 128
Defenses Armor 21 Fort 15 Ref 22 Ment 13
Movement Land 40 ft.
Senses Tremorsense (90 ft.)
Other skills Endurance +11

Attributes Str 6, Dex 8, Con 2, Int 1, Per 3, Wil 0
Power 6 ✨ 12
Alignment

Frostweb Spider Abilities

Condition Removal: The frostweb spider can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Bite
Grappling

The frostweb spider makes a +10 strike vs. Armor with its bite.
Hit: 6d6+2d10 physical.

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 180 **DR** 32

Defenses Armor 4 Fort 16 Ref 3 Ment 6

Immune Critical hits, squeezing, grappled

Movement Land 30 ft. Climb 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 -9, Per 0, Wil -2

Power 0 ✨ 8

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 18).

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.

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

Usage: Elite action.

The gelatinous cube makes a +4 attack vs. Fortitude against everything in its space.

Hit: 2d6+2d10 acid damage.

Miss: **Glancing blow**.

Engulf

Usage: 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 +6 attack vs. Fortitude against that creature or object.

Hit: The target is **grappled** by the gelatinous cube.

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 14 DR 4
Defenses Armor 9 Fort 5 Ref 9 Ment 3
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 is affected in a special way by healing effects (see Undead, page

99)).

Flesh-Rending Bite
Grappling, Heavy
The drudge ghoul makes a +2 **strike** vs. Armor.
Hit: 1d6+1d8 physical damage. Each creature that loses **hit points** from this attack is **briefly vulnerable** (-4 defenses) to all damage.

True Ghoul

Level 6 Brute
Medium undead

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

HP 22 DR 10
Defenses Armor 12 Fort 8 Ref 12 Ment 7
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 is affected in a special way by healing effects (see Undead, page 99)).

Flesh-Rending Bite
Grappling, Heavy
The true ghoul makes a +4 **strike** vs. Armor.
Hit: 2d6+1d8 physical damage. Each creature that loses **hit points** from this attack is **briefly vulnerable** (-4 defenses) to all damage.

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 6 DR 4

Defenses Armor 9 Fort 4 Ref 10 Ment 2

Movement Fly 60 ft. (perfect) 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

Venomous Stinger

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

Hit: 1d10 piercing damage. Each creature that loses hit points from this damage is poisoned by giant wasp venom.

Giant wasp venom is an injury-based liquid poison (see Poison, page ??). The poison’s accuracy is +4. 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.

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 50 DR 18
Defenses Armor 7 Fort 13 Ref 5 Ment 7
Movement Land 50 ft.
Attributes Str 8, Dex -2, Con 4, Int -2, Per -2, Wil -2
Power 3 ✨ 13
Alignment Usually chaotic evil

Condition Removal: The stone giant can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Hill Giant Abilities

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 up to 1,000 feet. 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 252 DR 144
Defenses Armor 12 Fort 18 Ref 7 Ment 9
Movement Land 60 ft.
Attributes Str 7, Dex -1, Con 7, Int 0, Per 2, Wil -2
Power 3 ✨ 12
Alignment Usually true neutral

Stone Giant Abilities

Gibbering Mouther

Level 5 Brute – Elite
Huge aberration



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 moutthers are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 12: Gibbering moutthers 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 144 **DR** 32

Defenses Armor 10 Fort 14 Ref 8 Ment 11

Immune Prone

Movement Land 50 ft. Swim +9

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

Other skills Endurance +11

Attributes Str 4, Dex 2, Con 6, Int -6, Per 1, Wil 3

Power 5 ✨ 6

Alignment Usually lawful evil

Gibber ✨

Compulsion

Usage: Elite action.

The gibbering mouther makes a +5 attack vs. Mental against all creatures within a Large (60 ft.) radius.

Hit: 2d10 psychic damage. Each creature that loses hit points is **stunned** (-2 defenses) as a condition.

Swarm of Mouths ✨

Grappling, Massive (10)

The gibbering mouther makes a +5 strike with its bite. The strike targets all adjacent **enemies**.

Hit: 2d6+2d8 physical damage.

Miss: **Glancing blow**.

Gibbering Mouther Abilities

Condition Removal: The gibbering mouther can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Goblins



Goblin Warrior

Level 1 Skirmisher
Medium humanoid

HP 6 **DR** 4

Defenses Armor 9 Fort 4 Ref 10 Ment 2

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)

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 piercing damage.

Spear

Thrown (30/60)

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

Hit: 1d6 piercing.

Goblin Wolf Rider

Level 3 Skirmisher
Medium humanoid

HP 8 **DR** 8

Defenses Armor 10 Fort 5 Ref 11 Ment 3

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

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

Hit: 1d10 piercing.

Spear

Thrown (30/60)

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

Hit: 1d6 piercing.

Goblin Shaman

Level 1 Mystic
Medium humanoid

HP 6 **DR** 8

Defenses Armor 5 Fort 4 Ref 7 Ment 9

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)

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: 1d8 piercing damage.

Divine Judgment ✨

Usage: Standard action.

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

Hit: 1d8 energy 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 56 **DR 48**

Defenses Armor 13 Fort 10 Ref 14 Ment 10

Movement Fly 60 ft. (poor) Land 40 ft.

Senses Low-light vision, Awareness +7

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

Power 4 ⭐ 7

Alignment Usually true neutral

Griffon Abilities

Condition Removal: The griffon can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Pouncing Claws
Light

The griffon moves up to half its speed in a straight line. Then, it makes a +8 **strike** vs. Armor.

Hit: 2d10 slashing 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 9 **DR 6**

Defenses Armor 7 Fort 7 Ref 8 Ment 4

Movement Land 40 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
Grappling

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

Hit: 1d8 physical.

Draft Horse

Level 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 16 **DR 2**

Defenses Armor 6 Fort 7 Ref 5 Ment 4

Movement Land 30 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
Grappling

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

Hit: 1d10 physical.

Warhorse

Level 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 12 DR 8**Defenses** Armor 7 Fort 8 Ref 8 Ment 4**Movement** Land 40 ft.**Attributes** Str 4, Dex 2, Con 3, Int -8, Per 0, Wil -1**Power** 0 ✨ 5**Alignment** Always true neutral

Warhorse Abilities

Bite**Grappling**

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

Hit: 1d10 physical.

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 100 DR 48**Defenses** Armor 15 Fort 10 Ref 14 Ment 8**Movement** Land 40 ft. Climb +12**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 6, Con 1, Int -8, Per 2, Wil -1**Power** 2 ✨ 9**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 18).

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

Impaling Tentacles
Heavy, Long

The hydra maggot makes a +7 **strike** vs. Reflex.
Hit: 4d6+2d10 piercing damage.

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 Far Realm, while others think it is a mere imitation.

Ichor Black Bear

Level 5 Brute
Medium magical beast

HP 36 **DR** 8

Defenses Armor 6 Fort 12 Ref 6 Ment 5

Immune Critical hits

Vulnerable Fire damage

Movement Land 30 ft. Climb +9 Swim +9

Senses Darkvision (60 ft.)

Other skills Endurance +11

Attributes Str 4, Dex 0, Con 6, Int -9, Per 1, Wil -1

Power 1 ✨ 6

Alignment Always true neutral

Ichor Black Bear Abilities

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 Brown Bear

Level 8 Brute
Large magical beast

HP 56 **DR** 14

Defenses Armor 8 Fort 15 Ref 7 Ment 10

Immune Critical hits

Vulnerable Fire damage

Movement Land 40 ft. Climb +12 Swim +12

Senses Darkvision (60 ft.)

Other skills Endurance +14

Attributes Str 5, Dex 0, Con 7, Int -9, Per 1, Wil 2

Power 6 ✨ 9

Alignment Always true neutral

Ichor Brown Bear Abilities

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**.

Ichor Roc

Level 11 Brute – **Elite**
Gargantuan magical beast

HP 252 **DR** 80

Defenses Armor 13 Fort 16 Ref 10 Ment 12

Immune Critical hits

Vulnerable Fire damage

Movement Land 60 ft.

Senses Darkvision (60 ft.), Awareness +12

Attributes Str 8, Dex 2, Con 5, Int -7, Per 4, Wil 1

Power 6 ✨ 13

Alignment Always true neutral

Ichor Roc Abilities

Condition Removal: The ichor roc can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Spreading Ichor [✨]: Whenever the ichor roc causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Ichor Wolf

Level 3 Skirmisher
Medium magical beast

HP 8 **DR** 8

Defenses Armor 7 Fort 5 Ref 9 Ment 4

Immune Critical hits

Vulnerable Fire damage

Movement Land 30 ft.

Senses Darkvision (60 ft.), Awareness +6

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

Power 0 ✨ 1

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**.

Imps

Flamefist Imp

Level 5 Skirmisher
Small plane-forged



HP 14 **DR** 12
Defenses Armor 11 Fort 8 Ref 14 Ment 4
Vulnerable Cold damage
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

Flaming Flurry
Light

The flamefist imp makes two +4 strikes vs. armor with its fists.
Hit: 1d8 bludgeoning and fire 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 20 **DR** 12
Defenses Armor 11 Fort 10 Ref 7 Ment 5
Vulnerable Cold damage
Movement Land 30 ft. Swim 30 ft. Swim +6

Attributes Str 2, Dex 2, Con 5, 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.

Defensive Spear ✨**Thrown** (30/60)

The lizardfolk grunt makes a +2 **weak strike** vs. Armor with its spear. In addition, it gains a +1 bonus to its Armor and Reflex defenses as a **Swift** effect.

Hit: 1d6 piercing damage.

Frenzied Bite ✨**Grappling**

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 physical damage.

Redeeming Spear**Thrown** (30/60)

The lizardfolk champion makes a +3 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: 1d10 piercing damage.

Lizardfolk Champion

Level 5 Warrior
Medium humanoid

HP 28 **DR** 16**Defenses** Armor 13 Fort 12 Ref 9 Ment 7**Vulnerable** Cold damage**Movement** Land 30 ft. Swim 30 ft. Swim +8**Attributes** Str 3, Dex 3, Con 6, Int 0, Per 2, 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.

Defensive Spear ✨**Thrown** (30/60)

The lizardfolk champion makes a +3 **weak strike** vs. Armor with its spear. In addition, it gains a +1 bonus to its Armor and Reflex defenses as a **Swift** effect.

Hit: 1d8 piercing damage.

Frenzied Bite ✨**Grappling**

The lizardfolk champion makes a +3 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: 1d8 physical 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, shielded from outside attack, actually makes them less vulnerable to cold. However, piercing attacks can penetrate their outer shell, causing the magma inside to spew out until it cools.

Volcanite Level 6 Brute
Medium planeforged

HP 45 **DR** 10
Defenses Armor 11 Fort 14 Ref 11 Ment 7
Impervious Cold damage
Vulnerable Piercing damage
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

Combustion ✨

The volcanite makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 1d6 fire damage.

Magma Throw

The volcanite makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 2d6 bludgeoning and fire damage.

Volcano Level 12 Brute
Large planeforged

HP 100 **DR** 24
Defenses Armor 16 Fort 19 Ref 15 Ment 11
Impervious Cold damage
Vulnerable Piercing damage
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

Combustion ✨

The volcano makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 2d8 fire damage.

Magma Throw

The volcano makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 3d8 bludgeoning and fire damage.

Volcanic Titan Level 18 Brute
Huge planeforged

HP 170 **DR** 50
Defenses Armor 19 Fort 23 Ref 17 Ment 14
Impervious Cold damage
Vulnerable Piercing damage
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

Combustion ✨

The volcanic titan makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 4d8 fire damage.

Magma Throw

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

Hit: 7d8 bludgeoning and fire 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 128 **DR** 40

Defenses Armor 9 Fort 13 Ref 8 Ment 10

Movement Land 40 ft.

Senses Awareness +8

Attributes Str 7, Dex 0, Con 4, Int 0, Per 2, Wil 1

Power 4 ✨ 10

Alignment Always true neutral

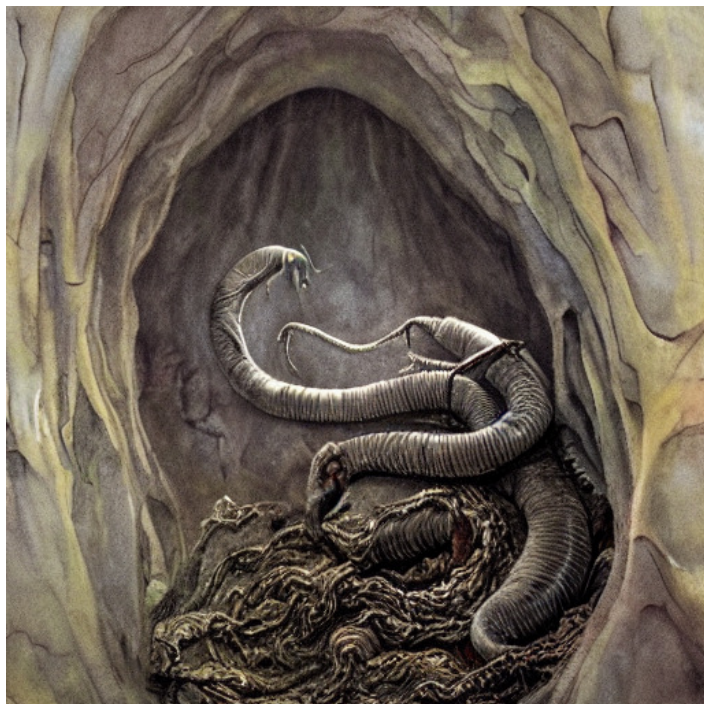
Minotaur Abilities

Condition Removal: The minotaur can remove conditions at the end of each round (see Monster Conditions, page 18).

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

Nightcrawler

Level 7 Brute
Large magical beast



Dark Embrace ✨

The nightcrawler makes a +5 attack vs. Reflex against anything adjacent.

Hit: 1d6+1d8 cold damage.

Knowledge (nature) 8: A nightcrawler is a Large worm imbued with umbramantic 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 move slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks or wrap around the defenses of foes. Nightcrawlers have several magical abilities that draw on their umbramantic power to inflict cold damage on nearby foes.

Knowledge (nature) 18: Nightcrawlers hate and fear light. They can be driven away by light, but if they have no escape, they ferociously attack any sources of light.

HP 25 DR 12

Defenses Armor 11 Fort 8 Ref 10 Ment 10

Movement Climb 30 ft. Land 30 ft. Climb +11

Senses Darkvision (60 ft.), blindsense (120 ft.)

Attributes Str 5, Dex 4, Con 1, Int -8, Per 0, Wil 3

Power 6 ✨ 8

Alignment Always true neutral

Nightcrawler Abilities

Crawling Darkness ✨

The nightcrawler makes a +6 attack vs. Reflex against enemies in a Medium (30 ft.) radius.

Hit: 2d6 cold damage.

Ogres

Knowledge (local) 7: 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) 12: 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) 17: 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 unorganized individuals. They use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 4 Brute

Large monstrous humanoid

Knowledge (local) 7: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

HP 20 DR 6

Defenses Armor 5 Fort 8 Ref 4 Ment 5

Movement Land 40 ft.

Attributes Str 6, Dex -1, Con 2, Int -4, Per 0, Wil -1

Power 1 ✨ 8

Alignment Usually chaotic evil

Ogre Ganger Abilities

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 10

Defenses Armor 6 Fort 11 Ref 5 Ment 6

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

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 14 **DR** 20

Defenses Armor 4 Fort 7 Ref 5 Ment 14

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

Firebolt ✨

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

Hit: 3d6 fire damage.

Ignition ✨

The ogre mage makes a +6 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+1d8 fire 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 ✨

The ogre mage makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+1d8 fire damage.

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** 48

Defenses Armor 8 Fort 13 Ref 7 Ment 11

Movement Land 40 ft.

Social Intimidate +6

Attributes Str 8, Dex -1, Con 4, Int -1, Per 3, Wil 2

Power 5 ✨ 11

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 18).

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

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 self-ish, 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 12 DR 0

Defenses Armor 4 Fort 5 Ref 4 Ment 4

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

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

Power 0 ✨ 5

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

The orc peon makes a +1 strike vs. Armor with its greataxe.

Hit: 1d6+1d8 slashing.

Orc Grunt

Level 2 Brute
Medium humanoid

Knowledge (local) 6: Orc grunts are the standard warrior that orc clans field in battle.

HP 16 DR 2

Defenses Armor 5 Fort 7 Ref 5 Ment 5

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

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

Power 1 ✨ 7

Alignment Usually lawful evil

Orc Grunt Abilities

Greataxe

Sweeping (1)

The orc grunt makes a +2 strike vs. Armor with its greataxe.

Hit: 3d6 slashing.

Power Greataxe ✨

Sweeping (1)

The orc grunt makes a --1 strike vs. Armor with its greataxe.

Hit: 2d8 slashing 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 18 DR 4

Defenses Armor 6 Fort 7 Ref 6 Ment 5

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

Attributes Str 6, Dex 1, Con 2, Int 0, Per 0, Wil 0

Power 1 ✨ 7

Alignment Usually lawful evil

Orc Butcher Abilities

Bloodletting Butcher's Cleaver

Sweeping (2)

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver. Each damaged creature bleeds if this attack beats its Fortitude defense. A bleeding creature takes 1d10 slashing damage during the orc butcher's next action.

Hit: 3d6 slashing damage.

Butcher's Cleaver**Sweeping** (2)

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 3d6 slashing.

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 25 **DR** 8

Defenses Armor 6 Fort 9 Ref 6 Ment 7

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +8

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

Power 3 ✨ 9

Alignment Usually lawful evil

Orc Veteran Abilities**Greataxe****Sweeping** (1)

The orc veteran makes a +4 strike vs. Armor with its greataxe.

Hit: 2d6+1d10 slashing.

Heartpiercing Longbow**Projectile** (90/270)

The orc veteran makes a +3 strike vs. Armor with its weapon. It gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a **critical hit**.

Hit: 1d6+1d8 piercing damage.

Glancingblow: No effect.

Power Greataxe ✨**Sweeping** (1)

The orc veteran makes a +1 strike vs. Armor with its greataxe.

Hit: 4d6 slashing damage.

Orc Clan Chief

Level 6 Leader – **Elite**
Medium humanoid

Knowledge (local) 8: Orc clan chiefs are the among the most powerful orc warriors. Even the lowest clan chief commands hundreds of powerful orc warriors, plus at least as many noncom-

batants.

HP 100 **DR** 56

Defenses Armor 9 Fort 13 Ref 9 Ment 12

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +10

Attributes Str 7, Dex 0, Con 4, Int 0, Per 2, Wil 3

Power 6 ✨ 10

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 18).

Elite Actions: The orc clan chief can use an additional **Elite** ability each round.

Battle Command ✨

Usage: 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)

The orc clan chief makes a +7 strike vs. Armor with its longbow. It reduces its **longshot penalty** with the strike by 4.

Hit: 4d6 piercing damage.

Guardbreaking Greataxe ✨**Sweeping** (1)

The orc clan chief makes a +8 strike vs. Armor with its greataxe. In addition, it chooses one of its allies. Each creature damaged by the strike takes a -2 penalty to all defenses against that ally's attacks this round.

Hit: 6d6 slashing damage.

Hamstring – Greataxe ✨**Sweeping** (1)

The orc clan chief makes a +8 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: 6d6 slashing damage.

Power Greataxe ✨
Sweeping (1)

The orc clan chief makes a +5 strike vs. Armor with its greataxe.
Hit: 12d6 slashing damage.

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 10 **DR 6**
Defenses Armor 6 Fort 6 Ref 6 Ment 9
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Other skills Endurance +5

Attributes Str 5, Dex 1, Con 1, Int -1, Per 2, Wil 4
Power 5 ✨ 6
Alignment Usually lawful evil

Orc Shaman Abilities

Battleaxe

The orc shaman makes a +3 strike vs. Armor with its battleaxe.
Hit: 2d6 slashing.

Divine Judgment ✨
Usage: Standard action.

The orc shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: 1d10 energy damage.

True Strike ✨
Usage: 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.

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 are completely mindless. In addition, skeletons are always more agile and less strong than the original creature. All skeletons are vulnerable to bludgeoning damage thanks to their exposed and easily crumpled bones.

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 7 DR 8

Defenses Armor 8 Fort 3 Ref 6 Ment 4

Immune **Compulsion**, **Emotion**

Vulnerable Bludgeoning damage

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

Mindless: The skeletal town guard is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal town guard is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Town Healer

Level 4 Warrior
Medium undead

HP 9 DR 14

Defenses Armor 9 Fort 4 Ref 7 Ment 6

Immune **Compulsion**, **Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Power 2 ✨ 3

Alignment Always neutral evil

Skeletal Town Healer Abilities

Mindless: The skeletal town healer is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal town healer is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Peon

Level 1 Warrior
Medium undead

HP 7 DR 8

Defenses Armor 7 Fort 3 Ref 5 Ment 4

Immune **Compulsion**, **Emotion**

Vulnerable Bludgeoning damage

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

Mindless: The skeletal orc peon is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc peon is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Grunt

Level 2 Warrior
Medium undead

HP 9 DR 10

Defenses Armor 8 Fort 5 Ref 6 Ment 5

Immune **Compulsion**, **Emotion**

Vulnerable Bludgeoning damage

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

Mindless: The skeletal orc grunt is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc grunt is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Butcher

Level 3 Warrior
Medium undead

HP 10 DR 12**Defenses** Armor 9 Fort 5 Ref 7 Ment 5**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**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

Mindless: The skeletal orc butcher is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc butcher is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Veteran

Level 5 Warrior
Medium undead**HP 16 DR 16****Defenses** Armor 9 Fort 7 Ref 7 Ment 6**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**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

Mindless: The skeletal orc veteran is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc veteran is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Clan Chief

Level 6 Warrior – Elite
Medium undead**HP 80 DR 72****Defenses** Armor 12 Fort 11 Ref 10 Ment 9**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 1, Con 2, Int -7, Per 0, Wil 0**Power** 3 ✨ 9**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 18).

Elite Actions: The skeletal orc clan chief can use an additional **Elite** ability each round.

Mindless: The skeletal orc clan chief is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc clan chief is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Skeletal Orc Shaman

Level 2 Warrior
Medium undead**HP 8 DR 10****Defenses** Armor 9 Fort 4 Ref 7 Ment 5**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**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

Mindless: The skeletal orc shaman is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than true intelligence.

Undead: The skeletal orc shaman is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Stygian Leech

Level 7 Brute
Large magical beast



Leech Life
Grappling, Heavy

The stygian leech makes a +5 **strike** vs. Armor.
Hit: 2d6+1d8 energy and physical damage. If any creature loses **hit points** from this attack, the stygian leech regains 1d10+6 hit points. This ability does not have the **Swift** tag, so it resolves after attacks during the current phase.

Knowledge (nature) 8: 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) 13: 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) 18: 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 25 DR 12

Defenses Armor 11 Fort 8 Ref 10 Ment 10

Movement Climb 40 ft. Land 40 ft. Climb +11

Senses Darkvision (120 ft.), lifesense (120 ft.)

Attributes Str 5, Dex 4, Con 1, Int -6, Per 2, Wil 3

Power 6 ✨ 8

Alignment Always true neutral

Stygian Leech Abilities

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 9 **DR** 8

Defenses Armor 7 Fort 5 Ref 5 Ment 4

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)

The town guard makes a +0 strike vs. Armor with its broadsword.

Hit: 1d6 slashing.

Stabilize Life ✨

Usage: Standard action.

The town healer, or one living **ally** within Short (30 ft.) range of it, regains 2d6 hit points. This cannot increase the target's hit points above half its maximum hit points.

Town Healer

Level 4 Mystic
Medium humanoid

Knowledge (local) 7: 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 9 **DR** 14

Defenses Armor 4 Fort 6 Ref 6 Ment 11

Movement Land 30 ft.

Other skills Medicine +5

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

Power 5 ✨ 2

Alignment Any

Town Healer Abilities

Inflict Wound ✨

Usage: Standard action.

The town healer makes a +3 attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: 1d10 energy damage. If the target loses hit points from this damage, it takes the damage again.

Treants

All treants have the [animate tree](#) ability.

Animate Tree ✨

Usage: 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 as a [free action](#). 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 to avoid conflict if at all possible.

HP 25 DR 16

Defenses Armor 8 Fort 11 Ref 5 Ment 4

Vulnerable Fire damage

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

Rebounding Treeclub

Forceful

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: 1d6+1d10 bludgeoning damage.

Chestnut Treant

Level 6 Warrior
Large animate

Knowledge (nature) 8: Chestnut treants tend to mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 32 DR 18

Defenses Armor 9 Fort 13 Ref 6 Ment 8

Vulnerable Fire damage

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

Chestnut Treant Abilities

Anklestraining Treeclub

Forceful

The chestnut treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d6+1d10 bludgeoning 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

Forceful

The chestnut treant makes a +5 strike vs. Armor with its treeclub. If the attack result beats the target's Reflex defense, the strike deals 1d6 **extra damage**.

Hit: 1d6+1d10 bludgeoning damage.

Willow Treant

Level 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 32 DR 20

Defenses Armor 12 Fort 12 Ref 9 Ment 5

Vulnerable Fire damage

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

Lashing Treeclub

Forceful

The willow treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d6+1d10 bludgeoning damage. If the target loses hit points, the willow treant makes an additional strike against it with the same accuracy and damage.

Whirling Treeclub

Forceful

The willow treant makes a +5 strike vs. Armor with its treeclub. The strike targets all adjacent enemies.

Hit: 1d6+1d10 bludgeoning damage.

Miss: **Glancing blow**.

Darkroot Treant

Level 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 36 **DR** 24

Defenses Armor 10 Fort 13 Ref 7 Ment 10

Movement Land 30 ft.

Senses Awareness +9

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

Power 6 ✨ 9

Alignment Usually neutral evil

Darkroot Treant Abilities

Festering Treeclub

Forceful

The darkroot treant makes a +6 strike vs. Armor with its treeclub.

Hit: 4d6 bludgeoning damage. If the target loses hit points, it takes damage from the strike again during the darkroot treant's next action.

Sickening Treeclub

Forceful

The darkroot treant makes a +6 strike vs. Armor with its treeclub.

Hit: 4d6 bludgeoning damage. If the target takes damage and the attack result beats its Fortitude defense, it is **stunned** (*-2 defenses*) as a **condition**.

Pine Treant

Level 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 56 **DR** 28

Defenses Armor 10 Fort 16 Ref 4 Ment 12

Vulnerable Fire damage

Movement Land 30 ft.

Senses Awareness +9

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

Power 8 ✨ 8

Alignment Usually neutral good

Pine Treant Abilities

Felling Treeclub

Forceful, Massive (10)

The pine treant makes a +8 strike vs. Armor with its treeclub.

Hit: 2d6+1d10 bludgeoning damage. If the target loses hit points, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: **Glancing blow**.

Resounding Treeclub

Forceful, Massive (10)

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: 2d6+1d10 bludgeoning damage.

Miss: **Glancing blow**.

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 56 **DR** 32

Defenses Armor 11 Fort 16 Ref 5 Ment 15

Vulnerable Fire damage

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 5, Dex -2, Con 7, Int 0, Per 0, Wil 6

Power 11 ✨ 10

Alignment Usually neutral good

Oak Treant Abilities

Boneshattering Treeclub**Forceful, Massive** (10)

The oak treant makes a +7 strike vs. Armor with its treeclub. If the attack result beats the target's Fortitude defense, the strike deals maximum damage.

Hit: 3d6+1d8 bludgeoning damage.

Miss: **Glancing blow**.

Surefell Treeclub**Forceful, Massive** (10)

The oak treant makes a +7 strike vs. Armor with its treeclub.

Hit: 3d6+1d8 bludgeoning damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*).

Miss: **Glancing blow**.

Cyprus TreantLevel 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 70 **DR** 36**Defenses** Armor 11 Fort 17 Ref 5 Ment 11**Movement** Land 30 ft.**Senses** Awareness +10**Attributes** Str 6, Dex -2, Con 8, Int 0, Per 2, Wil 2**Power** 7 ✨ 11**Alignment** Usually true neutral

Cyprus Treant Abilities

Bracing Treeclub**Forceful, Massive** (10)

The cyprus treant makes a +7 strike vs. Armor with its treeclub. In addition, it is **impervious** to all damage this round. Because this is a **Swift** ability, it affects attacks against it during the current phase.

Hit: 3d6+1d8 bludgeoning damage.

Miss: **Glancing blow**.

Felling Treeclub**Forceful, Massive** (10)

The cyprus treant makes a +10 strike vs. Armor with its treeclub.

Hit: 3d6+1d8 bludgeoning damage. If the target loses hit points, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: **Glancing blow**.

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 VampireLevel 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 56 **DR** 48**Defenses** Armor 12 Fort 10 Ref 14 Ment 11**Movement** Land 30 ft.**Senses** Darkvision (120 ft.), Awareness +7**Social** Intimidate +5**Attributes** Str 3, Dex 4, Con 2, Int 3, Per 2, Wil 3**Power** 5 ✨ 5**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 18).

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 **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. 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 is affected in a special way by healing effects (see Undead, page 99)).

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 50. 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.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy 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 energy damage and **briefly** becomes **immobilized** (*-4 Armor and Ref, cannot use movement speeds*). 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.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes **blinded** (*50% miss chance, -2 Armor and Ref*) as a condition. If it loses hit points from this damage, it immediately dies and dissolves into a pile of ash. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

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 piercing damage.

Vampiric Recovery [✱]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Alluring Gaze ✱

Emotion

The fledgling vampire makes a +5 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.

Drink Blood

Grappling, Heavy

The fledgling vampire makes a +5 **strike** vs. Armor.

Hit: 2d6+2d8 physical damage. Each creature that loses **hit points** from this attack is **briefly stunned** (*-2 defenses*).

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 100 **DR** 96

Defenses Armor 16 Fort 13 Ref 18 Ment 15

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +11

Social Intimidate +8, Persuasion +11, Social Insight +11

Attributes Str 4, Dex 5, Con 2, Int 4, Per 3, Wil 4

Power 9 ✱ 9

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 18).

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 **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. 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 is affected in a special way by healing effects (see Undead, page 99)).

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 50. 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.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy 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 energy damage and **briefly** becomes **immobilized** (*-4 Armor and Ref, cannot use movement speeds*). 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.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes **blinded** (*50% miss chance, -2 Armor and Ref*) as a condition. If it loses hit points from this damage, it immediately dies and dissolves into a pile of ash. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

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 piercing damage.

Vampiric Recovery [★]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Alluring Gaze ★

Emotion

The true vampire makes a +10 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.

Drink Blood

Grappling, Heavy

The true vampire makes a +9 **strike** vs. Armor.

Hit: 4d6+2d10 physical damage. Each creature that loses **hit points** from this attack is **stunned** (*-2 defenses*) as a **condition**.

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 200 **DR** 176

Defenses Armor 20 Fort 17 Ref 22 Ment 19

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +14

Social Intimidate +10, Persuasion +14, Social Insight +14

Attributes Str 4, Dex 6, Con 3, Int 5, Per 4, Wil 5

Power 12 ★ 11

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 18).

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 **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. 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 is affected in a special way by healing effects (see Undead, page 99).

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 50. 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.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy 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 energy damage and **briefly** becomes **immobilized** (*-4 Armor and Ref, cannot use movement speeds*). 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.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes **blinded** (*50% miss chance, -2 Armor and Ref*) as a condition. If it loses hit points from this damage, it immediately dies and dissolves into a pile of ash. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

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 piercing damage.

Vampiric Recovery [★]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Alluring Gaze ★

Emotion

The vampire lord makes a +14 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.

Drink Blood

Grappling, Heavy

The vampire lord makes a +13 **strike** vs. Armor.

Hit: 8d6 physical damage. Each creature that loses **hit points** from this attack is **stunned** (*-2 defenses*) as a **condition**.

Warg

Level 2 Skirmisher
Medium magical beast

HP 8 DR 6

Defenses Armor 9 Fort 6 Ref 11 Ment 4

Movement Land 30 ft.

Senses Scent

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

Power 0 ★ 4

Alignment

Warg Abilities

Bite

Grappling

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

Hit: 1d6+1d8 physical.

Yrthak

Level 6 Skirmisher – Elite
Huge magical beast

Knowledge (nature) 8: Yrthaks are virtually blind. They can “see” in a short range around them 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 64 DR 56

Defenses Armor 13 Fort 11 Ref 13 Ment 8

Movement Fly 70 ft. (poor) Land 50 ft.

Senses Blindsight (120 ft.), blindsense (240 ft.), Awareness +12

Attributes Str 5, Dex 4, Con 2, Int -4, Per 6, Wil -1

Power 2 ✨ 8

Alignment Usually true neutral

Yrthak Abilities

- Condition Removal:** The yrthak can remove conditions at the end of each round (see Monster Conditions, page 18).
- Elite Actions:** The yrthak can use an additional Elite ability each round.

Sonic Lance

The yrthak makes a +9 attack vs. Fortitude against everything in a 10 ft. wide, Large (60 ft.) long line. After the yrthak uses this ability, it briefly cannot use it again.

Hit: 2d6+2d10 bludgeoning damage.

Thundering Hide

Whenever an enemy within a Tiny (5 ft.) radius emanation deals damage to the yrthak, it makes a +9 reactive attack vs. Fortitude against them.

Hit: 6d6 bludgeoning 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. All zombies are vulnerable to slashing damage thanks to their exposed and easily torn skin and muscles.
- 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 Guard** Level 1 Brute
Medium undead
- HP 16 DR 0
- Defenses Armor 3 Fort 7 Ref 3 Ment 1
- Vulnerable Slashing damage
- Movement Land 20 ft.
- Senses Darkvision (60 ft.)
- Attributes Str 3, Dex -1, Con 3, Int -7, Per 0, Wil -3
- Power -3 ✨ 3
- Alignment Always neutral evil
- Zombie Town Guard Abilities
- Undead:** The zombie town guard is undead instead of living, and it is affected in a special way by healing effects (see Undead, page 99)).

Zombie Town Healer Level 4 Brute
Medium undead

HP 20 DR 6**Defenses** Armor 4 Fort 8 Ref 4 Ment 3**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex -2, Con 2, Int -7, Per 0, Wil -3**Power** -1 ✨ 4**Alignment** Always neutral evil

Zombie Town Healer Abilities

Undead: The zombie town healer is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

HP 22 DR 4**Defenses** Armor 4 Fort 9 Ref 4 Ment 2**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -1, Con 4, Int -7, Per 0, Wil -3**Power** -2 ✨ 5**Alignment** Always neutral evil

Zombie Orc Butcher Abilities

Undead: The zombie orc butcher is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Zombie Orc PeonLevel 1 Brute
Medium undead**HP 16 DR 0****Defenses** Armor 2 Fort 7 Ref 2 Ment 1**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 3, Int -7, Per 0, Wil -3**Power** -3 ✨ 4**Alignment** Always neutral evil

Zombie Orc Peon Abilities

Undead: The zombie orc peon is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Zombie Orc VeteranLevel 5 Brute
Medium undead**HP 28 DR 8****Defenses** Armor 4 Fort 10 Ref 4 Ment 3**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3**Power** -1 ✨ 6**Alignment** Always neutral evil

Zombie Orc Veteran Abilities

Undead: The zombie orc veteran is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Zombie Orc GruntLevel 2 Brute
Medium undead**HP 20 DR 2****Defenses** Armor 3 Fort 9 Ref 3 Ment 2**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3**Power** -2 ✨ 5**Alignment** Always neutral evil

Zombie Orc Grunt Abilities

Undead: The zombie orc grunt is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Zombie Orc Clan ChiefLevel 6 Brute – Elite
Medium undead**HP 160 DR 40****Defenses** Armor 7 Fort 15 Ref 7 Ment 6**Vulnerable** Slashing damage**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex -2, Con 6, Int -7, Per 0, Wil -3**Power** 0 ✨ 9**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 18).

Elite Actions: The zombie orc clan chief can use an additional **Elite** ability each round.

Undead: The zombie orc clan chief is **undead** instead of **living**, and it is affected in a special way by healing effects (see

Zombie Orc ButcherLevel 3 Brute
Medium undead

Undead, page 99)).

Zombie Orc Shaman

Level 2 Brute
Medium undead

HP 18 DR 2
Defenses Armor 4 Fort 8 Ref 4 Ment 2
Vulnerable Slashing damage
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -1, Con 3, Int -7, Per 0, Wil -3
Power -2 ✨ 5
Alignment Always neutral evil

Zombie Orc Shaman Abilities

Undead: The zombie orc shaman is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 99)).

Chapter 6

Campaign Settings

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 Dragonsguard 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 plane-forged 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

activeability: 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 95.

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.

attunement point: Attunement points allow you to **attune** to effects such as spells or items. For details, see Attunement Points, page ??.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, 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 three archetypes that members of that class normally have. 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: Many abilities affect a broad area. 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, page ??.

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 Attunement, page ??.

attuned: If you are attuned to an ability, you have invested an **attunement point** in it to maintain its effect. For details, see Attunement, page ??.

base attribute: Your base attribute is the value

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 ??.

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. A creature can't hide in an area with bright illumination unless it is invisible or has cover. For details, see Vision and Light, page ??.

brilliant illumination: In an area with brilliant illumination, creatures can see clearly. A creature can't hide in an area with brilliant illumination unless it is invisible or has cover. In addition, no shadows exist within an area of brilliant illumination. 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 ??.

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. For details, see Cantrips, page ??.

carrying capacity: Your carrying capacity defines the amount of weight you can carry without penalty. For details, see Weight Limits, page ??.

casting components: Spells generally require specific casting components. There are two types of casting components: **somatic components** and **verbal components**. Somatic components are only used by arcane and pact spellcasters while **verbal components** are used by all spellcasters. For details, see Casting Components, 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 spell chains, you may choose an additional secondary target for the spell. Each additional target must be within 15 feet of the previous target in the chain, starting with the spell’s primary target. 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 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: A class skill is a skill that a class is particularly good at using. Each class has a specific set of class skills given in its description. Each class also gives a particular number of **trained skills** from among your class skills. For details, see Trained Skills, page ??.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are

described at Climb Speed, 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 ??.

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 Dealing 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 ??.

darkvision: A creature with darkvision can see perfectly in complete darkness. For details, see Darkvision, page 98.

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 Resurrecting the Dead, 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 96.

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 ??.

dice increment: A die increment is a single increase or decrease in the value of a dice pool. For example, a 1d8 that is increased by one die increment becomes a 1d10 die. Similarly, a 2d6 dice pool that is decreased by one die increment also becomes a 1d10 die. For details, see Dice Pools, page ??.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. For details, see Dice Pools, page ??.

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.

dirty trick: You can use the *dirty trick* ability to impair a foe by using your environment. For details, see Dirty Trick, page ??.

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 wield: If you wield two weapons at once, you can attack with both simultaneously whenever you make a **strike**. For details, see Dual Wielding, page ??.

elite: Elite monsters are much more dangerous than standard

monsters. For details, see Elite Monsters, page 18.

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. For details, see Elite Monsters, page 18.

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 ??.

energy damage: There are four types of energy damage: cold, electricity, fire, and psychic. For details, see Damage Types, 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 ??.

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 explode. 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 abilities add extra damage to your damaging attacks, or cause creatures to suffer extra damage from any incoming damaging attacks. Extra damage applies when damaging attacks hit or get a **glancing blow**. On a glancing blow, extra damage is halved just like the attack's base damage.

Most sources of extra damage do not have a specific damage type. The extra damage normally has the same damage type as the attack's base damage. If extra damage has a specific damage type, it uses that damage type instead of any of the attack's normal damage types.

Some damaging abilities affect extra damage differently. For example, the **enraged strike** ability doubles the **weapon damage** of the attack, but does not double any extra damage applied to the attack.

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 5 feet, you and the object you land on take bludgeoning **environmental damage**. This damage is called falling damage, and it is equal to 1d10 per 10 feet you fell, up to a maximum of 20d10 damage. If you control your fall with the *mitigate fall* ability, you can reduce the falling damage you take (see Jump, page 10).

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**. If you have a fatigue penalty of at least –1, you are considered **fatigued**. 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 penalties to their Armor and Reflex defenses while flying based on their **maneuverability**. For details, see Flight, 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**.

glances: 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. In addition, many attacks that affect an area inflict a glancing blow even if they miss by more than 2. 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. For details, see Gliding, 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: See Cryomancy, page ??.

immune: A creature that is immune to a particular damage type, debuff, or other ability 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. For details, see Initiative, 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 ??.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, 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 bludgeoning 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 normally a -4 **accuracy** penalty. For details, see Weapon Range Limits, page ??.

magic bonus: Some abilities provide a magic bonus instead of a regular bonus. Magic bonuses function like normal bonuses except that they do not stack with each other, even if the magic bonuses come from different sources. For details, see Stacking Rules, 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 warlocks 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 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 ??.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of maneuverability: good, average, and poor. Unless otherwise stated, a creature with a fly speed has average maneuverability. For details, see Flying Maneuverability, page ??.

manufactured weapon: A manufactured weapon is a **weapon** created by someone. A **natural weapon** is not a manufactured weapon. Some abilities affect or require manufactured weapons instead of natural weapons.

melee: A melee attack is an attack using your body or a weapon that does not leave your grasp. Unless you are using a **Long** weapon, you can only make melee attacks against targets adjacent to you.

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.

minor action: Each round, you can take a single minor action during the **action phase**. For details, see Minor Actions, page ??.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. You cannot get a **glancing blow** when you miss in this way. 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 ??.

neutral party: A neutral party is any creature who is neither an **ally** nor an **enemy**. For details, see Allies and Enemies, page ??.

opposed alignment: Each **alignment** has an opposed alignment that is antithetical to its principles and goals. Good and Evil are opposed alignments, and Chaos and Law are opposed alignments. For details, see Alignment, page ??.

overrun: An overrun is a special movement 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 ??.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

physical damage: There are four types of physical damage: acid, bludgeoning, piercing, and slashing. For details, see Damage Types, 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 Area, 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 **activeability** 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. If you try to attack with a weapon you are not proficient with, you take a -2 accuracy penalty (see Weapon Proficiency, page ??). If you try to use armor you are not proficient with, it is less effective and your **accuracy** is reduced (see Armor Proficiency, page ??).

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: Short (30 ft.) range, Medium (60 ft.) range, Long (90 ft.) range, Distant (120 ft.) range, and Extreme (180 ft.) range. For details, see Range, 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 ??.

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. 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.

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**.

resurrected: When a creature is resurrected, it comes back to life after being dead. For details, see Resurrection, page ??.

ritual: A ritual is a discrete **magical** ✨ ability with esoteric effects.

For details, see Rituals, 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 99.

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 has an Intelligence of at least -5. Most non-sentient creatures have an Intelligence of -6 or lower. Some creatures, such as golems, have no Intelligence at all.

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 Casting Components, page ??.

somatic component failure: If you have any **encumbrance**, you may fail to successfully perform the intricate gestures required to cast spells with **somatic components**. For details, see Somatic Component Failure, page ??.

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 The Movement Phase, page ??).

spell: A spell is a discrete **magical** ✨ ability with combat-relevant effects. For details, see Spells, page ??.

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 ??. 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 use a standard action to attack with a weapon, cast a spell, and do most other things that take concentration and effort.

Strength: Strength is an **attribute** that measures your muscle and physical power. For details, see Strength, page ??.

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 swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, 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.

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.

telepathy: A creature with telepathy can mentally communicate with other creatures within a given range. For details, see Telepathy, page 99.

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 Thrown Strike, page ??.

time lock: See Chronomancy, page ??.

touch: You can touch an adjacent creature if it is an **ally** or if you beat its Reflex defense (see Touch, page ??).

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 ??.

tremorsense: A creature with tremorsense can sense its surroundings without light, as long as there is a path through solid objects. For details, see Tremorsense, page 99.

tremorsight: A creature with tremorsight see perfectly without light, as long as there is a path through solid objects. For details, see Tremorsight, page 99.

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 96.

unconscious: See Circumstances and Debuffs, page 96.

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. For details, see Armor Usage Classes, page ??.

verbal components: Verbal components are words required to cast most spells. For details, see Casting Components, page ??.

Visual: See Ability Tags, page 95.

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 99.

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.

weak strike: When you make a weak strike, you roll your **weapon damage** twice and take the lower result. You do not reroll any **extra damage** that the strike deals. For details, see Weak Strikes, page ??.

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 +1d bonus to your weapon damage per 2 **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. You have proficiency with some number of weapon groups based on your **class**. 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 ??.

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

Attune: Attune abilities require an **attunement point** to maintain. For details, see Attuned Abilities, page ??.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

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.

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.

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.

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. 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 more than one size category larger than you. You can mitigate this limitation with the **creature climb** ability (see Creature Climb, page ??), or simply by flying close (see Flight, page ??).

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 Notice Subtle Effect, 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. Creatures and objects that cannot see the effect are immune to it. Special vision abilities that replace normal vision entirely, such as **blindsight** and **tremorsense**, are unable to perceive Visual effects. A creature that exclusively perceives its surroundings without normal sight, such as by closing its eyes and relying on its blindsight, is unaffected.

Circumstances and Debuffs

blinded: A blinded creature cannot see. It is at least **partially unaware** (50% miss chance, -2 Armor and Ref) of everything, it may be fully **unaware** (-6 Armor and Ref) as normal depending on its non-visual understanding of its surroundings. In addition, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures.

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** and Armor and Reflex defenses.

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 the **darkvision** and **low-light vision** abilities if it has them. 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. 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.

flying: A creature that is flying takes a -2 penalty to its Armor and Reflex defenses. If it has a poor **maneuverability**, this penalty increases to -4 (see Maneuverability, 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.

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.

- You are unable to use one of your hands for any purposes other than grappling. 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 ??).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. For details, see Grapple Actions, 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 speeds. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage. This does 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 ac-

tions. 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. It moves at half of its normal speed, and is considered one size category smaller than normal when determining whether it is subject to **Size-Based** effects, including critical hits.

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 through 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.

swimming: A creature that is swimming without a **swim speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses.

unaware: A 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.

underwater: Ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Traits

Blindsense: 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. Blindsense 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: 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**.

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 is disabled while you are **dazzled** (*20% miss chance, no special vision*).

Impervious: A creature can be impervious to a particular damage type. It gains a +4 bonus to all defenses against attacks that would cause it to take damage of that type. If an attack deals damage of multiple types, a creature is impervious to that attack only if it is impervious to all of the attack's damage types. For attacks with random effects, such as the **chromatic orb** spell, determine the random effect before determining if the creature is impervious. An impervious creature gains no defensive benefit against attacks that do not deal damage.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific damage types or debuffs. It is also possible to be immune to more esoteric concepts, like being **grappled** or gaining **conditions**.

Being immune to part of an attack does not grant immunity to other aspects of that attack. If an attack deals damage of multiple types, a creature is immune to that attack only if it is impervious to all of the attack's damage types. This also applies to more specific immunities that are not related to damage types. 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 tangible body. It is **immune** to **physical damage** and is never considered to be **squeezing** (*-2 Armor and Ref*). It moves silently and ignores the effects of abilities that only work if it has a corporeal body, such as **difficult terrain** and the *grapple* or *shove* abilities. This includes being **grappled**, detected by **tremorsense**, setting

off pressure plates, and so on.

Many incorporeal creatures have no Strength attribute. If an incorporeal creature has a Strength attribute, it has some ability to manipulate the physical world despite being incorporeal. Unless otherwise noted, an incorporeal creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it **cover** and allows it to attack and see normally.

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.

Lifesense: Lifesense functions like **blindsense**, except that it only grants knowledge of the location of living creatures.

Lifesight: Lifesight functions like **blindsight**, except that it can only see living creatures.

Limbless: A limbless creature has no arms or legs. Limbless creatures are immune to being **prone** (half speed, -2 Armor and Ref). In addition, they treat natural weapons that do not require free hands, like a bite, as if they had the **Heavy** weapon tag and were being held in two hands. This gives them a weapon damage bonus equal to +1d per 3 **power**.

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 is disabled while you are **dazzled** (20% miss chance, no special vision).

Mindless: A mindless creature lacks a normally functioning mind. Mindless creatures do not have an Intelligence attribute. They are immune to **Compulsion** and **Emotion** abilities.

It is possible for mindless creatures to still act as if they were intelligent through various magical means. For example, animated objects can obey simple commands by virtue of the magic that controls them, but they are still mindless.

Multipedal: A multipedal creature uses three or more legs to move. Bipedal 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 reduces the **difficulty value** of scent-based Awareness checks by 10 (see Awareness, page ??).

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 telepathic 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. 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 **blindsense**, 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 damage type or ability tag. It takes a -4 penalty to all defenses against attacks that would cause it to take damage of that type, or from abilities with that tag. For attacks with random effects, such as the **sudden entropy** ability from the Entropist feat, determine the random effect before determining if the creature is vulnerable.

Undead: Undead creatures are affected in unusual ways by effects that directly manipulate life energy. They can be targeted as if they were living **allies** by 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 energy damage equal to the hit points that they would have regained, ignoring any hit point maximum the ability would normally have. If the ability requires an attack roll, such as an attack vs. Reflex to touch the target, they are **vulnerable** (-4 defenses) against that attack, and a **critical hit** doubles the damage they take as normal for damaging attacks.

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.

Similarly, undead are always considered living creatures for the purpose of effects that would normally deal energy damage to living creatures. Whenever they would take energy damage from an ability that normally only affects living creatures, they

instead regain hit points equal to the energy damage that they would have taken. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase. Any other effects beyond simple energy damage are ignored.