

Grimoire of Guidance

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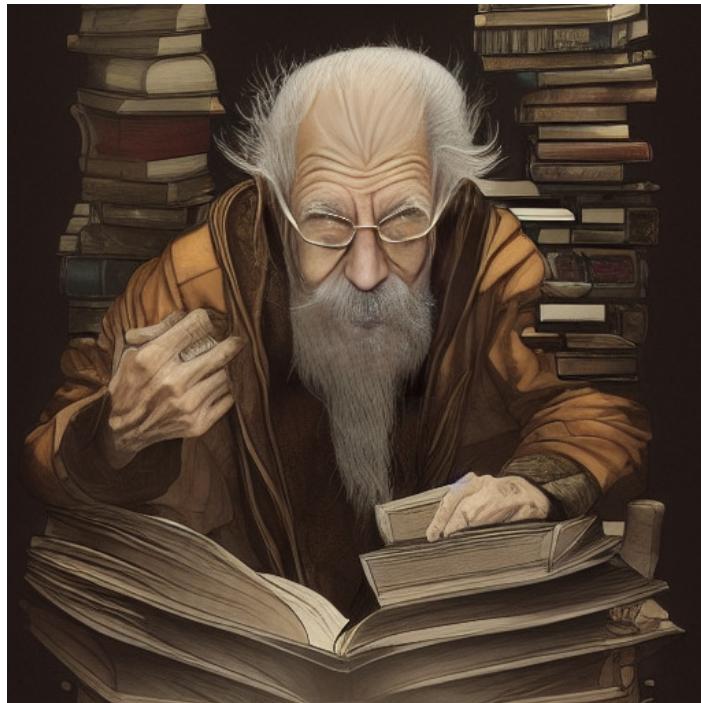
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Chapter 1

Running The Game

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

Why Use So Many Rules?



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

Establishing Expectations

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

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

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

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

extent that it makes the game more fun.

Supporting Multiple Play Styles



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

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

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

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

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

Assisting the GM

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

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

Ad-Hoc Circumstantial Modifiers

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

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

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

Narrative Pacing

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

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

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

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

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

Principles of Rise

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

Rule of Drama

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

Checks without Rolls

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

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

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

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

Uncommon Combat Circumstances

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

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

Improvised Combat Abilities

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

Constant improvisation can slow the game down and make your life harder. It’s hard to invent reasonable new abilities on the fly. If you make the effect of their improvised action too weak, they can feel like they wasted their time or were punished for their creativity. If it’s too strong, it can change the game balance in significant ways and make other players wonder why they bother using their abilities as written. That can make players who don’t enjoy or who aren’t good at thinking on the fly like that feel like their characters can’t contribute as much.

For example, players might reasonably try to improvise an attack that would disarm an opponent of their weapon. Disarming is a

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

Jump Arcs

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

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

Player vs Player Combat

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

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

Monsters don't make complicated contingent action decisions. This timing oddity shouldn't come up during normal gameplay. However, it can cause problems when players are on both sides of a combat.

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

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

All Items

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

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

Table 1.1: All Items

Name	Type	Description	Rank (Cost)	d100
Torch	Object	Emits light	— (5 sp)	0–99
Alchemist's Fire	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	0–7
Firebomb	Alchemical	Throw to deal 1d10 damage in an area	0 (1 gp)	8–14
Flash Powder	Alchemical	Emits burst of bright light	0 (1 gp)	15–21
Holy Water	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	22–28
Moonrod	Alchemical	Emits bright illumination	0 (1 gp)	29–35
Smokestick	Alchemical	Creates a cloud of smoke	0 (1 gp)	36–42
Tindertwig	Alchemical	Quickly activated flame	0 (1 gp)	43–49
Unholy Water	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	50–57
Poison, Snakeroot	Poison 	Repeatedly deals 1d10 damage	0 (1 gp)	58–64
Potion of Healing 	Potion 	Restores 2d10 hit points and mitigates vital wounds	0 (1 gp)	65–71
Artisan's Tools	Kit	Required for some Craft checks	0 (1 gp)	72–78
Battering Ram	Object	Grants +3 bonus when breaking objects	0 (1 gp)	79–85
Lock	Object	Devices 12 to unlock	0 (1 gp)	86–92
Manacles	Object	Flexibility 12 to escape	0 (1 gp)	93–99
Acid Flask	Alchemical	Throw to deal 2d10 damage over time	1 (4 gp)	0–1
Mindbomb	Alchemical	Throw to deal 1d6+1d8 damage in an area	1 (4 gp)	2
Snowball	Alchemical	Throw to deal 1d6+1d8 damage and slow	1 (4 gp)	3–4
Tanglefoot Bag	Alchemical	Slows a foe, though it is easily removable	1 (4 gp)	5
Thunderstone	Alchemical	Throw to deal 1d6+1d8 damage and deafen in an area	1 (4 gp)	6
Poison, Asp Venom	Poison 	Stuns	1 (4 gp)	7
Poison, Baneberry	Poison 	Repeatedly deals 1d10 damage	1 (4 gp)	8
Poison, Jellyfish Extract	Poison 	Repeatedly deals 1d6 damage	1 (4 gp)	9–10
Poison, Wolfsbane	Poison 	Repeatedly deals 1d10 damage	1 (4 gp)	11
Antitoxin Elixir 	Potion 	Impervious to poison	1 (4 gp)	12
Elixir of Strength 	Potion 	Grants +1 bonus for weight limits	1 (4 gp)	13
Fireproof Elixir 	Potion 	Impervious to fire	1 (4 gp)	14
Fortifying Potion 	Potion 	Grants brief fortification	1 (4 gp)	15–16
Invigorating Potion 	Potion 	Grants power and fortification	1 (4 gp)	17
Potion of Regeneration 	Potion 	Remove vital wound after long rest	1 (4 gp)	18
Potion of Sharpened Steel 	Potion 	Grants critical benefits	1 (4 gp)	19
Shielding Potion 	Potion 	Grants brief shielding	1 (4 gp)	20
Haranguing Amulet 	Amulet	Goad with <i>denounce the heathens</i>	1 (4 gp)	21
Belt of Health 	Belt	Grants +1 durability	1 (4 gp)	22–23
Healing Belt 	Belt	Exert to heal 2d10 hit points	1 (4 gp)	24
Lifekeeping Belt 	Belt	Grants +1 to vital rolls	1 (4 gp)	25
Armor of Life 	Body armor	Grants +2 durability	1 (4 gp)	26
Evasive Armor 	Body armor	Grants +2 Reflex	1 (4 gp)	27
Fortifying Armor 	Body armor	Fortifies you if you have 3 Con	1 (4 gp)	28–29
Hefty Armor	Body armor	Grants +2 Brawn	1 (4 gp)	30
Hidden Armor	Body armor	Can look like normal clothing	1 (4 gp)	31
Lithe Armor	Body armor	Grants +1 Armor if you have 3 Dex	1 (4 gp)	32
Boots of Desperate Retreat	Boots	Can move when you recover	1 (4 gp)	33
Boots of Reliable Motion	Boots	Can reroll 1s with movement-based skills	1 (4 gp)	34–35
Boots of the Desertlands	Boots	Eases travel in deserts	1 (4 gp)	36
Boots of the Winterlands	Boots	Eases travel in cold areas	1 (4 gp)	37

Charging Boots ✶	Boots	Reduces penalties for charging by 1	1 (4 gp)	38
Bracers of Armor ✶	Bracers	Surrounds you in armor	1 (4 gp)	39
Bracers of Blessed Protection ✶	Bracers	Can protect against one critical hit	1 (4 gp)	40–41
Bracers of Repulsion ✶	Bracers	Can push nearby creatures back	1 (4 gp)	42
Shieldburst Bracers ✶	Bracers	Can exert to gain instant +2 Armor defense	1 (4 gp)	43
Circlet of Desperate Visions ✶	Circlet	Grants lingering benefits from <i>desperate exertion</i>	1 (4 gp)	44
Circlet of Reliable Intuition ✶	Circlet	Can reroll 1s with intuition-based skills	1 (4 gp)	45
Circlet of Reliable Observation ✶	Circlet	Can reroll 1s with observation-based skills	1 (4 gp)	46–47
Cloak of Death's Door ✶	Cloak	Braced while at zero HP	1 (4 gp)	48
Radiant Crown ✶	Crown	Emits light	1 (4 gp)	49
Bladespawn Gloves ✶	Gloves	Can create daggers	1 (4 gp)	50
Ghoultouch Gloves ✶	Gloves	Grants a slowing touch	1 (4 gp)	51
Gloves of Reliable Finesse ✶	Gloves	Can reroll 1s with finesse-based skills	1 (4 gp)	52
Disguise Kit	Kit	Required for some Disguise checks	1 (4 gp)	53–54
Medical Kit	Kit	Required for some Medicine checks	1 (4 gp)	55
Thieves' Tools	Kit	Required for some Devices checks	1 (4 gp)	56
Horse, Draft	Mount	Large horse trained for labor	1 (4 gp)	57
Horse, Light	Mount	Large horse trained for riding	1 (4 gp)	58
Pony	Mount	Medium pony trained for riding	1 (4 gp)	59–60
Riding Dog	Mount	Medium dog trained for battle or riding	1 (4 gp)	61
Bag of Shrinking	Object	Shrinks items by one size category	1 (4 gp)	62
Belt Lantern	Object	Emits light without being held	1 (4 gp)	63
Lock+	Object	Devices 15 to unlock	1 (4 gp)	64
Manacles+	Object	Flexibility 15 to escape	1 (4 gp)	65–66
Outfit, Courtier's	Object	Typical attire for courtiers in noble society	1 (4 gp)	67
Rowboat	Object	Simple boat for short journeys	1 (4 gp)	68
Torch+	Object	Emits light for one week	1 (4 gp)	69
Wagon	Object	Simple wagon for transporting heavy loads	1 (4 gp)	70
Ring of Desperate Breath ✶	Ring	Can exert to breathe briefly	1 (4 gp)	71–72
Covering Shield ✶	Shield	Grants +2 Armor during total defense	1 (4 gp)	73
Defender's Shield ✶	Shield	Grants +1 Armor defense	1 (4 gp)	74
Psychic Shield ✶	Shield	Grants +2 Mental defense	1 (4 gp)	75
Shield of Arrow Catching ✶	Shield	Redirects nearby projectiles to hit you	1 (4 gp)	76
Shield of Arrow Deflection ✶	Shield	Grants +2 defenses vs ranged strikes	1 (4 gp)	77–78
Shield of Shielding ✶	Shield	Shields you	1 (4 gp)	79
Contracting Staff ✶	Staff	Allows reshaping areas to become smaller	1 (4 gp)	80
Merciful Staff ✶	Staff	Converts damage to subdual damage	1 (4 gp)	81
Pinhole Staff ✶	Staff	Allows excluding a single square from an area	1 (4 gp)	82
Reaching Staff ✶	Staff	Can exert to use abilities from a short distance away	1 (4 gp)	83
Staff of Agonizing Fear ✶	Staff	Fear effects also penalize Fortitude	1 (4 gp)	84–85
Staff of Radiance ✶	Staff	Increases light radius	1 (4 gp)	86
Staff of Silence ✶	Staff	Can exert to cast spells without verbal components	1 (4 gp)	87
Staff of Stillness ✶	Staff	Can exert to cast spells without somatic components	1 (4 gp)	88
Tattoo of Imbuement (1) ✶	Tattoo	Grants a rank 1 weapon property to a natural weapon	1 (4 gp)	89
Foothold Trap	Trap	Temporarily immobilizes	1 (4 gp)	90–91
Spell Wand, 1st ✶	Wand	Grants knowledge of a rank 1 spell	1 (4 gp)	92
Merciful ✶	Weapon	Deals subdual damage	1 (4 gp)	93
Morphing ✶	Weapon	Can change into similar weapons	1 (4 gp)	94

Psionic Burst ✨	Weapon	Can attack Mental defense	1 (4 gp)	95
Returning ✨	Weapon	Flies back to you after being thrown	1 (4 gp)	96–97
Tireless ✨	Weapon	Ignore 2 fatigue with strikes	1 (4 gp)	98
Toxic Burst ✨	Weapon	Can attack Fortitude defense	1 (4 gp)	99
Alchemist's Fire+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	0–1
Firebomb+	Alchemical	Throw to deal 2d10 damage in an area	2 (20 gp)	2
Flash Powder+	Alchemical	Emits burst of brilliant light	2 (20 gp)	3–4
Holy Water+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	5
Moonrod+	Alchemical	Emits bright illumination for 8 hours	2 (20 gp)	6
Shockstone	Alchemical	Throw to deal 1d10 damage in an area	2 (20 gp)	7
Unholy Water+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	8
Poison, Arsenic	Poison 🧫	Repeatedly deals 3d10 damage	2 (20 gp)	9–10
Poison, Black Adder Venom	Poison 🧫	Endlessly deals 2d10 damage	2 (20 gp)	11
Poison, Giant Wasp Venom	Poison 🧫	Slows	2 (20 gp)	12
Poison, Nightshade	Poison 🧫	Repeatedly deals 2d10 damage	2 (20 gp)	13
Poison, Tree Frog Coating	Poison 🧫	Repeatedly deals 1d6+1d8 damage	2 (20 gp)	14
Elixir of Grace ✨	Potion 🍷	Grants +2 to Balance, Flexibility, and Stealth	2 (20 gp)	15–16
Elixir of the Silver Tongue ✨	Potion 🍷	Grants +2 to Creature Handling, Deception, and Persuasion	2 (20 gp)	17
Mind-Whetting Potion ✨	Potion 🍷	Grants focus	2 (20 gp)	18
Potion of Healing+ ✨	Potion 🍷	Restores 5d8 hit points and mitigates vital wounds	2 (20 gp)	19
Amulet of Controlled Rage ✨	Amulet	Reduces defense penalties from rage	2 (20 gp)	20
Amulet of Distant Stealth ✨	Amulet	Increases range with sneak attack	2 (20 gp)	21
Amulet of Divine Healing ✨	Amulet	Grants +1d8 healing with divine aid and lay on hands	2 (20 gp)	22–23
Amulet of Mystic Rage ✨	Amulet	Rage also affects magical attacks	2 (20 gp)	24
Exemplar's Amulet ✨	Amulet	Increase skill exemplar bonus with untrained skills by 1	2 (20 gp)	25
Poisonbane Belt ✨	Belt	Impervious to poisons	2 (20 gp)	26
Utility Belt ✨	Belt	Contains five large pockets	2 (20 gp)	27
Armor of Scuttling ✨	Body armor	Act normally while prone	2 (20 gp)	28–29
Grafted Armor ✨	Body armor	Grants Fortitude instead of Armor defense and +3 durability	2 (20 gp)	30
Stonebody Armor ✨	Body armor	Grants +4 durability, but slower and heavier	2 (20 gp)	31
Anchoring Boots ✨	Boots	Immune to most forced movement attacks	2 (20 gp)	32
Bonded Boots ✨	Boots	Can teleport next to nearby bonded ally	2 (20 gp)	33
Boots of Freedom ✨	Boots	Cannot be slowed	2 (20 gp)	34–35
Levitating Boots ✨	Boots	Can exert to levitate after jumping	2 (20 gp)	36
Phasestep Boots ✨	Boots	Can move through creatures	2 (20 gp)	37
Blind Seer's Circlet ✨	Circlet	Increases range of blindsense and blindsight	2 (20 gp)	38
Ocular Circlet ✨	Circlet	Can allow you to see at distance	2 (20 gp)	39
Cloak of Elemental Endurance ✨	Cloak	Grants tolerance of temperature extremes	2 (20 gp)	40–41
Cloak of Nondetection ✨	Cloak	Impervious to magical detection	2 (20 gp)	42
Cloak of the Noble Rider ✨	Cloak	Can exert to save your mount from death	2 (20 gp)	43
Ghost Shroud ✨	Cloak	Grants limited ability to hit ghostly creatures	2 (20 gp)	44
Quilled Cloak ✨	Cloak	Deals 3d10 damage when grappled	2 (20 gp)	45
Gauntlets of Might ✨	Gauntlets	Grants +1 Strength for weight limits	2 (20 gp)	46–47
Gauntlets of Telekinetic Propulsion ✨	Gauntlets	Reduces thrown longshot penalty by 1	2 (20 gp)	48
Slinging Gauntlets ✨	Gauntlets	Can deal 2d10 damage	2 (20 gp)	49
Ambidextrous Gloves ✨	Gloves	Make dual strikes without Dexterity	2 (20 gp)	50
Gloves of Improvisation ✨	Gloves	Grants proficiency with improvised weapons	2 (20 gp)	51

Thieving Gloves	Gloves	Can absorb a small item	2 (20 gp)	52
Alchemist's Lab	Kit	Required for some Craft (alchemy) checks	2 (20 gp)	53–54
Artisan's Tools+	Kit	Useful for many Craft checks	2 (20 gp)	55
War Pony	Mount	Medium pony trained for battle	2 (20 gp)	56
Warhorse	Mount	Large horse trained for battle	2 (20 gp)	57
Carriage	Object	Fancy carriage that carries up to four people	2 (20 gp)	58
Lock++	Object	Devices 20 to unlock	2 (20 gp)	59–60
Manacles++	Object	Flexibility 20 to escape	2 (20 gp)	61
Outfit, Noble's	Object	Typical attire for nobility	2 (20 gp)	62
Cleansing Ring	Ring	Can exert to remove a condition	2 (20 gp)	63
Ring of Nourishment	Ring	Provides food and water	2 (20 gp)	64
Ring of the True Form	Ring	Impervious to form-altering attacks	2 (20 gp)	65–66
Radiant Rod	Rod	Can deal 1d6+1d8 damage	2 (20 gp)	67
Rod of Flame	Rod	Deals 1d6+1d8 damage in a cone	2 (20 gp)	68
Rod of Translocation	Rod	Can teleport up to 30 feet	2 (20 gp)	69
Shield of Arrow Reflection	Shield	Reflects missed ranged strikes	2 (20 gp)	70
Distant Staff	Staff	Can exert to double range	2 (20 gp)	71–72
Extending Staff	Staff	Grants +15 foot range	2 (20 gp)	73
Freezing Staff	Staff	+1 damage, is chilled	2 (20 gp)	74
Splitting Staff	Staff	Can exert to add an extra target	2 (20 gp)	75
Staff of Giants	Staff	Increases maximum size or weight with abilities	2 (20 gp)	76
Staff of Shared Healing	Staff	Heals you when you heal allies	2 (20 gp)	77–78
Widening Staff	Staff	Can exert to double area	2 (20 gp)	79
Tattoo of Imbuement (2)	Tattoo	Grants a rank 2 weapon property to a natural weapon	2 (20 gp)	80
Bear Trap	Trap	Deals 3d10 damage and immobilizes	2 (20 gp)	81
Caltrops	Trap	Deals 1d10 damage when stepped on	2 (20 gp)	82
Fireburst Trap	Trap	Deals 2d10 damage in a small area	2 (20 gp)	83
Spell Wand, 2nd	Wand	Grants knowledge of a rank 2 spell	2 (20 gp)	84–85
Anchoring Burst	Weapon	Can prevent teleportation	2 (20 gp)	86
Freezing	Weapon	+1 damage, is chilled	2 (20 gp)	87
Grounded	Weapon	Grants +1 accuracy while stationary	2 (20 gp)	88
Longshot	Weapon	Reduces longshot penalty by 1	2 (20 gp)	89
Lucky	Weapon	Attack rolls explode on 8+	2 (20 gp)	90–91
Reckless	Weapon	Grants +1 accuracy and -1 defenses in melee	2 (20 gp)	92
Routing	Weapon	Grants +1d4 damage vs scared foes	2 (20 gp)	93
Seeking	Weapon	Ignores cover and concealment	2 (20 gp)	94
Steady	Weapon	No accuracy penalty while unsteady	2 (20 gp)	95
Unbalanced	Weapon	-1 accuracy, but +3 for criticals	2 (20 gp)	96–97
Vampiric	Weapon	Steals HP	2 (20 gp)	98
Vibrating	Weapon	+1 damage, -10 Stealth	2 (20 gp)	99
Acid Flask+	Alchemical	Throw to deal 5d8 damage over time	3 (100 gp)	0–1
Mindbomb+	Alchemical	Throw to deal 2d10 damage in an area	3 (100 gp)	2
Smokestick+	Alchemical	Creates a massive cloud of smoke	3 (100 gp)	3
Snowball+	Alchemical	Throw to deal 5d8 damage and slow	3 (100 gp)	4
Stunning Sphere	Alchemical	Throw to stun creatures in an area	3 (100 gp)	5
Sunrod	Alchemical	Emits brilliant illumination	3 (100 gp)	6
Tanglefoot Bag+	Alchemical	Slows a foe	3 (100 gp)	7–8
Thunderstone+	Alchemical	Throw to deal 3d10 damage and deafen in an area	3 (100 gp)	9
Poison, Bloodroot	Poison	Repeatedly deals 2d10 damage	3 (100 gp)	10

Poison, Wyvern Venom	Poison	Endlessly deals 2d10 damage	3 (100 gp)	11
Cleansing Potion	Potion	Removes a condition	3 (100 gp)	12
Potion of Maximal Might	Potion	Grants brief maximization	3 (100 gp)	13
Amulet of Mighty Stealth	Amulet	Can sneak attack with any weapon	3 (100 gp)	14
Amulet of Sturdy Companionship	Amulet	Grants +1 defenses to animal allies	3 (100 gp)	15
Amulet of Undead Control	Amulet	Can control undead	3 (100 gp)	16
Amulet of Wild Control	Amulet	Reduces chaos with wildspell	3 (100 gp)	17
Amulet of Wild Might	Amulet	+1d4 damage, but increased chaos with wildspell	3 (100 gp)	18
Distant Protector's Amulet	Amulet	Increases range of protect	3 (100 gp)	19
Holy Avenger's Amulet	Amulet	Grants +1 accuracy with smite when avenging allies	3 (100 gp)	20
Twinhunter Amulet	Amulet	Adds an additional target with quarry	3 (100 gp)	21–22
Belt of Constitution	Belt	Grants +1 constitution	3 (100 gp)	23
Belt of Health+	Belt	Grants +2 durability	3 (100 gp)	24
Belt of Regeneration	Belt	Regain 1d4 hit points per round	3 (100 gp)	25
Healing Belt+	Belt	Exert to heal 5d8 hit points	3 (100 gp)	26
Lifekeeping Belt+	Belt	Grants +2 to vital rolls	3 (100 gp)	27
Shrinking Belt	Belt	Reduces your size	3 (100 gp)	28
Blindfold of the Third Eye	Blindfold	Grants blindsight, blindsense, and blindness	3 (100 gp)	29
Armor of Life+	Body armor	Grants +3 durability	3 (100 gp)	30
Armor of Transfusion	Body armor	Regain 2d8 HP per round	3 (100 gp)	31
Hidden Armor+	Body armor	Can look and sound like normal clothing	3 (100 gp)	32
Lifeweave Armor	Body armor	Grants +5 durability, but -1 vital rolls	3 (100 gp)	33
Soulweave Armor	Body armor	Grants +5 durability, but -2 power	3 (100 gp)	34
Boots of Elvenkind	Boots	Grants +3 Stealth	3 (100 gp)	35–36
Boots of Gravitation	Boots	Redirects personal gravity to adjacent objects	3 (100 gp)	37
Boots of Water Walking	Boots	Allows walking on liquids	3 (100 gp)	38
Boots of the Desertlands+	Boots	Eases travel in warm deserts	3 (100 gp)	39
Boots of the Winterlands+	Boots	Greatly eases travel in cold areas	3 (100 gp)	40
Charging Boots+	Boots	Removes penalties for charging	3 (100 gp)	41
Crater Boots	Boots	Deals your falling damage to enemies	3 (100 gp)	42
Skydancing Boots	Boots	Can very briefly walk on air	3 (100 gp)	43
Bracers of Repulsion+	Bracers	Can push nearby creatures back	3 (100 gp)	44
Circlet of Perception	Circlet	Grants +1 perception	3 (100 gp)	45
Circlet of Willpower	Circlet	Grants +1 willpower	3 (100 gp)	46
Imperious Circlet	Circlet	Grants +3 Intimidate	3 (100 gp)	47
Ruler's Circlet	Circlet	Grants +3 Persuasion	3 (100 gp)	48
Avian Cloak	Cloak	Grants a glide speed	3 (100 gp)	49–50
Phoenixflame Cloak	Cloak	Deals 2d10 damage when you recover	3 (100 gp)	51
Challenger's Crown	Crown	Increases accuracy penalty on goaded foes by 1	3 (100 gp)	52
Crown of Flame	Crown	Can deal 2d10 damage around you	3 (100 gp)	53
Radiant Crown+	Crown	Emits great light	3 (100 gp)	54
Gauntlets of Strength	Gauntlets	Grants +1 strength	3 (100 gp)	55
Throwing Gauntlets	Gauntlets	Allows throwing objects up to 60 feet	3 (100 gp)	56
Gloves of Dexterity	Gloves	Grants +1 dexterity	3 (100 gp)	57
Locksmith Gloves	Gloves	Grants +3 Devices	3 (100 gp)	58
Pickpocket Gloves	Gloves	Grants +3 Sleight of Hand	3 (100 gp)	59
Bag of Shrinking+	Object	Shrinks items by two size categories	3 (100 gp)	60
Belt Lantern+	Object	Emits light without being held	3 (100 gp)	61
Keelboat	Object	Slow-moving, seaworthy ship with 15 crew	3 (100 gp)	62

Sending Stones	Object	Allows distant communication	3 (100 gp)	63
Baneswallow Ring+★	Ring	Can exert and remove a condition to gain power	3 (100 gp)	64–65
Liar's Ring+★	Ring	Grants +3 Deception	3 (100 gp)	66
Ring of Spell Investment+★	Ring	Can invest a spell to gain its effect later	3 (100 gp)	67
Ring of Water Breathing+★	Ring	Allows breathing water like air	3 (100 gp)	68
Impact Shield+★	Shield	Is Impact	3 (100 gp)	69
Shield of Arrow Catching+★	Shield	Redirects projectiles to hit you	3 (100 gp)	70
Shield of Medusa+★	Shield	Can slow viewers	3 (100 gp)	71
Bloodfrenzy Staff+★	Staff	Grants +2 accuracy when you injure a foe	3 (100 gp)	72
Brutish Staff+★	Staff	Grants +2 damage if you have 3 Str	3 (100 gp)	73
Composite Staff, 1st+★	Staff	Has two rank 1 properties	3 (100 gp)	74
Educated Staff+★	Staff	Grants +2 damage if you have 3 Int	3 (100 gp)	75
Flaming Staff+★	Staff	Is burning and ignites	3 (100 gp)	76
Perceptive Staff+★	Staff	Grants +1 accuracy if you have 3 Per	3 (100 gp)	77
Shattered Staff+★	Staff	Grants +1d6 damage and -2 accuracy	3 (100 gp)	78–79
Staff of Elision+★	Staff	Allows excluding something from an area	3 (100 gp)	80
Staff of Silence+★	Staff	Can cast spells without verbal components	3 (100 gp)	81
Staff of Stillness+★	Staff	Can cast spells without somatic components	3 (100 gp)	82
Tattoo of Imbuement (3)+★	Tattoo	Grants a rank 3 weapon property to a natural weapon	3 (100 gp)	83
Foothold Trap+	Trap	Temporarily immobilizes	3 (100 gp)	84
Spell Wand, 3rd+★	Wand	Grants knowledge of a rank 3 spell	3 (100 gp)	85
Bloodfrenzy+★	Weapon	Grants +2 accuracy when you injure a foe	3 (100 gp)	86
Bloodfuel+★	Weapon	Can spend 4 HP for +1d6 damage	3 (100 gp)	87
Boomerang+★	Weapon	Hits an extra target while returning	3 (100 gp)	88
Brutish+★	Weapon	Deals extra weapon damage if you have 3 Str	3 (100 gp)	89
Composite Weapon, 1st+★	Weapon	Has two rank 1 properties	3 (100 gp)	90
Dimensional Trace+★	Weapon	Can briefly teleport next to struck creature	3 (100 gp)	91
Eager+★	Weapon	Can be drawn quickly, +1 accuracy when drawn	3 (100 gp)	92–93
Educated+★	Weapon	Deals +2 damage if you have 3 Int	3 (100 gp)	94
Finesse+★	Weapon	Grants +1 accuracy if you have 3 Dex	3 (100 gp)	95
Flaming+★	Weapon	Is burning and ignites	3 (100 gp)	96
Perceptive+★	Weapon	Grants +1 accuracy if you have 3 Per	3 (100 gp)	97
Phasing+★	Weapon	Can pass through small obstacles	3 (100 gp)	98
Psionic+★	Weapon	Is psychic, +1 damage	3 (100 gp)	99
Alchemist's Fire++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	0–1
Firebomb++	Alchemical	Throw to deal 5d8 damage in an area	4 (500 gp)	2
Holy Water++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	3–4
Shockstone++	Alchemical	Throw to deal 3d10 damage in an area	4 (500 gp)	5
Unholy Water++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	6
Poison, Blood Leech Venom	Poison	Endlessly deals 5d8 damage	4 (500 gp)	7
Poison, Dragon Bile	Poison	Endlessly deals 2d10 damage	4 (500 gp)	8
Poison, Mind Fog	Poison	Repeatedly deals 1d6+1d8 damage and eventually stuns	4 (500 gp)	9
Antitoxin Elixir+★	Potion	Immune to poison	4 (500 gp)	10–11
Elixir of Grace+★	Potion	Grants +3 to Balance, Flexibility, and Stealth	4 (500 gp)	12
Elixir of Strength+★	Potion	Grants +2 bonus for weight limits	4 (500 gp)	13
Elixir of the Silver Tongue+★	Potion	Grants +3 to Creature Handling, Deception, and Persuasion	4 (500 gp)	14
Fireproof Elixir+★	Potion	Immune to fire	4 (500 gp)	15
Potion of Healing++★	Potion	Restores 8d10 hit points and mitigates vital wounds	4 (500 gp)	16–17

Potion of Impending Violence ★	Potion	Grants priming	4 (500 gp)	18
Potion of Regeneration+ ★	Potion	Removes two vital wounds after a long rest	4 (500 gp)	19
Amulet of Divine Healing+ ★	Amulet	Grants +2d8 healing with divine aid and lay on hands	4 (500 gp)	20
Amulet of Shared Discipline ★	Amulet	Using cleansing discipline also helps an adjacent ally	4 (500 gp)	21
Enlarging Belt ★	Belt	Increases your size	4 (500 gp)	22
Evasive Armor+ ★	Body armor	Grants +3 Reflex	4 (500 gp)	23–24
Grafted Armor+ ★	Body armor	Grants Fortitude instead of Armor defense and +4 durability	4 (500 gp)	25
Hefty Armor+ ★	Body armor	Grants +3 Brawn	4 (500 gp)	26
Stonebody Armor+ ★	Body armor	Grants +6 durability, but slower and heavier	4 (500 gp)	27
Bonded Boots+ ★	Boots	Can teleport next to distant bonded ally	4 (500 gp)	28
Boots of Desperate Retreat+ ★	Boots	Can sprint when you recover	4 (500 gp)	29
Boots of Reliable Motion+ ★	Boots	Can reroll 3 or less with movement-based skills	4 (500 gp)	30–31
Seven League Boots ★	Boots	Can exert to teleport seven leagues	4 (500 gp)	32
Sprinting Boots ★	Boots	Can sprint without exertion	4 (500 gp)	33
Bracers of Armor+ ★	Bracers	Surrounds you in armor	4 (500 gp)	34
Bracers of Blessed Protection+ ★	Bracers	Can protect against two critical hits	4 (500 gp)	35
Greatreach Bracers ★	Bracers	Allows striking non-adjacent foes	4 (500 gp)	36–37
Shieldburst Bracers+ ★	Bracers	Can exert to gain instant +4 Armor defense	4 (500 gp)	38
Blind Seer's Circlet+ ★	Circlet	Increases range of blindsense and blindsight	4 (500 gp)	39
Circlet of Desperate Visions+ ★	Circlet	Grants lingering benefits from desperate exertion	4 (500 gp)	40
Circlet of Reliable Intuition+ ★	Circlet	Can reroll 3 or less with intuition-based skills	4 (500 gp)	41
Circlet of Reliable Observation+ ★	Circlet	Can reroll 3 or less with observation-based skills	4 (500 gp)	42
Ocular Circlet+ ★	Circlet	Can allow you to quickly see at distance	4 (500 gp)	43–44
Cloak of Death's Door+ ★	Cloak	Braced and steeled while at zero HP	4 (500 gp)	45
Cloak of Mist ★	Cloak	Fills nearby area with fog	4 (500 gp)	46
Cloak of the Noble Rider+ ★	Cloak	Can save your mount from death	4 (500 gp)	47
Cloak of the Unseen Hunter ★	Cloak	Grants +1 accuracy while concealed	4 (500 gp)	48
Solar Crown ★	Crown	Sheds brilliant light	4 (500 gp)	49–50
Gauntlets of Telekinetic Propulsion+ ★	Gauntlets	Reduces thrown longshot penalty by 2	4 (500 gp)	51
Slinging Gauntlets+ ★	Gauntlets	Can deal 5d8 bludgeoning damage	4 (500 gp)	52
Bladespawn Gloves+ ★	Gloves	Can create daggers with special materials	4 (500 gp)	53
Gloves of Reliable Finesse+ ★	Gloves	Can reroll 3 or less with finesse-based skills	4 (500 gp)	54
Thieving Gloves+ ★	Gloves	Can absorb an item	4 (500 gp)	55
Bag of Holding	Object	Shrinks items by one size and weight category	4 (500 gp)	56–57
Lock, Mystic ★	Object	Devices 25 to unlock	4 (500 gp)	58
Longship	Object	Long, seaworthy ship with 50 crew	4 (500 gp)	59
Manacles, Mystic ★	Object	Flexibility 25 to escape	4 (500 gp)	60
Outfit, Royal	Object	Typical attire for royalty	4 (500 gp)	61
Cleansing Ring+ ★	Ring	Can remove a condition	4 (500 gp)	62
Hexward Ring ★	Ring	Grants +1 defenses against targeted spells	4 (500 gp)	63–64
Ring of Nourishment+ ★	Ring	Provides food, water, and sleep	4 (500 gp)	65
Radiant Rod+ ★	Rod	Can deal 3d10 damage	4 (500 gp)	66
Rod of Flame+ ★	Rod	Deals 3d10 damage in a cone	4 (500 gp)	67
Rod of Translocation+ ★	Rod	Can teleport up to 60 feet	4 (500 gp)	68
Psychic Shield+ ★	Shield	Grants +3 Mental defense	4 (500 gp)	69–70
Shield of Arrow Deflection+ ★	Shield	Grants +3 defenses vs ranged strikes	4 (500 gp)	71
Shield of Mystic Reflection+ ★	Shield	Can reflect magical attacks	4 (500 gp)	72
Soulguard Shield+ ★	Shield	Grants 50% chance to avoid conditions	4 (500 gp)	73

Arcing Staff+★	Staff	Is charged and chains	4 (500 gp)	74
Composite Staff, 2nd+★	Staff	Has two rank 2 or lower properties	4 (500 gp)	75
Contracting Staff+★	Staff	Allows reshaping areas to become multiple smaller areas	4 (500 gp)	76–77
Freezing Staff+★	Staff	+2 damage, is chilled	4 (500 gp)	78
Reaching Staff+★	Staff	Can sometimes use abilities from a short distance away	4 (500 gp)	79
Staff of Energy Conversion+★	Staff	+2 damage, changes energy type	4 (500 gp)	80
Staff of Power+★	Staff	Empowers you	4 (500 gp)	81
Tattoo of Imbuement (4)+★	Tattoo	Grants a rank 4 weapon property to a natural weapon	4 (500 gp)	82–83
Bear Trap+	Trap	Deals 7d8 damage and immobilizes	4 (500 gp)	84
Caltrops+	Trap	Deals 2d10 damage when stepped on	4 (500 gp)	85
Fireburst Trap+	Trap	Deals 7d8 damage in a small area	4 (500 gp)	86
Spell Wand, 4th+★	Wand	Grants knowledge of a rank 4 spell	4 (500 gp)	87
Arcing+★	Weapon	Is charged and chains	4 (500 gp)	88
Composite Weapon, 2nd+★	Weapon	Has two rank 2 or lower properties	4 (500 gp)	89–90
Cursebite+★	Weapon	Can inflict a curse	4 (500 gp)	91
Freezing+★	Weapon	+1d4 damage, is chilled	4 (500 gp)	92
Prismatic+★	Weapon	+2 damage, is energetic	4 (500 gp)	93
Tireless+★	Weapon	Gain power while fatigued	4 (500 gp)	94
Toxic+★	Weapon	Is poisonous, +2 damage	4 (500 gp)	95
Unbalanced+★	Weapon	-2 accuracy, but +5 for criticals	4 (500 gp)	96–97
Vampiric+★	Weapon	Deals +2 damage and steals HP	4 (500 gp)	98
Vibrating+★	Weapon	+2 damage, -10 Stealth	4 (500 gp)	99
Acid Flask++	Alchemical	Throw to deal 8d10 damage over time	5 (2,500 gp)	0–1
Avalanchestone	Alchemical	Throw to deal 7d8 damage and deafen in an area	5 (2,500 gp)	2
Iceball	Alchemical	Throw to deal 7d8 damage and slow	5 (2,500 gp)	3–4
Mindbomb++	Alchemical	Throw to deal 5d8 damage in an area	5 (2,500 gp)	5
Sunrod+	Alchemical	Emits brilliant illumination for 8 hours	5 (2,500 gp)	6
Poison, Purple Worm Venom	Poison	Endlessly deals 7d8 damage	5 (2,500 gp)	7
Cleansing Potion+★	Potion	Removes two conditions	5 (2,500 gp)	8–9
Amulet of Distant Stealth+★	Amulet	Increases range with sneak attack	5 (2,500 gp)	10
Amulet of Mighty Stealth+★	Amulet	Can sneak attack with any weapon for extra damage	5 (2,500 gp)	11
Amulet of Mystic Rage+★	Amulet	+1 magical power, and rage also affects magical attacks	5 (2,500 gp)	12
Amulet of Perfect Equality+★	Amulet	Improves perfect body on your lowest attribute	5 (2,500 gp)	13
Amulet of Sturdy Companionship+★	Amulet	Grants +1 defenses and injury resistance to animal allies	5 (2,500 gp)	14–15
Amulet of Undead Control+★	Amulet	Can permanently control some undead	5 (2,500 gp)	16
Amulet of Wild Might+★	Amulet	+1d8 damage, but increased chaos with wildspell	5 (2,500 gp)	17
Amulet of the Undead Horde+★	Amulet	Can control several undead	5 (2,500 gp)	18
Distant Protector's Amulet+★	Amulet	Greatly increases range of protect	5 (2,500 gp)	19–20
Exemplar's Amulet+★	Amulet	Increase skill exemplar bonus with untrained skills by 3	5 (2,500 gp)	21
Zealous Titan's Amulet+★	Amulet	Deal extra damage with smite using Heavy weapons	5 (2,500 gp)	22
Belt of Health++	Belt	Grants +3 durability	5 (2,500 gp)	23
Belt of Regeneration+★	Belt	Regain 3d6 hit points per round	5 (2,500 gp)	24
Healing Belt++★	Belt	Exert to heal 8d10 hit points	5 (2,500 gp)	25–26

Lifekeeping Belt++ ⭐	Belt	Grants +3 to vital rolls	5 (2,500 gp)	27
Poisonbane Belt+ ⭐	Belt	Immune to poisons	5 (2,500 gp)	28
Utility Belt+ ⭐	Belt	Contains ten large pockets	5 (2,500 gp)	29
Blindfold of the Third Eye+ ⭐	Blindfold	Grants blindsight, blindsense, and blindness	5 (2,500 gp)	30–31
Armor of Life++ ⭐	Body armor	Grants +4 durability	5 (2,500 gp)	32
Armor of Transfusion+ ⭐	Body armor	Regain 4d10 HP per round	5 (2,500 gp)	33
Lifeweave Armor+ ⭐	Body armor	Grants +6 durability, but –1 vital rolls	5 (2,500 gp)	34
Soulweave Armor+ ⭐	Body armor	Grants +6 durability, but –3 power	5 (2,500 gp)	35
Swiftstep Armor ⭐	Body armor	Removes armor speed penalty	5 (2,500 gp)	36–37
Trimmed Armor ⭐	Body armor	Reduces Dex penalty from non-light armor	5 (2,500 gp)	38
Voidsoul Armor ⭐	Body armor	Immune to conditions, but hit points are halved	5 (2,500 gp)	39
Anchoring Boots+ ⭐	Boots	Immune to most forced relocation attacks	5 (2,500 gp)	40
Boots of Gravitation+ ⭐	Boots	Redirects personal gravity to nearby objects	5 (2,500 gp)	41–42
Boots of Speed ⭐	Boots	Increases speed by 10 feet	5 (2,500 gp)	43
Levitating Boots+ ⭐	Boots	Can levitate after jumping	5 (2,500 gp)	44
Phasestep Boots+ ⭐	Boots	Can move through creatures and objects	5 (2,500 gp)	45
Assassin's Cloak ⭐	Cloak	Grants brief invisibility	5 (2,500 gp)	46
Avian Cloak+ ⭐	Cloak	Grants a stable glide speed	5 (2,500 gp)	47–48
Cloak of Nondetection+ ⭐	Cloak	Immune to magical detection	5 (2,500 gp)	49
Cloak of Wings ⭐	Cloak	Grants flight up to 15 feet high	5 (2,500 gp)	50
Ghost Shroud+ ⭐	Cloak	Grants ability to hit intangible creatures	5 (2,500 gp)	51
Quilled Cloak+ ⭐	Cloak	Deals 8d10 damage when grappled	5 (2,500 gp)	52–53
Vanishing Cloak ⭐	Cloak	Can teleport silently	5 (2,500 gp)	54
Crown of Flame+ ⭐	Crown	Can deal 5d8 damage around you	5 (2,500 gp)	55
Crown of Thunder ⭐	Crown	Continuously deafens nearby enemies	5 (2,500 gp)	56
Radiant Crown++ ⭐	Crown	Emits vast light	5 (2,500 gp)	57
Gauntlets of Might+ ⭐	Gauntlets	Grants +2 Strength for weight limits	5 (2,500 gp)	58–59
Galley	Object	Massive, fast-moving boat with 200 crew	5 (2,500 gp)	60
Baneswallow Ring+ ⭐	Ring	Can remove a condition to gain power	5 (2,500 gp)	61
Quickcleanse Ring ⭐	Ring	Can exert to quickly remove a condition	5 (2,500 gp)	62
Ring of the True Form+ ⭐	Ring	Immune to form-altering attacks	5 (2,500 gp)	63–64
Shield of Arrow Catching++ ⭐	Shield	Redirects projectiles to hit you	5 (2,500 gp)	65
Shield of Arrow Reflection+ ⭐	Shield	Precisely reflects missed ranged strikes	5 (2,500 gp)	66
Bloodfrenzy Staff+ ⭐	Staff	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	67
Brutish Staff+ ⭐	Staff	Grants +1d6 damage if you have 4 Str	5 (2,500 gp)	68
Composite Staff, 3rd ⭐	Staff	Has two rank 3 or lower properties	5 (2,500 gp)	69–70
Educated Staff+ ⭐	Staff	Grants +1d6 damage if you have 4 Int	5 (2,500 gp)	71
Flaming Staff+ ⭐	Staff	Is burning and ignites	5 (2,500 gp)	72
Selective Staff ⭐	Staff	Allows excluding creatures from an area	5 (2,500 gp)	73
Shattered Staff+ ⭐	Staff	Grants +1d8 damage and –2 accuracy	5 (2,500 gp)	74–75
Staff of Agonizing Fear+ ⭐	Staff	Fear effects penalize all defenses	5 (2,500 gp)	76
Staff of Radiance+ ⭐	Staff	Grants +1 accuracy, increases light radius	5 (2,500 gp)	77
Staff of Tranquility ⭐	Staff	Can cast spells without components	5 (2,500 gp)	78
Tattoo of Imbuement (5) ⭐	Tattoo	Grants a rank 5 weapon property to a natural weapon	5 (2,500 gp)	79
Spell Wand, 5th ⭐	Wand	Grants knowledge of a rank 5 spell	5 (2,500 gp)	80–81
Anchoring ⭐	Weapon	Prevent teleportation	5 (2,500 gp)	82
Bloodfrenzy+ ⭐	Weapon	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	83
Bloodfuel+ ⭐	Weapon	Can spend 8 HP for +1d10 damage	5 (2,500 gp)	84
Boomerang+ ⭐	Weapon	+1d4 damage, hits an extra target while returning	5 (2,500 gp)	85–86

Brutish+ ⚡	Weapon	Deals extra weapon damage if you have 4 Str	5 (2,500 gp)	87
Composite Weapon, 3rd ⚡	Weapon	Has two rank 3 or lower properties	5 (2,500 gp)	88
Educated+ ⚡	Weapon	Deals +1d6 damage if you have 4 Int	5 (2,500 gp)	89
Flaming+ ⚡	Weapon	Is burning and ignites	5 (2,500 gp)	90
Jaunting+ ⚡	Weapon	Teleports when thrown	5 (2,500 gp)	91–92
Longshot+ ⚡	Weapon	Reduces longshot penalty by 2	5 (2,500 gp)	93
Lucky+ ⚡	Weapon	Attack rolls explode on 5+	5 (2,500 gp)	94
Psionic+ ⚡	Weapon	Is psychic, +1d4 damage	5 (2,500 gp)	95
Routing+ ⚡	Weapon	Grants +1d10 damage vs scared foes	5 (2,500 gp)	96–97
Seeking+ ⚡	Weapon	Ignores cover and miss chances	5 (2,500 gp)	98
Soulreaving ⚡	Weapon	Deals delayed damage	5 (2,500 gp)	99
Bottled Hellfire	Alchemical	Throw to deal 11d10 damage	6 (12,500 gp)	0–2
Shockstone++	Alchemical	Throw to deal 5d8 damage in an area	6 (12,500 gp)	3
Stunning Sphere+	Alchemical	Throw to stun creatures in a large area	6 (12,500 gp)	4–5
Poison, Black Lotus	Poison 🌸	Endlessly deals 5d8 damage	6 (12,500 gp)	6
Elixir of Grace++ ⚡	Potion 🍷	Grants +4 to Balance, Flexibility, and Stealth	6 (12,500 gp)	7–8
Elixir of the Silver Tongue++ ⚡	Potion 🍷	Grants +4 to Creature Handling, Deception, and Persuasion	6 (12,500 gp)	9
Invigorating Potion+ ⚡	Potion 🍷	Grants brief power and fortification	6 (12,500 gp)	10–11
Potion of Healing+++ ⚡	Potion 🍷	Restores 16d10 hit points and mitigates vital wounds	6 (12,500 gp)	12
Amulet of Divine Healing++ ⚡	Amulet	Grants +4d8 healing with divine aid and lay on hands	6 (12,500 gp)	13–14
Amulet of Shared Discipline+ ⚡	Amulet	Using cleansing discipline also helps a nearby ally	6 (12,500 gp)	15
Amulet of Wild Control+ ⚡	Amulet	Reduces and improves chaos with wildspell	6 (12,500 gp)	16–17
Swarmhunter Amulet ⚡	Amulet	Allows unlimited targets with quarry	6 (12,500 gp)	18–19
Belt of Vital Regeneration ⚡	Belt	Automatically exert to remove vital wounds	6 (12,500 gp)	20
Grafted Armor++ ⚡	Body armor	Grants Fortitude instead of Armor defense and +5 durability	6 (12,500 gp)	21–22
Lithe Armor+ ⚡	Body armor	Grants +2 Armor if you have 5 Dex	6 (12,500 gp)	23
Stonebody Armor++ ⚡	Body armor	Grants +8 durability, but slower and heavier	6 (12,500 gp)	24–25
Astral Boots ⚡	Boots	Allows teleporting instead of moving	6 (12,500 gp)	26
Boots of Elvenkind+ ⚡	Boots	Grants +5 Stealth	6 (12,500 gp)	27–28
Skydancing Boots+ ⚡	Boots	Can briefly walk on air	6 (12,500 gp)	29
Bracers of Repulsion++ ⚡	Bracers	Can push nearby creatures back	6 (12,500 gp)	30–31
Blind Seer's Circlet++ ⚡	Circlet	Increases range of blindsense and blindsight	6 (12,500 gp)	32
Imperious Circlet+ ⚡	Circlet	Grants +5 Intimidate	6 (12,500 gp)	33–34
Ocular Circlet++ ⚡	Circlet	Can allow you to quickly see at distance	6 (12,500 gp)	35–36
Ruler's Circlet+ ⚡	Circlet	Grants +5 Persuasion	6 (12,500 gp)	37
Cloak of Mist+ ⚡	Cloak	Fills a large area with fog	6 (12,500 gp)	38–39
Phoenixflame Cloak+ ⚡	Cloak	Deals 7d8 damage when you recover	6 (12,500 gp)	40
Challenger's Crown+ ⚡	Crown	Increases accuracy penalty on goaded foes by 2	6 (12,500 gp)	41–42
Solar Crown+ ⚡	Crown	Sheds brilliant light	6 (12,500 gp)	43
Gauntlets of Telekinetic Propulsion++ ⚡	Gauntlets	Reduces thrown longshot penalty by 3	6 (12,500 gp)	44–45
Slinging Gauntlets++ ⚡	Gauntlets	Can deal 8d10 bludgeoning damage	6 (12,500 gp)	46
Throwing Gauntlets+ ⚡	Gauntlets	Allows throwing objects up to 120 feet	6 (12,500 gp)	47–48
Ghoultouch Gloves+ ⚡	Gloves	Grants a slowing touch	6 (12,500 gp)	49–50
Locksmith Gloves+ ⚡	Gloves	Grants +5 Devices	6 (12,500 gp)	51
Pickpocket Gloves+ ⚡	Gloves	Grants +5 Sleight of Hand	6 (12,500 gp)	52–53
Thieving Gloves++ ⚡	Gloves	Can absorb a large item	6 (12,500 gp)	54
Bag of Holding+	Object	Shrinks items by two size and weight categories	6 (12,500 gp)	55–56

Liar's Ring+ ⚡	Ring	Grants +5 Deception	6 (12,500 gp)	57
Ring of Spell Investment+ ⚡	Ring	Can invest spells to gain their effects later	6 (12,500 gp)	58–59
Radiant Rod++ ⚡	Rod	Can deal 7d8 damage	6 (12,500 gp)	60
Rod of Dragonflame ⚡	Rod	Deals 5d8 damage in a large cone	6 (12,500 gp)	61–62
Rod of Translocation++ ⚡	Rod	Can teleport up to 90 feet	6 (12,500 gp)	63
Shield of Medusa+ ⚡	Shield	Can slow and stun viewers	6 (12,500 gp)	64–65
Composite Staff, 4th ⚡	Staff	Has two rank 4 or lower properties	6 (12,500 gp)	66–67
Distant Staff+ ⚡	Staff	Can sometimes double range	6 (12,500 gp)	68
Extending Staff+ ⚡	Staff	Grants +30 foot range	6 (12,500 gp)	69–70
Freezing Staff++ ⚡	Staff	+1d6 damage, is chilled	6 (12,500 gp)	71
Splitting Staff+ ⚡	Staff	Can sometimes add an extra target	6 (12,500 gp)	72–73
Staff of Discordance ⚡	Staff	Makes stunned creatures briefly confused	6 (12,500 gp)	74
Staff of Energy Conversion+ ⚡	Staff	+1d6 damage, changes energy type	6 (12,500 gp)	75–76
Staff of Giants+ ⚡	Staff	Greatly increases maximum size or weight with abilities	6 (12,500 gp)	77
Widening Staff+ ⚡	Staff	Can sometimes double area	6 (12,500 gp)	78–79
Tattoo of Imbuement (6) ⚡	Tattoo	Grants a rank 6 weapon property to a natural weapon	6 (12,500 gp)	80
Caltrops++	Trap	Deals 5d8 damage when stepped on	6 (12,500 gp)	81–82
Fireburst Trap++	Trap	Deals 11d10 damage in a small area	6 (12,500 gp)	83–84
Spell Wand, 6th ⚡	Wand	Grants knowledge of a rank 6 spell	6 (12,500 gp)	85
Composite Weapon, 4th ⚡	Weapon	Has two rank 4 or lower properties	6 (12,500 gp)	86–87
Freezing++ ⚡	Weapon	+1d8 damage, is chilled	6 (12,500 gp)	88
Grounded+ ⚡	Weapon	Grants +2 accuracy while stationary	6 (12,500 gp)	89–90
Phasing+ ⚡	Weapon	Can pass through obstacles	6 (12,500 gp)	91
Prismatic+ ⚡	Weapon	+1d6 damage, is energetic	6 (12,500 gp)	92–93
Reckless+ ⚡	Weapon	Grants +2 accuracy and -1 defenses in melee	6 (12,500 gp)	94
Toxic+ ⚡	Weapon	Is poisonous, +1d6 damage	6 (12,500 gp)	95–96
Vampiric++ ⚡	Weapon	Deals +1d6 damage and steals HP	6 (12,500 gp)	97
Vibrating++ ⚡	Weapon	+1d6 damage, -10 Stealth	6 (12,500 gp)	98–99
Potion of Pure Power ⚡	Potion 🍹	Grants many benefits and confusion	7 (62,500 gp)	0–1
Amulet of Controlled Rage+ ⚡	Amulet	Removes defense penalties from rage	7 (62,500 gp)	2–3
Amulet of Distant Stealth++ ⚡	Amulet	Increases range and distant precision with sneak attack	7 (62,500 gp)	4
Amulet of Mighty Stealth++ ⚡	Amulet	Can sneak attack with any weapon for extra damage	7 (62,500 gp)	5
Amulet of Revivification ⚡	Amulet	Reduces fatigue from revivify	7 (62,500 gp)	6
Amulet of Sturdy Companionship++ ⚡	Amulet	Grants +2 defenses and injury resistance to animal allies	7 (62,500 gp)	7–8
Amulet of Undead Control++ ⚡	Amulet	Can permanently control undead	7 (62,500 gp)	9
Amulet of Wild Might++ ⚡	Amulet	+2d6 damage, but increased chaos with wildspell	7 (62,500 gp)	10
Amulet of the Undead Horde+ ⚡	Amulet	Can control many undead	7 (62,500 gp)	11–12
Distant Protector's Amulet++ ⚡	Amulet	Greatly increases range of protect	7 (62,500 gp)	13
Exemplar's Amulet++ ⚡	Amulet	Increase skill exemplar bonus with untrained skills by 5	7 (62,500 gp)	14
Holy Avenger's Amulet+ ⚡	Amulet	Grants +2 accuracy with smite when avenging allies	7 (62,500 gp)	15
Zealous Titan's Amulet+ ⚡	Amulet	Deal extra damage with smite using Heavy weapons	7 (62,500 gp)	16–17
Belt of Constitution+ ⚡	Belt	Grants +2 constitution	7 (62,500 gp)	18
Belt of Health+++ ⚡	Belt	Grants +4 durability	7 (62,500 gp)	19

Belt of Regeneration++ ⭐	Belt	Regain 6d10 hit points per round	7 (62,500 gp)	20–21
Blindfold of the Third Eye++ ⭐	Blindfold	Grants blindsight, blindsense, and blindness	7 (62,500 gp)	22
Armor of Life+++ ⭐	Body armor	Grants +5 durability	7 (62,500 gp)	23
Armor of Transfusion++ ⭐	Body armor	Regain 8d10 HP per round	7 (62,500 gp)	24
Evasive Armor++ ⭐	Body armor	Grants +4 Reflex	7 (62,500 gp)	25–26
Fortifying Armor+ ⭐	Body armor	Fortifies you if you have 5 Con	7 (62,500 gp)	27
Hefty Armor++ ⭐	Body armor	Grants +4 Brawn	7 (62,500 gp)	28
Lifeweave Armor++ ⭐	Body armor	Grants +8 durability, but –1 vital rolls	7 (62,500 gp)	29–30
Soulweave Armor++ ⭐	Body armor	Grants +8 durability, but –4 power	7 (62,500 gp)	31
Boots of Freedom+ ⭐	Boots	Grants immunity to almost all mobility restrictions	7 (62,500 gp)	32
Sprinting Boots+ ⭐	Boots	Can sprint without exertion	7 (62,500 gp)	33
Bracers of Armor++ ⭐	Bracers	Surrounds you in armor	7 (62,500 gp)	34–35
Bracers of Blessed Protection++ ⭐	Bracers	Can protect against three critical hits	7 (62,500 gp)	36
Shieldburst Bracers++ ⭐	Bracers	Can exert to gain instant +6 Armor defense	7 (62,500 gp)	37
Circlet of Desperate Visions++ ⭐	Circlet	Grants lingering benefits from <i>desperate exertion</i>	7 (62,500 gp)	38–39
Circlet of Perception+ ⭐	Circlet	Grants +2 perception	7 (62,500 gp)	40
Circlet of Willpower+ ⭐	Circlet	Grants +2 willpower	7 (62,500 gp)	41
Avian Cloak++ ⭐	Cloak	Grants a very stable glide speed	7 (62,500 gp)	42
Cloak of Wings+ ⭐	Cloak	Grants flight up to 30 feet high	7 (62,500 gp)	43–44
Vanishing Cloak+ ⭐	Cloak	Can teleport a great distance silently	7 (62,500 gp)	45
Crown of Flame++ ⭐	Crown	Can deal 8d10 damage around you	7 (62,500 gp)	46
Radiant Crown+++ ⭐	Crown	Emits massive light	7 (62,500 gp)	47–48
Gauntlets of Might++ ⭐	Gauntlets	Grants +1 mundane power and +2 Strength for weight limits	7 (62,500 gp)	49
Gauntlets of Strength+ ⭐	Gauntlets	Grants +2 strength	7 (62,500 gp)	50
Bladespawn Gloves++ ⭐	Gloves	Can create daggers with special materials	7 (62,500 gp)	51
Gloves of Dexterity+ ⭐	Gloves	Grants +2 dexterity	7 (62,500 gp)	52–53
Hexward Ring+ ⭐	Ring	Grants +2 defenses against targeted spells	7 (62,500 gp)	54
Quickcleanse Ring+ ⭐	Ring	Can exert to quickly remove a condition	7 (62,500 gp)	55
Defender's Shield+ ⭐	Shield	Grants +2 Armor defense	7 (62,500 gp)	56–57
Psychic Shield++ ⭐	Shield	Grants +4 Mental defense	7 (62,500 gp)	58
Shield of Arrow Deflection++ ⭐	Shield	Grants +4 defenses vs ranged strikes	7 (62,500 gp)	59
Shield of Shielding+ ⭐	Shield	Shields you	7 (62,500 gp)	60
Arcing Staff+ ⭐	Staff	+1d4 damage, is charged and chains	7 (62,500 gp)	61–62
Bloodfrenzy Staff++ ⭐	Staff	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	63
Brutish Staff++ ⭐	Staff	Grants +1d10 damage if you have 5 Str	7 (62,500 gp)	64
Composite Staff, 5th ⭐	Staff	Has two rank 5 or lower properties	7 (62,500 gp)	65–66
Echoing Staff+ ⭐	Staff	Can exert to repeat effect	7 (62,500 gp)	67
Educated Staff++ ⭐	Staff	Grants +1d10 damage if you have 5 Int	7 (62,500 gp)	68
Flaming Staff++ ⭐	Staff	Is burning and ignites	7 (62,500 gp)	69
Perceptive Staff+ ⭐	Staff	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	70–71
Reaching Staff++ ⭐	Staff	Can use abilities from a short distance away	7 (62,500 gp)	72
Shattered Staff++ ⭐	Staff	Grants +2d6 damage and –2 accuracy	7 (62,500 gp)	73
Staff of Overwhelming Power ⭐	Staff	Empowers you, but with –1 accuracy	7 (62,500 gp)	74–75
Tattoo of Imbuement (7) ⭐	Tattoo	Grants a rank 7 weapon property to a natural weapon	7 (62,500 gp)	76
Spell Wand, 7th ⭐	Wand	Grants knowledge of a rank 7 spell	7 (62,500 gp)	77
Arcing+ ⭐	Weapon	+1d4 damage, is charged and chains	7 (62,500 gp)	78
Bloodfrenzy++ ⭐	Weapon	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	79–80
Bloodfuel++ ⭐	Weapon	Can spend 16 HP for +2d8 damage	7 (62,500 gp)	81

Boomerang++ ⭐	Weapon	+1d8 damage, hits an extra target while returning	7 (62,500 gp)	82
Brutish++ ⭐	Weapon	Deals double extra weapon damage if you have 5 Str	7 (62,500 gp)	83–84
Composite Weapon, 5th ⭐	Weapon	Has two rank 5 or lower properties	7 (62,500 gp)	85
Cursebite+ ⭐	Weapon	Can inflict multiple curses	7 (62,500 gp)	86
Eager+ ⭐	Weapon	Can be drawn quickly, +2 accuracy when drawn	7 (62,500 gp)	87
Educated++ ⭐	Weapon	Deals +1d10 damage if you have 5 Int	7 (62,500 gp)	88–89
Fated ⭐	Weapon	Rerolls missed attacks	7 (62,500 gp)	90
Finesse+ ⭐	Weapon	Grants +2 accuracy if you have 5 Dex	7 (62,500 gp)	91
Flaming++ ⭐	Weapon	Is burning and ignites	7 (62,500 gp)	92–93
Jaunting+ ⭐	Weapon	Teleports long distances when thrown	7 (62,500 gp)	94
Perceptive+ ⭐	Weapon	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	95
Psionic++ ⭐	Weapon	Is psychic, +1d8 damage	7 (62,500 gp)	96
Unbalanced++ ⭐	Weapon	-3 accuracy, but +8 for criticals	7 (62,500 gp)	97–98
Vorpal ⭐	Weapon	+1d8 damage, can decapitate foes	7 (62,500 gp)	99
Composite Staff, 6th ⭐	Staff	Has two rank 6 or lower properties	8 (312,500 gp)	0–50
Composite Weapon, 6th ⭐	Weapon	Has two rank 6 or lower properties	8 (312,500 gp)	51–99

Chapter 2

Expanded Skills

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

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

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

General Guidance

Consequences of Failure

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

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

the narrative of your game instead of derailing it.

Rushing Skills

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

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

Awareness

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

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

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

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

Craft

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

Deduction

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

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

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

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

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

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

Devices

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

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

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

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

Endurance

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

Intimidate

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

intimidation attempts.

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

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

Knowledge

Monster Identification

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

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

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

Medicine

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

Perform

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

Persuasion

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

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

Persuading Groups

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

Profession

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

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

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.

Stealth

The Stealth skill has a number of specific circumstances that can make it less likely to succeed. In general, players are intended to be able to scout and avoid notice out of combat, but it should be nearly impossible to maintain stealth within an active combat. Keep in mind that special senses like [blindsight](#) are powerful anti-Stealth tools, but they are not intended to be a complete defense. High-

level characters can have high enough bonuses to overcome those penalties, allowing them to sneak up on creatures with blindsense or even blindsight.

Survival

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

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

Overland Activities

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

Swim

The Swim skill is one of the most narratively narrow skills, but it can still be very important in aquatic environments. There are no specific rules for catastrophic failure, because the consequences depend on the context. For example, muddy water with many weeds might very hard to swim through quickly, but you wouldn't be much more likely to drown in it by swimming across the surface than you would in calm water. A creature in full plate might also sink like a stone without active effort, while an unarmored creature can usually stay above water by simply floating still. Feel free to decide that a creature who fails a Swim check by a large enough amount sinks underwater if it seems appropriate.

Chapter 3

The Universe

Planar Traits

Gravity Direction

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

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

Control Gravity

Minor action

You can only use this ability while on a plane with subjective gravity.

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

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

Gravity Strength

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

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

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

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

Light

Various planes are illuminated in different ways.

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

Limits

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

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

Planar Connectivity

Different planes have different degrees of connection to other planes.

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

Shape

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

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

Individual Plane Descriptions

Primal Planes

The Plane of Air

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

The Plane of Air has the following planar traits:

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

The Plane of Earth

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

The Plane of Earth has the following planar traits:

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

The Plane of Fire

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

The Plane of Fire has the following planar traits:

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

The Plane of Water

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

and monsters. Magnificent underwater cities are carved from huge rocks that float peacefully suspended in the water. Though there is no sun, simple creatures akin to plankton form the base of the food chain by feeding directly on the plane's essence.

The Plane of Water has the following planar traits:

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

Aligned Planes

Elysium

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

The Abyss

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

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

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

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

Unlike demons, devils are native to the Abyss itself. They are

far more intelligent and organized than demons, but also far less numerous. Devils rule vast territories within the Abyss, using demons as their foot soldiers to protect and enlarge their territorial claims.

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

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

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

Ordus

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

Discord

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

Nexus Planes

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

The Material Plane has the following planar traits:

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

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

The Astral Plane has the following planar traits:

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

Creatures and Objects

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

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

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

The Four Elements of Existence

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

Physical Elements: Body and Life

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

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

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

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

Mental Elements: Mind and Soul

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

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

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

Energetic Elements: Life and Soul

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

Examples

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

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

Secrets of the Universe



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

Power Ultimately Derives From Life and Soul

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

The more powerful the life, the more the body can change. The body of an elephant is much stronger than that of an ant. However, elephants and ants have similarly weak life energy, because the ability of their body to change and adapt to circumstances is limited. Humans can have greater life energy, as their bodies can undergo

significant changes to adapt to their training and circumstances. Dragons represent the pinnacle of immense life energy. Their bodies undergo vast changes in power and shape over their lives. Similarly, the more powerful the soul, the more the mind can change.

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

Variable Intrinsic Power

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

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

Transferring Power: Death and Sublimation

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

If creatures present at the death have a life or soul that is strong enough, they can consume part of this energy to enact changes in their own bodies or minds. This is a common method of power acquisition for adventurers and monsters, who often slay powerful foes. Certain rituals can also be used to feed on the powers of death more effectively. This can be used to benefit the ritual participants, or by demons and evil deities who feed on deaths offered to them in ritual sacrifices by their cultists.

Transferring a power through death is deeply inefficient. Under normal circumstances, only a fraction of the energy released in this way can be claimed. Some energy infuses the area, which can give rise to magical phenomena at areas of mass death or the death of particularly powerful entities. The leftover energy is claimed by

Nature, the deity who draws power from the life and death of all things and ensures that souls are taken to their appropriate afterlife.

Transferring Power: Connection

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

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

Soul Motes and Splinters

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

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

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

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

Potential and Acquired Power

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

necessarily stronger. It simply means they have progressed farther towards their potential.

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

Mysteries of the Soul

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

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

Some powerful and unusual entities, such as deities and demon princes, know particular elements of how life energy and soul energy can be transferred. All demons are generally aware that they can feed on sublimating soul splinters from souls in evil afterlife planes as they break down over time, though they do not understand the exact mechanics of this transfer. They attempt to torment weaker souls to accelerate this breakdown, and avoid souls that are too strong to break. However, they are unaware of the subtler aspects of soul sharing, such as willing soul mote transfer between loved ones. Powerful deities know more about souls than any other entities as a result of being worshipped and maintaining the existence of their personal afterlife planes. In exceptionally rare occasions they may see fit to share that knowledge if it serves their purposes.

Soul-Fuelled Phenomena

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

Deities

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

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

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

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

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

Nature



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

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

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

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

Pact Magic

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

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

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

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

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

Ambient Magic and Magical Creatures

The world of Rise is full of strange creatures that have superhuman strength or magical abilities, like minotaurs and manticores. It is common knowledge that such creatures are typically found only in distant wilderness or in deep dungeons. In general, the farther you get from civilization, the more powerful the monsters in the area become, and the more likely you are to encounter strange magical

phenomena. Small towns seem to cause a subtle warding effect, and powerful monsters in the area will typically avoid them. Even monsters that lack the intellectual capacity to understand complex causation chains like "if I attack the town, they may send powerful warriors to hunt me down" will typically avoid interacting with civilization unless necessary.

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

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

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

Chapter 4

Monster Mechanics

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

Monster Statistics

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

Monster Roles

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

Brute

A typical brute rushes into melee and smashes its enemies with highly damaging attacks. Brutes have high hit points and reasonable defenses, but also become [injured](#) easily. 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, +5 Brawn, +4 Fortitude, +4 Reflex, +3 Mental

Durability: +6.

Injury Point: Three-quarters of total hit points.

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

Durability: +4.

Injury Point: Half of total 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: +5 Armor, +4 Brawn, +4 Fortitude, +5 Reflex, +4 Mental

Durability: +2.

Injury Point: Half of total hit points.

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, +3 Brawn, +3 Fortitude, +4 Reflex, +4 Mental

Durability: +2.

Injury Point: Three-quarters of total hit points.

Warrior

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

Defenses: +5 Armor, +4 Brawn, +5 Fortitude, +3 Reflex, +4 Mental

Durability: +4.

Injury Point: One third of total hit points.

Level Scaling

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

- Monsters do not gain insight points, attunement points, or legacy items.

- Monsters calculate their [injury point](#) based on their role rather than their level and Constitution. Their role defines their injury point as some multiplier of the monster's total hit points.
- Monsters only add half their attributes to their defenses instead of their full attribute.
- Monsters gain a +1 bonus to two attributes at 3rd level and every 3 levels thereafter. This replaces the attribute bonus players get.
- Monsters gain a +1 bonus to all defenses at 7th level and 19th level.
- Monsters gain a +1 accuracy bonus at 13th level and 21st level.
- Monsters gain a +1 power bonus at 5th level, 11th level, and 17th level.

Table 4.1: Monster Advancement

Level	Rank	Durability	Bonus ¹	Special
1st	1	+0	—	—
2nd	1	+1	+1	—
3rd	1	+2	+1	+1 to two attributes
4th	2	+2	+2	HP: 2x durability
5th	2	+3	+2	+1 power
6th	2	+4	+3	+1 to two attributes
7th	3	+4	+3	HP: 3x durability, +1 defenses
8th	3	+5	+4	—
9th	3	+6	+4	+1 to two attributes
10th	4	+6	+5	HP: 4x durability
11th	4	+7	+5	+1 power
12th	4	+8	+6	+1 to two attributes
13th	5	+8	+6	HP: 6x durability, +1 accuracy
14th	5	+9	+7	—
15th	5	+10	+7	+1 to two attributes
16th	6	+10	+8	HP: 8x durability
17th	6	+11	+8	+1 power
18th	6	+12	+9	+1 to two attributes
19th	7	+12	+9	HP: 10x durability, +1 defenses
20th	7	+13	+10	—
21st	7	+14	+10	+1 accuracy

1. This bonus applies to the monster's [accuracy](#), [magical](#) power, mundane power, trained skills, and defenses.

Elite Monsters

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

- Elite monsters gain a +2 bonus to their [power](#) and all [defenses](#).
- Elite monsters have three times the [hit points](#) of standard monsters.
- Elite monsters can have a maximum starting attribute of 6 (see [Monster Attributes](#), page 35).

- Elite monsters can take an additional [elite action](#) each round (see [Elite Actions](#), page 35).
- Elite monsters automatically remove [conditions](#) (see [Monster Conditions](#), page 34).

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. Standard monsters can only remove [conditions](#) by taking a [short rest](#). However, elite monsters can remove conditions more easily with the [elite cleanse](#) ability. Intelligence monsters can generally choose which condition they remove, while unintelligent monsters may choose instinctually or randomly.

Elite Cleanse	Triggered
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At the end of each round, roll 1d10. On a 7 or higher, the monster can remove one [condition](#). On a 10, it can also remove a different condition. Conditions applied during the current round cannot be removed in this way.

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

At the end of each round, each elite monster rolls 1d6. If the result matches an existing condition on its condition track, that condition is removed unless all instances of that condition were gained during the current round. When a monster has multiple copies of the same condition, only one instance of that condition is removed, so it may have to roll the same number multiple times to fully remove the condition. If a location on the condition track becomes empty, all of the conditions to the right of that location shift down by 1. This means the highest occupied number on the condition track should always match the number of unique conditions the monster has. The oldest condition should always be number 1, and the most recent condition should have the highest occupied number on the track.

Monster Resources

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

If a monster has an explicitly listed special ability that increases

its fatigue level, it can use that ability. Similarly, monsters that are allied with player characters may choose to increase their fatigue level to receive healing from the players, such as from the restoration spell. This would immediately cause them to suffer fatigue penalties, since their fatigue tolerance is 0.

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

Monster Ability Access

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

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

Monster Attributes

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

Monster Natural Weapons

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

Some specific monsters, like horses, do not gain this benefit because they are unable to effectively use their whole body to support their attacks.

Monster Dual Strikes

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

Monster Combat Mechanics

Monster Actions

All monsters are able to make movements and take free actions, minor actions, and standard actions in the same way as player characters.

Elite Actions

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

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

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

Encounter Balancing

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

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

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

The terrain and physical location of a fight can also dramatically change its difficulty. Narrow corridors and tight spaces favor smaller groups, highly defensive characters, and mid-range spellcasters who can attack safely from the back lines. Wide-open terrain favors large groups, highly mobile creatures, and long-range

combatants like archers. A party with good tactics can easily hold a five-foot tunnel against dozens or even hundreds of melee-only enemy combatants, even if they would be swarmed and killed easily by those same enemies in an open field.

Monster Knowledge

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

Chapter 5

Monster Descriptions

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

Aboleth

Level 12 Leader – **Elite**
Huge aberration

**HP 246 IP 123****Defenses** Armor 17 Brawn 17 Fort 16 Ment 16 Ref 11**Movement** 50 ft.; Land (slow) Swim (normal) Swim +13**Senses** Darkvision (240 ft.) Telepathy (480 ft.) Awareness +13**Social** Social Insight +13**Other skills** Endurance +15**Attributes** 4, 0, 6, 4, 4, 6**Alignment** Neutral evil**Accuracy** +8; Brawling +8**Power** 12; 14 **Aboleth Lore**

Dungeoneering DV 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.

Dungeoneering DV 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.

Dungeoneering DV 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.

Dungeoneering DV 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.

Aboleth Abilities**Cause Fear**

Elite action

Tags: Emotion

The aboleth makes a +8 attack vs. Mental against all enemies in a Large (60 ft.) radius from itself.

Hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) by the aboleth as a condition.

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

Mind Blank

Elite action

Tags: Compulsion

The aboleth makes a +9 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: If the target is **injured**, it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes **immune** to this effect until it finishes a short rest.

Mind Crush

Elite action

Tags: Compulsion, Subdual

The aboleth makes a +8 attack vs. Mental against one creature within Short (30 ft.) range. The aboleth gains a +4 accuracy bonus if the target has a negative Intelligence.

Hit: 8d6 damage.

Psionic Blast

Elite action

Tags: Compulsion, Subdual

The aboleth makes a +8 attack vs. Mental against all enemies in a Medium (30 ft.) cone from itself. The aboleth gains a +4 accuracy bonus against each target with a negative Intelligence.

Hit: 1d10+7 damage.

Injury: The target is **stunned** (-2 defenses) as a condition.

Miss: Half damage.

Dominate

Standard action

Tags: Compulsion

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

Tentacle Slam

Standard action

Tags: Sweeping (1)

The aboleth makes a +8 melee strike vs. Armor with its tentacle.

Hit: 3d6+12 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the aboleth can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Slime-Covered Body ★

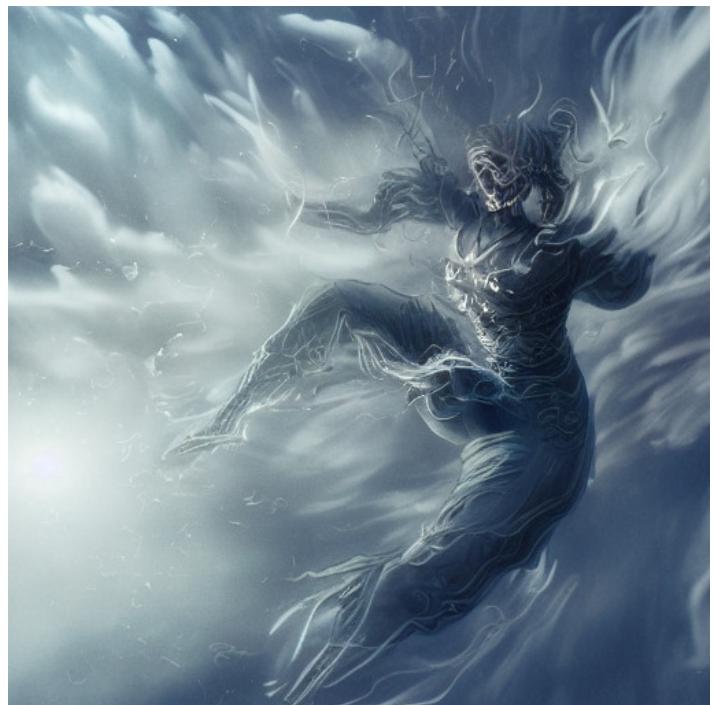
Triggered

Tags: Poison

Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it makes an +8 reactive attack vs. Fortitude against the creature that struck it.

Hit: The target becomes poisoned by aboleth slime. The poison's accuracy is +8. It makes the target slowed (-10 speed, -2 Armor and Ref) while the poison lasts. The second escalation also deals 8d6 damage.

Air Elementals



Air Elementals Lore

Planes DV 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.

Planes DV 12: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

BreezeLevel 4 Skirmisher
Small planeforged**HP 18 IP 14****Defenses** Armor 9 Brawn 6 Fort 6 Ment 6 Ref 10**Impervious** Air**Vulnerable** Earth, Electricity**Movement** 20 ft.; Fly (normal, limitless)**Attributes** 2, 5, 0, -3, 2, 0**Alignment** Neutral**Accuracy** +3; Brawling +3**Power** 4; 2 ★**Traits** Floating Nonliving Soulless

Breeze Abilities

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

Fists

Standard action

The breeze makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+2 damage.

Knockdown	Standard action
The breeze makes a +4 melee strike vs. Armor with its fists.	
Hit: 2d6+2 damage. Injury: If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the breeze.	

Windblast ★	Standard action
Tags: Air	
The breeze makes a +3 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+1d6+1 damage. Miss: Half damage.	

Gale	Level 8 Skirmisher Medium planeforged
HP 31 IP 22	
Defenses Armor 13 Brawn 11 Fort 9 Ment 9 Ref 13	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 30 ft.; Fly (normal, limitless)	
Attributes 4, 6, 0, -2, 3, 0	Alignment Neutral
Accuracy +5; Brawling +6	Power 8; 4 ★
Traits Floating Nonliving Soulless	

Gale Abilities

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

Fists	Standard action
The gale makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+4 damage.	

Knockdown	Standard action
The gale makes a +5 melee strike vs. Armor with its fists.	
Hit: 2d6+4 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the gale.	

Windblast ★	Standard action
Tags: Air	
The gale makes a +5 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+2d6+2 damage. Miss: Half damage.	

Windslash ★	Standard action
Tags: Air	
The gale makes a +5 attack vs. Armor against up to two targets within Long (90 ft.) range. If the gale chooses two targets, they must be adjacent to each other.	
Hit: 1d10+2 damage.	

Tempest	Level 12 Skirmisher Large planeforged
HP 50 IP 34	
Defenses Armor 15 Brawn 14 Fort 11 Ment 11 Ref 14	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 40 ft.; Fly (normal, limitless)	
Attributes 4, 7, 0, -2, 4, 0	Alignment Neutral
Accuracy +8; Brawling +8	Power 10; 6 ★
Traits Floating Nonliving Soulless	

Tempest Abilities

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

Fists	Standard action
The tempest makes a +8 melee strike vs. Armor with its fists.	
Hit: 6d6+5 damage.	

Knockdown	Standard action
The tempest makes a +9 melee strike vs. Armor with its fists.	
Hit: 2d6+5 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the tempest.	

Windblast ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+3d6+3 damage. Miss: Half damage.	

Windslash ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Armor against up to two targets within Long (90 ft.) range. If the tempest chooses two targets, they must be adjacent to each other.	
Hit: 1d10+1d6+3 damage.	

Windslash ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Armor against up to two targets within Long (90 ft.) range. If the tornado chooses two targets, they must be adjacent to each other.	
Hit: 1d10+3d6+4 damage.	

Windsnipe ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Armor against something within Distant (120 ft.) range.	
Hit: 1d10+3 damage.	

Windsnipe ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Armor against something within Distant (120 ft.) range.	
Hit: 1d10+2d6+4 damage.	

Tornado	Level 16 Skirmisher Large planeforged
HP 114 IP 78	
Defenses Armor 18 Brawn 16 Fort 13 Ment 13 Ref 17	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 40 ft.; Fly (normal, limitless)	
Attributes 4, 8, 1, -2, 4, 0	Alignment Neutral
Accuracy +10; Brawling +10	Power 12; 8 ★
Traits Floating Nonliving Soulless	

Tornado Abilities

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

Fists	Standard action
The tornado makes a +10 melee strike vs. Armor with its fists.	
Hit: 10d6+12 damage.	

Knockdown	Standard action
The tornado makes a +13 melee strike vs. Armor with its fists.	
Hit: 2d6+6 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the tornado.	

Windblast ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+5d6+4 damage. Miss: Half damage.	

Elder	Level 20 Skirmisher Huge planeforged
HP 170 IP 115	
Defenses Armor 21 Brawn 20 Fort 16 Ment 16 Ref 19	
Impervious Air	

Vulnerable Earth, Electricity	
Movement 50 ft.; Fly (normal, limitless)	
Attributes 4, 9, 1, -2, 4, 0	Alignment Neutral
Accuracy +12; Brawling +12	Power 14; 10 ★

Elder Abilities	
Wind Screen ★: The elder gains a +2 bonus to its defenses against ranged strikes.	
Fists	Standard action

Fists	Standard action
Tags: Sweeping (1)	
The elder makes a +12 melee strike vs. Armor with its fists.	
Hit: 12d6+21 damage.	

Knockdown	Standard action
Tags: Sweeping (1)	
The elder makes a +16 melee strike vs. Armor with its fists.	
Hit: 2d6+7 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the elder.	

Windblast ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Brawn and Reflex against everything in a Medium (*30 ft.*) cone from itself.

Hit: 1d10+6d6+5 damage.

Miss: Half damage.

Windslash ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Armor against up to two targets within Long (*90 ft.*) range. If the elder chooses two targets, they must be adjacent to each other.

Hit: 1d10+4d6+5 damage.

Windsnipe ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Armor against something within Distant (*120 ft.*) range.

Hit: 1d10+3d6+5 damage.

Angels**Angels Lore**

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

Planes DV 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.

Planes DV 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 Leader – Elite

Huge planeforged

**HP 558 IP 279****Defenses** Armor 19 Brawn 21 Fort 19 Ment 19 Ref 17**Immune** Frightened, Panicked**Movement** 50 ft.; Fly (normal, 60 ft. limit)**Senses** Awareness +19**Other skills** Endurance +19**Attributes** 8, 8, 8, 8, 8, 8**Alignment** Neutral good**Accuracy** +13; Brawling +13**Power** 18; 18 ★**Traits** Nonliving Soulless**Seraph Lore**

Planes DV 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.

Planes DV 18: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

Seraph Abilities

Divine Radiance: The seraph constantly radiates bright illumination in a Large (60 ft.) radius.

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

Divine Translocation ✨

Elite action

The seraph teleports into an unoccupied location within Distant (120 ft.) range. It can teleport in any direction and does not need to land on stable ground.

Immolating Fireball ✨

Elite action

Tags: Fire

The seraph makes a +13 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.

Hit: 10d6 damage. If a creature takes a vital wound from this damage that leaves it unconscious, its body is completely destroyed by flame. Only a pile of ashes remains. An immolated creature's equipment is unaffected.

Miss: Half damage.

Mighty Pyroclasm ✨

Elite action

Tags: Fire

Fire consumes a Large (60 ft.) radius zone from the seraph's location. The seraph makes a +13 attack vs. Reflex against everything in the area. This typically means it includes itself as a target. During its next action, this effect repeats in the same area.

Hit: 9d6 damage.

Miss: Half damage.

Bite

Standard action

Tags: Fire, Sweeping (1)

The seraph makes a +13 melee strike vs. Armor with its bite.

Hit: 5d8+27 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the seraph can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Justicar

Level 13 Warrior – Elite

Large planeforged



HP 372 IP 123

Defenses Armor 17 Brawn 17 Fort 17 Ment 16 Ref 14

Immune Frightened, Panicked

Movement 40 ft.; Fly (normal, 60 ft. limit)

Senses Awareness +16 Deduction +16

Social Intimidate +9 Social Insight +16

Other skills Endurance +16

Attributes 7, 7, 7, 7, 7, 7

Alignment Lawful good

Accuracy +11; Brawling +11

Power 15; 15 ✨

Equipment Greatsword

Traits Nonliving Soulless

Justicar Lore

Planes DV 11: 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.

Planes DV 16: 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.

Planes DV 21: Once, a group of thugs and murderers broke through a magic seal guarding an ancient wizard's tower, intending to loot everything inside. They were shocked when a justicar suddenly appeared in front of them, and prepared to fight for their lives. However, the justicar ignored them. Instead, it killed the

ancient wizard of the tower and disappeared, leaving the spoils to the evildoers who broke the seal.

This is the morality of a justicar. They consider only truly immense evils to be worthy of their attention, and ignore all lesser sins.

Justicar Abilities

Divine Radiance: The justicar constantly radiates bright illumination in a Large (60 ft.) radius.

Rituals ✨: The justicar can perform any ritual of rank 5 or lower from the *channel divinity* and *revelation* mystic spheres. It does not need to increase its fatigue level to perform those rituals.

Baffling Visions ✨

Elite action

Tags: Visual

The justicar makes a +12 attack vs. Mental against all enemies within a Large (60 ft.) radius from itself.

Hit: If the target is injured, it is briefly confused (-2 defenses, randomly attack or defend).

Clairvoyance ✨

Elite action

Tags: Scrying, Sustain (attuneable, minor)

A scrying sensor appears floating in the air in any unoccupied square within Medium (60 ft.) range. The justicar does not need line of sight or line of effect to target a location. The justicar must specify a distance and direction to target a location it cannot see. This can allow it to cast the spell beyond walls and similar obstacles.

At the start of each round, the justicar chooses whether it sees and hears from this sensor or from its body. While viewing through the sensor, the justicar's observation ability is the same as its normal body, except that it does not share the benefits of any magical ✨ effects that improve its vision. The justicar otherwise acts normally, though it may have difficulty moving or taking actions if the sensor cannot see its body or its intended targets, effectively making it blinded (50% miss chance, -2 defenses).

If undisturbed, the sensor floats in the air in its position.

Divine Translocation ✨

Elite action

The justicar teleports into an unoccupied location within Distant (120 ft.) range. It can teleport in any direction and does not need to land on stable ground.

Foresee Distant Safety ✨

Elite action

Tags: Subtle

At the start of the next round, it becomes briefly braced (+2 defenses).

Greatsword

Standard action

Tags: Sweeping (1)

The justicar makes a +11 melee strike vs. Armor with its greatsword.

Hit: 3d8+22 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the justicar can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Ophan

Level 10 Skirmisher –

Elite

Large planeforged



HP 210 IP 105

Defenses Armor 15 Brawn 15 Fort 15 Ment 15 Ref 14

Immune Frightened, Panicked

Movement 40 ft.; Fly (normal, 60 ft. limit)

Senses Awareness +12

Other skills Endurance +15

Attributes 4, 5, 7, 4, 4, 6

Alignment Neutral good

Accuracy +7; Brawling +7

Power 11; 13 ✨

Traits Nonliving Soulless

Ophan Lore

Planes DV 10: 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.

Ophan Abilities

Divine Radiance: The ophan constantly radiates bright illumination in a Large (60 ft.) radius.

Divine Translocation

Elite action

The ophan teleports into an unoccupied location within Long (90 ft.) range. It can teleport in any direction and does not need to land on stable ground.

Mighty Combustion

Elite action

Tags: Fire

The ophan makes a +3 attack vs. Fortitude against something adjacent to it.

Hit: 7d6 damage. During its next action, the target takes 7d6 damage again, and any extra damage also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Pyroclasm

Elite action

Tags: Fire

Fire consumes a Medium (30 ft.) radius zone from the ophan's location. The ophan makes a +7 attack vs. Reflex against everything in the area. This typically means it includes itself as a target. During its next action, this effect repeats in the same area.

Hit: 1d10+1d6+6 damage.

Miss: Half damage.

Stoke the Fires

Elite action

Tags: Fire

The ophan makes a +7 attack vs. Reflex against all enemies adjacent to it. Then, it is briefly empowered (+4 damage).

Hit: 1d10+1d6+6 damage.

Miss: Half damage.

Whirlwind

Standard action

Tags: Impact

The ophan makes a +7 melee strike vs. Armor with its ram.

The strike targets all enemies adjacent to it.

Hit: 2d6+22 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the ophan can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Animals

Animals Lore

Nature DV 0: All animals are **mundane** and cannot speak. They are easier to influence with the Creature Handling skill than other creatures.

Baboon

Level 1 Skirmisher
Medium mortal

HP 13 IP 11

Defenses Armor 6 Brawn 5 Fort 4 Ment 3 Ref 6

Movement 30 ft.; Climb (normal)

Senses Awareness +5

Attributes 2, 3, 1, -8, 2, -1

Alignment Neutral

Accuracy +1; Brawling +1

Power 2; -1

Traits Animal

Baboon Lore

Nature DV 5: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.

Nature DV 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.

Baboon Abilities

Claws

Standard action

The baboon makes a +1 melee strike vs. Armor with its claws.

Hit: 2d4+1 damage.

Badger

Level 1 Warrior
Medium mortal

HP 17 IP 12

Defenses Armor 6 Brawn 3 Fort 6 Ment 3 Ref 4

Movement 40 ft.

Senses Scent

Other skills Endurance +6

Attributes -2, 2, 3, -8, 1, -1

Alignment Neutral

Accuracy +1; Brawling -1

Power -2; -1

Traits Animal Quadrupedal

Badger Lore

Nature DV 5: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Nature DV 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.

Badger Abilities

Claws

Standard action

The badger makes a +1 melee strike vs. Armor with its claws.

Hit: 2d4-1 damage.

Black Bear

Level 1 Brute – Elite

Medium mortal

HP 63 IP 47

Defenses Armor 6 Brawn 9 Fort 8 Ment 4 Ref 6

Movement 40 ft.; Climb +7 Swim +7

Senses Scent Awareness +5

Other skills Endurance +8 Survival +5

Attributes 4, 0, 5, -8, 2, -2

Alignment Neutral

Accuracy +1; Brawling +2

Power 6; 0

Traits Animal Quadrupedal

Black Bear Lore

Nature DV 5: Black bears are forest-dwelling omnivores that are usually not dangerous unless an interloper threatens their cubs or food supply. They can be pure black, blond, or cinnamon in color, and are rarely more than 5 feet long. A typical black bear can be easily frightened away by loud noises and creatures that appear large.

Black Bear Abilities

Bite

Elite action

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

Hit: 1d8+6 damage.

Claws

Standard action

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

Hit: 2d4+3 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the black bear can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Brown Bear

Level 3 Brute – Elite

Large mortal

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

HP 72 IP 54**Defenses** Armor 7 Brawn 11 Fort 10 Ment 6 Ref 6**Movement** 50 ft.; Climb +9 Swim +9**Senses** Scent Awareness +5**Other skills** Endurance +10 Survival +5**Attributes** 5, 0, 6, -8, 1, 0**Alignment** Neutral**Accuracy** +2; Brawling +4**Power** 8; 3 **Traits** Animal Quadrupedal**Brown Bear Lore**

Nature DV 6: Brown bears tend to be bad-tempered and territorial.

Brown Bear Abilities**Bite**

Elite action

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

Hit: 1d8+8 damage.**Claws**

Standard action

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

Hit: 2d4+4 damage.**Elite Cleanse**

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the brown bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Camel

Level 1 Brute
Large mortal

HP 19 IP 12**Defenses** Armor 4 Brawn 7 Fort 5 Ment 3 Ref 3**Movement** 50 ft.**Other skills** Endurance +6**Attributes** 3, 0, 3, -8, 1, 0**Alignment** Neutral**Accuracy** +1; Brawling +2**Power** 3; 0 **Traits** Animal Quadrupedal**Camel Lore**

Nature DV 5: Camels are known for their ability to travel long distances without food or water.

Camel Abilities**Bite**

Standard action

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

Hit: 1d8+3 damage.**Cat**

Level 1 Skirmisher

Small mortal

HP 9 IP 9**Defenses** Armor 7 Brawn 0 Fort 2 Ment 3 Ref 8**Movement** 30 ft.; Balance +7 Flexibility +7 Stealth +11**Senses** Scent Awareness +5**Attributes** -7, 4, -3, -7, 2, -2**Alignment** Neutral**Accuracy** +1; Brawling -3**Power** -7; -2 **Traits** Animal Quadrupedal**Cat Abilities****Bite**

Standard action

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

Hit: 1d8-7 damage.**Dog**

Level 1 Skirmisher

Medium mortal

These statistics can be used for any large dog or similar creature, such as an ordinary wolf. For particularly small dogs, use the statistics for a cat instead.

HP 12 IP 10**Defenses** Armor 5 Brawn 4 Fort 4 Ment 3 Ref 5**Movement** 40 ft.**Senses** Scent Awareness +5**Other skills** Survival +5**Attributes** 0, 1, 0, -7, 2, -1**Alignment** Neutral**Accuracy** +1; Brawling +0**Power** 0; -1 **Traits** Animal Quadrupedal**Dog Lore**

Nature DV 5: Some dogs are trained to serve as steeds for halflings and kobolds. Such riding dogs may be trained for combat, or may be only used for travel.

Dog Abilities**Bite**

Standard action

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

Hit: 1d8 damage.**Draft Horse**

Level 2 Brute

Large mortal

HP 19 IP 12
Defenses Armor 5 Brawn 9 Fort 6 Ment 3 Ref 4
Movement 40 ft.; Land (slow)
Other skills Endurance +6
Attributes 4, 1, 2, -8, 0, -2
Accuracy +1; Brawling +3
Traits Animal

Draft Horse Lore

Nature DV 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.

Draft Horse Abilities

Light Horse	Level 2 Skirmisher Large mortal
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HP 12 IP 10
Defenses Armor 7 Brawn 7 Fort 4 Ment 4 Ref 6
Movement 40 ft.
Attributes 2, 2, -1, -8, 0, -2
Accuracy +1; Brawling +2
Traits Animal

Light Horse Lore

Nature DV 6: Light horses are typically used to carry riders, not to work or fight.

Light Horse Abilities

Pony	Level 2 Brute Medium mortal
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HP 19 IP 12
Defenses Armor 5 Brawn 7 Fort 6 Ment 3 Ref 5
Movement 40 ft.
Other skills Endurance +6
Attributes 2, 0, 2, -8, 0, -2
Accuracy +1; Brawling +2
Traits Animal Quadrupedal

Pony Abilities

Bite	Standard action
The pony makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8+3 damage.	

Warhorse	Level 3 Skirmisher Large mortal
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HP 16 IP 12
Defenses Armor 7 Brawn 8 Fort 6 Ment 5 Ref 6
Movement 40 ft.
Attributes 4, 2, 2, -8, 0, 0
Accuracy +1; Brawling +3
Traits Animal

Warhorse Lore

Nature DV 6: Warhorses are trained to carry riders into battle. They are superior to other types of horses, but more expensive.

Warhorse Abilities

Animated Objects



Tiny Object

Level 1 Brute
Tiny animate

HP 12 IP 8
Defenses Armor 6 Brawn 1 Fort 2 Ment 3 Ref 8

Movement 20 ft.

Senses Darkvision (60 ft.)

Attributes -4, 4, -4, -8, 0, 0
Accuracy +0; Brawling -2
Traits Simple-minded

Alignment Neutral
Power -4; 0 ⚡

Tiny Object Abilities

Ram Standard action
Tags: Impact

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

Hit: 1d6-4 damage.

Small Object

Level 1 Brute
Small animate

HP 16 IP 10
Defenses Armor 5 Brawn 5 Fort 4 Ment 3 Ref 6
Movement 20 ft.

Senses Darkvision (60 ft.)

Attributes 2, 3, 0, -8, 0, 0
Accuracy +0; Brawling +1
Traits Simple-minded

Alignment Neutral
Power 2; 0 ⚡

Small Object Abilities

Ram

Standard action

Tags: Impact

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

Hit: 1d6+2 damage.

Medium Object

Level 2 Brute
Medium animate

HP 19 IP 12

Defenses Armor 6 Brawn 8 Fort 6 Ment 4 Ref 6

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 4, 2, 2, -8, 0, 0

Alignment Neutral

Accuracy +1; Brawling +3

Power 5; 1 ⚡

Traits Simple-minded

Medium Object Abilities

Knockdown

Standard action

Tags: Impact

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

Hit: 1d6+5 damage.

Injury: If the attack result hits the target's Brawn defense, it falls *prone* (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the medium object.

Large Object

Level 4 Brute
Large animate

HP 32 IP 17

Defenses Armor 6 Brawn 10 Fort 7 Ment 5 Ref 5

Movement 40 ft.

Senses Darkvision (60 ft.)

Attributes 5, 1, 3, -8, 0, 0

Alignment Neutral

Accuracy +2; Brawling +4

Power 7; 2 ⚡

Traits Simple-minded

Large Object Abilities

Knockdown	Standard action
Tags: Impact	
The large object makes a +3 melee strike vs. Armor with its ram.	
Hit: 1d6+7 damage. Injury: If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the large object.	

Huge Object	Level 7 Brute Huge animate
HP 52 IP 26	
Defenses Armor 8 Brawn 14 Fort 10 Ment 7 Ref 6	
Movement 50 ft.	
Senses Darkvision (60 ft.)	
Attributes 6, 0, 4, -8, 0, 0	Alignment Neutral
Accuracy +3; Brawling +6	Power 9; 3
Traits Simple-minded	

Huge Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (1)	
The huge object makes a +3 melee strike vs. Armor with its ram.	
Hit: 1d6+9 damage. If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the huge object.	

Gargantuan Object	Level 9 Brute Gargantuan animate
HP 61 IP 31	
Defenses Armor 8 Brawn 16 Fort 11 Ment 8 Ref 5	
Movement 60 ft.	
Senses Darkvision (60 ft.)	
Attributes 7, -1, 5, -8, 0, 0	Alignment Neutral
Accuracy +4; Brawling +8	Power 11; 4
Traits Simple-minded	

Gargantuan Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (2)	
The gargantuan object makes a +4 melee strike vs. Armor with its ram.	
Hit: 1d6+11 damage. If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the gargantuan object.	

Colossal Object	Level 11 Brute Colossal animate
HP 86 IP 44	
Defenses Armor 9 Brawn 19 Fort 13 Ment 9 Ref 5	
Movement 80 ft.	
Senses Darkvision (60 ft.)	
Attributes 8, -2, 6, -8, 0, 0	Alignment Neutral
Accuracy +5; Brawling +9	Power 13; 5
Traits Simple-minded	

Colossal Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (3)	
The colossal object makes a +6 melee strike vs. Armor with its ram.	
Hit: 1d6+13 damage. If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the colossal object.	

Ankheg

Level 4 Skirmisher –
Elite
Large mortal

**HP 66 IP 33****Defenses** Armor 10 Brawn 11 Fort 9 Ment 8 Ref 9**Movement** 50 ft.; Burrow (slow) Climb +9**Senses** Darkvision (60 ft.) Tremorsense (60 ft.) Awareness +7**Attributes** 4, 3, 2, -8, 2, 0**Alignment** Neutral**Accuracy** +3; Brawling +4**Power** 8; 4 ⚡**Traits** Beast Multipedal**Ankheg Lore**

Nature DV 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.

Nature DV 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.

Nature DV 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.

Ankheg Abilities**Grappling Bite**

Standard action

Tags: Size-Based

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

Hit: 1d8+8 damage. If the attack result also hits the target's Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the ankheg controls the grapple.

Spew Acid

Standard action

Tags: Acid

The ankheg makes a +3 attack vs. Reflex against everything in a Medium (30 ft. long), 5 ft. wide line from itself.

Hit: 1d10+4 damage.

Miss: Half damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the ankheg can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Bandits

Army Deserter



HP 16 IP 11

Defenses Armor 6 Brawn 5 Fort 6 Ment 4 Ref 3

Movement 30 ft.

Other skills Endurance +5

Attributes 2, 0, 2, 0, 1, 0

Alignment Neutral evil

Accuracy +1; Brawling +1

Power 2; 0 ⚡

Equipment Leather lamellar, buckler, spear, heavy crossbow

Traits Humanoid

Army Deserter Lore

Local DV 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.

Army Deserter Abilities

Heavy Crossbow

Standard action

Tags: Projectile (90/270)

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

Hit: 1d10+1 damage.

Spear

Standard action

Tags: Thrown (30/60)

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

Hit: 1d6+1 damage.

Veteran Archer

Level 3 Sniper
Medium mortal

HP 14 IP 11

Defenses Armor 5 Brawn 5 Fort 4 Ment 5 Ref 6

Movement 30 ft.

Senses Awareness +8

Attributes 2, 3, 0, 0, 4, 0

Alignment Neutral evil

Accuracy +3; Brawling +2

Power 3; 1 ⚡

Equipment Buff leather, longbow

Traits Humanoid

Veteran Archer Abilities

Arrowguide

Standard action

Tags: Projectile (90/270)

The veteran archer makes a +1 ranged strike vs. Armor with its longbow. Then, it briefly gains a +2 accuracy bonus with ranged strikes against the target.

Hit: 1d6+1 damage.

Longbow

Standard action

Tags: Projectile (90/270)

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

Hit: 1d6+1 damage.

Renegade Bolter

Level 4 Sniper
Medium mortal

HP 18 IP 14

Defenses Armor 7 Brawn 5 Fort 5 Ment 8 Ref 7

Movement 30 ft.

Senses Awareness +8

Attributes 0, 3, 0, 0, 3, 4

Alignment Neutral evil

Accuracy +3; Brawling +2

Power 2; 6 ⚡

Equipment Buff leather, buckler

Traits Humanoid

Renegade Bolter Abilities

Arc

Tags: Electricity

Standard action

The renegade bolter makes a +3 attack vs. Fortitude against something within Short (30 ft.) range. This attack **chains** once.

Hit: 1d6+5 damage.

Electrocute

Tags: Electricity

Standard action

The renegade bolter makes a -1 attack vs. Fortitude against something within Short (30 ft.) range.

Hit: 4d6 damage. If it takes a **vital wound** from this damage that leaves it unconscious, it immediately dies.

Stunning Discharge

Tags: Electricity

Standard action

The renegade bolter makes a +4 attack vs. Mental against all enemies in a Medium (30 ft.) radius from itself.

Hit: If the target is **injured**, it is **stunned** (-2 defenses) as a condition.

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

Bugbears

Bugbears Lore

Local DV 7: Bugbears are Medium humanoid creatures with burly, hairy bodies and ugly goblin faces. They are brutish and chaotic, and enjoy bullying their goblin kin.

Local DV 12: Although bugbears have only ordinary physical strength, they are remarkably durable. Their name comes from their hirsute nature and inexhaustible endurance, both of which are reminiscent of bears. They enjoy wrestling, and tend to grapple their foes in combat, even when doing so is not tactically advantageous.

Local DV 17: Bugbears are typically found in small packs that rarely have more than a dozen members. However, sometimes they will congregate around a powerful leader for a time. These groupings are not hierarchical or well organized, and are typically based around some discovery of wealth that a chief can ration out to their followers.

Bugbear Raider

Level 4 Warrior

Medium mortal

HP 32 **IP** 19**Defenses** Armor 7 Brawn 7 Fort 9 Ment 7 Ref 5**Movement** 30 ft.**Other skills** Endurance +10**Attributes** 2, 0, 5, -2, 0, 2 **Alignment** Chaotic evil**Accuracy** +2; **Brawling** +3 **Power** 4; 4**Equipment** Leather lamellar, heavy flail**Traits** Humanoid

Bugbear Raider Abilities

Grapple

Standard action

Tags: Brawling, Size-Based

The bugbear raider makes a +3 attack with a free hand against the Brawn and Reflex defenses of one creature it **touches**.

Hit: The bugbear raider and the target are **grappled** by each other.

Critical hit: The bugbear raider also controls the grapple.

Heavy Flail

Standard action

The bugbear raider makes a +2 melee strike vs. Armor with its heavy flail.

Hit: 1d10+4 damage.

Piledriver	Standard action
Tags: Brawling	
The bugbear raider makes a +3 attack vs. Brawn using a free hand against a creature it is grappling .	
Hit: 1d8+1d6+4 damage.	

Bugbear Shaman	Level 4 Leader Medium mortal
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HP 32 IP 19	
Defenses Armor 8 Brawn 6 Fort 8 Ment 8 Ref 6	
Movement 30 ft.	
Senses Awareness +7	
Other skills Endurance +10	
Attributes 1, 0, 5, -2, 2, 4	Alignment Chaotic evil
Accuracy +3; Brawling +2	Power 3; 6
Equipment Leather lamellar, standard shield, flail	
Traits Humanoid	

Bugbear Shaman Abilities

Flail	Standard action
The bugbear shaman makes a +3 melee strike vs. Armor with its flail.	
Hit: 1d8+1 damage.	

Mind Crush	Standard action
Tags: Compulsion , Subdual	
The bugbear shaman makes a +3 attack vs. Mental against one creature within Short (30 ft.) range. The bugbear shaman gains a +4 accuracy bonus if the target has a negative Intelligence.	
Hit: 1d6+5 damage.	

Repeat	Standard action
Tags: Compulsion	
The bugbear shaman makes a +3 attack vs. Mental against up to two creatures within Short (30 ft.) range.	
Hit: During the next round, the target must repeat the same standard action that it took this round if possible. It can choose different targets or otherwise make different decisions about its action, but the action must be the same. This does not affect its other actions, such as movement. If it is unable to take the same standard action, it can act normally. For example, if the target used the recover ability this round, which can only be used once per short rest, its actions would not be restricted next round.	

After the target repeats or fails to repeat its action in this way, it becomes immune to this effect until it finishes a [short rest](#).

Taunt	Standard action
Tags: Emotion	
The bugbear shaman makes a +3 attack vs. Mental against up to two creatures within Medium (60 ft.) range.	
Hit: The target is briefly goaded (-2 accuracy vs. non-goading creatures) by the bugbear shaman. If it injured , it is also goaded by the bugbear shaman as a condition.	

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

Bugbear Growl	Level 2 Warrior Medium mortal
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HP 19 IP 13	
Defenses Armor 6 Brawn 6 Fort 8 Ment 5 Ref 4	
Movement 30 ft.	
Other skills Endurance +8	
Attributes 2, 0, 4, -2, 0, 1	Alignment Chaotic evil
Accuracy +1; Brawling +2	Power 3; 2
Equipment Buff leather, heavy flail	
Traits Humanoid	

Bugbear Growl Abilities

Grapple	Standard action
Tags: Brawling , Size-Based	

The bugbear growl makes a +2 attack with a free hand against the Brawn and Reflex defenses of one creature it [touches](#).

Hit: The bugbear growl and the target are [grappled](#) by each other.

Critical hit: The bugbear growl also controls the grapple.

Heavy Flail	Standard action
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The bugbear growl makes a +1 melee strike vs. Armor with its heavy flail.

Hit: 1d10+3 damage.

Piledriver	Standard action
Tags: Brawling	

The bugbear growl makes a +2 attack vs. Brawn using a free hand against a creature it is [grappling](#).

Hit: 1d8+3 damage.

Bugbear Chief	Level 6 Leader – Elite Medium mortal
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HP 114 IP 57**Defenses** Armor 9 Brawn 10 Fort 12 Ment 12 Ref 9**Movement** 30 ft.**Other skills** Endurance +12**Attributes** 3, 0, 6, 0, 3, 6**Alignment** Neutral evil**Accuracy** +4; Brawling +4**Power** 8; 11 **Equipment** Brigandine, heavy flail**Traits** Humanoid

Bugbear Chief Abilities

Defensive Stance

Elite action

Tags: **Swift**

The bugbear chief becomes **briefly shielded** (+2 Armor and Ref). Next round, if the bugbear chief undefined takes damage that round, it becomes **briefly shielded** (+2 Armor and Ref) again. This ability has the **Swift** tag, so it affects attacks against the bugbear chief during the current phase.

Invigoration

Elite action

Tags: **Swift**

Cost: One fatigue level.

The bugbear chief is **briefly empowered**. In addition, the bugbear chief regains $1d10+1d6+4$ hit points.

Weather the Storm

Elite action

Tags: **Swift**

The bugbear chief undefined takes half damage from all sources this round. Because this is a **Swift** ability, it affects attacks against the bugbear chief during the current phase.

Heavy Flail

Standard action

The bugbear chief makes a +4 melee strike vs. Armor with its heavy flail.

Hit: $1d10+8$ damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the bugbear chief can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Carrion Crow

Level 3 Skirmisher
Small mortal

HP 13 IP 11**Defenses** Armor 8 Brawn 5 Fort 4 Ment 5 Ref 9**Movement** 20 ft.; Fly (average, 90 ft. limit)**Senses** Awareness +8**Attributes** 2, 4, -1, -6, 4, 0**Alignment** Neutral**Accuracy** +3; Brawling +2**Power** 3; 1 ⭐**Traits** Beast**Carrion Crow Lore**

Nature DV 6: Carrion crows are larger and stronger than ordinary crows. They are primarily scavengers, but if hungry, they will ruthlessly mob creatures who seem weak or isolated.

Carrion Crow Abilities**Peck Out Your Eyes**

Standard action

The carrion crow makes a +3 melee strike vs. Armor with its beak.

Hit: 1d6+3 damage. If the attack result also hits the target's Fortitude defense, it is briefly dazzled (*20% miss chance, no special vision*).

Choker

Level 4 Brute
Medium mortal

**HP 24 IP 13****Defenses** Armor 8 Brawn 9 Fort 5 Ment 4 Ref 8**Movement** 30 ft.; Climb (slow) Climb +10 Stealth +9**Senses** Darkvision (60 ft.) Awareness +5**Attributes** 5, 4, -1, -4, 0, -1**Alignment** Chaotic evil**Accuracy** +2; Brawling +4**Power** 7; 1 ⭐**Traits** Humanoid**Choker Lore**

Local DV 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.

Choker Abilities**Choke**

Standard action

Tags: Brawling

The choker makes a +4 attack vs. Brawn using a free hand against a creature it is grappling.

Hit: 1d8+1d6+7 damage.

Grappling Tentacle	Standard action
Tags: Size-Based	
The choker makes a +2 melee strike vs. Armor with its tentacle.	
Hit: 1d6+7 damage. If the attack result also hits the target's Brawn defense, it is grappled .	
Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the choker controls the grapple.	

Corpsemound	Level 8 Brute – Elite Large undead
HP 183 IP 137	
Defenses Armor 10 Brawn 16 Fort 14 Ref 9	
Immune Compulsion, Emotion	
Movement 40 ft.	
Attributes 6, -2, 6, —, 2, —	Alignment Neutral evil
Accuracy +5; Brawling +7	Power 12; 8 ✨
Traits Mindless Nonliving	

Corpsemound Lore

Souls DV 9: A corpsemound is a Large undead amalgamation of many corpses. It resembles a pile of bodies. The bodies push, drag, and roll the mound towards anything living.

Corpsemound Abilities

Mighty Stomp	Elite action
Tags: Earth	
The corpsemound makes a +5 attack vs. Reflex against all enemies adjacent to it that are grounded on the same stable surface as it. Then, it is briefly empowered (+3 damage).	
Hit: 1d10+6 damage.	
Miss: Half damage.	

Fists	Standard action
The corpsemound makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+6 damage.	

Fling Corpse	Standard action
The corpsemound throws a zombie mauler from its body. The corpsemound makes a +5 attack vs. Armor against something within Short (30 ft.) range. Whether the attack hits or misses, the mauler takes damage as if it was hit by the attack, and then acts independently afterwards.	
Hit: 1d8+12 damage.	

Trample	Standard action
Tags: Brawling, Size-Based	
The corpsemound moves up to its speed in a straight line. Then, the corpsemound makes a +7 attack vs. Brawn against each creature whose space it moved through in this way.	
Hit: 1d8+12 damage.	
Miss: Half damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the corpsetree can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Corpsetree	Level 8 Warrior – Elite Huge undead
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HP 156 IP 51	Attributes 7, -2, 5, -5, 2, 2	Alignment Neutral evil
Defenses Armor 11 Brawn 16 Fort 14 Ment 12 Ref 7	Accuracy +5; Brawling +7	Power 13; 8 ✨
Vulnerable Fire	Traits Nonliving Plant	

Corpsetree Lore

Nature DV 9: A corpsetree's body is a mixture of rotting flesh and wood. When fresh corpses are left to rot near a dying tree, their lingering soul energy can merge with the tree to create a corpsetree.

Corpsetree Abilities

Circle of Death ✨	Elite action
The corpsetree inscribes a circle in a Medium (30 ft.) radius zone from its location. During its next action, the corpsetree makes a +5 reactive attack vs. Fortitude against all living creatures in the area.	
Hit: 4d6 damage.	
Injury: 4d6 damage again.	
Critical hit: All instances of damage are doubled, not just the initial damage.	
Miss: Half damage.	

Corpse Explosion ✨	Elite action
Choose one Small or larger unattended corpse within Short (30 ft.) range. The corpsetree makes a +5 attack vs. Reflex against everything within a Tiny (5 ft.) radius from the corpse. The corpsetree gains a +1 accuracy bonus for each size category by which the corpse is larger than Medium. The corpse is also destroyed.	
Hit: 1d8+8 damage.	
Miss: Half damage.	

Embedded Growth ✨	Elite action
The corpsetree makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fists	Standard action
Tags: <i>Sweeping</i> (1)	
The corpsetree makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+6 damage.	

Grappling Fists	Standard action
Tags: <i>Size-Based, Sweeping</i> (1)	
The corpsetree makes a +6 melee strike vs. Armor with its fists.	
Hit: 2d6+6 damage. If the attack result also hits the target's Brawn defense, it is <i>grappled</i> .	
Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the corpsetree controls the grapple.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the corpsetree can remove one <i>condition</i> . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Cultists

Death Cultist	Level 1 Sniper Medium mortal
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HP 14 IP 11	
Defenses Armor 3 Brawn 3 Fort 4 Ment 6 Ref 4	
Movement 30 ft.	
Other skills Endurance +5	
Attributes 1, 1, 2, -1, 1, 4	Alignment Lawful evil
Accuracy +1; Brawling +1	Power 1; 4 ⚔
Equipment Scythe	
Traits Humanoid	

Death Cultist Abilities

Drain Life ⚔	Standard action
The death cultist makes a +1 attack vs. Fortitude against one living creature within Short (30 ft.) range.	
Hit: 1d10+2 damage.	
Injury: The death cultist is <i>briefly empowered</i> (+1 damage).	

Scythe	Standard action
Tags: <i>Sweeping</i> (2)	
The death cultist makes a +1 melee strike vs. Armor with its scythe.	
Hit: 1d6+1 damage.	

Pyromaniac	Level 4 Skirmisher Medium mortal
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HP 18 IP 14**Defenses** Armor 8 Brawn 6 Fort 6 Ment 8 Ref 8**Movement** 30 ft.**Attributes** 0, 2, 0, -1, 2, 5**Accuracy** +3; Brawling +2**Equipment** Club**Traits** Humanoid**Alignment** Chaotic evil**Power** 2; 7*

Pyromaniac Abilities

Burning Grasp*

Standard action

Tags: Fire

The pyromaniac must have a **free hand** to use this ability.The pyromaniac makes a +3 attack vs. Reflex against something it **touches**.**Hit:** 1d6+3 damage. During its next action, the target takes 1d6+3 damage again.**Critical hit:** All instances of damage are doubled, not just the initial damage.**Club**

Standard action

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

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

Standard action

Tags: Fire

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

Hit: The target catches on fire as a **condition**. It takes 1d6+3 damage immediately and during each of the pyromaniac's subsequent actions.The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a **Cold** or **Water** ability.**Critical hit:** All damage from the condition is doubled, not just the initial damage.**Pyrohemia***

Standard action

Tags: Fire

The pyromaniac makes a +3 attack vs. Fortitude and Reflex against everything in a Medium (30 ft.) cone.

Hit: 1d6+5 damage.**Injury:** The target takes 1d6+5 damage again during its next action.**Critical hit:** All instances of damage are doubled, not just the initial damage.**Miss:** Half damage immediately, and no damage during its next action.**Arsonist**

Level 6 Skirmisher

Medium mortal

HP 24 IP 17**Defenses** Armor 10 Brawn 7 Fort 7 Ment 7 Ref 10**Movement** 30 ft.**Attributes** 0, 4, 1, 0, 3, 1**Accuracy** +4; Brawling +3**Traits** Humanoid**Alignment** Chaotic evil**Power** 3; 4*

Arsonist Abilities

Alchemist's Fire

Standard action

Tags: Fire

The arsonist makes a +4 attack vs. Reflex against something within Short (30 ft.) range.

Hit: 3d10 damage.**Firebomb**

Standard action

Tags: Fire

The arsonist makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: 2d10 damage.**Miss:** Half damage.

Darkmantle

Level 2 Skirmisher
Small mortal

**Grappling Tentacle**

Standard action

Tags: Size-Based

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

Hit: 1d6+5 damage. If the attack result also hits the target's Brawn defense, it is **grappled**.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the darkmantle controls the grapple.

HP 11 IP 10**Defenses** Armor 7 Brawn 6 Fort 4 Ment 5 Ref 8**Movement** 20 ft.; Climb (slow) Land (slow) Climb +8
Stealth +11**Senses** Darkvision (120 ft.) Awareness +7**Attributes** 4, 3, -2, -6, 3, 0**Alignment** Neutral**Accuracy** +2; Brawling +3**Power** 5; 1 **Traits** Beast**Darkmantle Lore**

Nature DV 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.

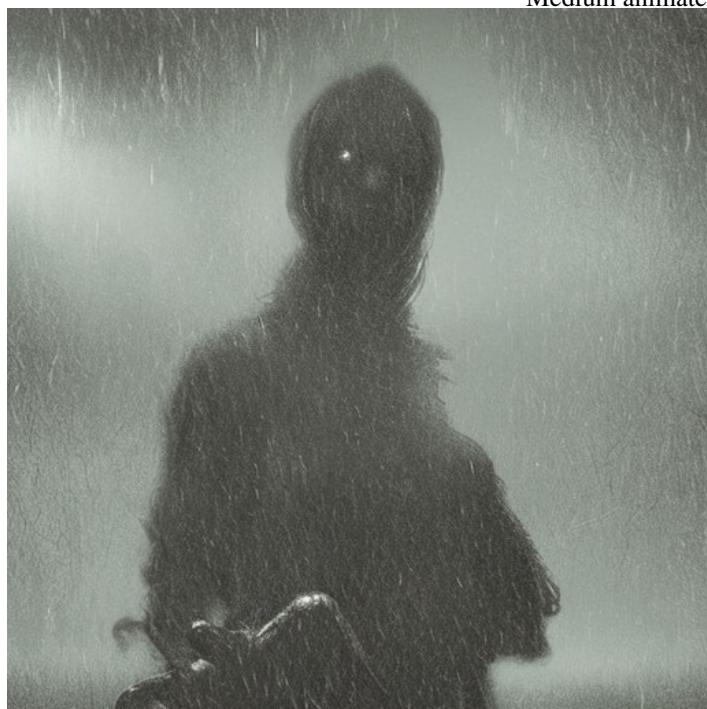
Nature DV 11: Darkmantles hang from ceilings using a muscular “foot” at the top of their bodies. They can look like a stalactite by holding their tentacles stiffly under themselves, or like a lump of rock by spreading their tentacles so the membrane between them covers their bodies. Their shell and skin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

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.

Darkmantle Abilities

Darkwraith

Level 4 Skirmisher –
Elite
Medium animate

**HP 54 IP 27****Defenses** Armor 11 Brawn 8 Fort 8 Mental 10 Ref 11**Immune** Prone**Vulnerable** Visual**Movement** 30 ft.; Fly (average, 30 ft. limit) Stealth +10**Senses** Darkvision (120 ft.) Awareness +9**Attributes** 0, 5, 0, -4, 4, 4**Alignment** Neutral evil**Accuracy** +4; Brawling +2**Power** 4; 8★**Traits** Simple-minded**Darkwraith Lore**

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

Arcana DV 12: Darkwraiths bear an instinctive malevolence towards anything that brings light. Although they swarm around sources of warmth, they will not use damaging abilities unless provoked by light or damage. Darkwraiths cannot speak or make noise of any kind, though creatures around them seem to hear whispers anyway.

Darkwraith Abilities**Dark Grasp ★**

Standard action

The darkwraith must be **shadowed** to use this ability.

The darkwraith makes a +4 attack vs. Brawn against something adjacent to it.

Hit: 1d8+2d6 damage.

Injury: As a condition, the target treats all areas of dim illumination as difficult terrain.

Shadowstrike ★

Standard action

The darkwraith makes a +4 melee strike vs. Mental with its bite. It can only deal damage to **shadowed** creatures.

Hit: 1d8+8 damage.

Whispers in the Dark ★

Standard action

Tags: **Auditory, Emotion**

The darkwraith makes a +4 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: The target suffers no immediate effect. At the end of the next round, if it is **shadowed**, it becomes **briefly frightened** (-2 Mental, -2 accuracy vs. source) by all creatures.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the darkwraith can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Demonspawn

Demonspawn Lore

Planes DV 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.

Planes DV 12: Demonspawn were formed in the torturous flames of the Abyss. They are all resistant to fire. Like many demons, they are vulnerable to cold iron weapons.

Rageborn Demon

Level 5 Brute – Elite
Large planeforged



HP 96 IP 72

Defenses Armor 9 Brawn 14 Fort 9 Ment 9 Ref 8

Impervious Fire

Vulnerable Cold iron weapons, Emotion

Movement 40 ft.

Other skills Endurance +7

Attributes 8, 3, 2, -4, 2, 4

Alignment Chaotic evil

Accuracy +3; Brawling +6

Power 12; 8[★]

Traits Nonliving Soulless

Rageborn Demon Lore

Planes DV 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.

Planes DV 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.

Rageborn Demon Abilities

Gutshot

Elite action

The rageborn demon makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Injury: If the attack result hits the target's Fortitude defense, it is briefly stunned (-2 defenses).

Rushdown

Elite action

The rageborn demon can move up to half its speed, then it makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Whirlwind

Elite action

The rageborn demon makes a +3 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it.

Hit: 2d6+6 damage.

Fists

Standard action

The rageborn demon makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the rageborn demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Painborn Demon

Level 7 Warrior – Elite
Medium planeforged



HP 174 IP 57

Defenses Armor 12 Brawn 12 Fort 15 Ment 10 Ref 10

Impervious Fire

Vulnerable Cold iron weapons, Compulsion

Movement 30 ft.

Other skills Endurance +14

Attributes 4, 2, 8, -4, 1, 1

Alignment Neutral evil

Accuracy +4; Brawling +5

Power 9; 6*

Traits Nonliving Soulless

Painborn Demon Lore

Planes DV 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.

Planes DV 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.

Painborn Demon Abilities**Agony***

Tags: Emotion

Elite action

The painborn demon makes a +5 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: As a condition, the target feels excruciating pain from even minor injuries. While it is injured, it is stunned (-2 defenses).

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

Painbond*

Elite action

The painborn demon makes a +4 attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: 1d6+3 damage, and the target's life becomes linked to the painborn demon's life as a condition. At the end of each subsequent round, if the painborn demon lost hit points during that round, the target takes 1d6+3 damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Grappling Claws

Standard action

Tags: Size-Based

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

Hit: 2d4+4 damage. If the attack result also hits the target's Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the painborn demon controls the grapple.

Impale

Standard action

Tags: Brawling

The painborn demon makes a +5 attack vs. Armor using a free hand against a creature it is grappling.

Hit: 5d6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the painborn demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Spiked Body

Triggered

Whenever a creature attacks the painborn demon with a melee strike using a non-Long weapon, it risks being impaled by spikes. The painborn demon makes an +4 reactive attack vs. Armor against the creature that attacked it.

Hit: 1d6+4 damage.

Soulfire Demon

Level 14 Sniper – Elite
Large planeforged

**HP 282 IP 141****Defenses** Armor 14 Brawn 15 Fort 14 Ment 17 Ref 14**Impervious Fire****Vulnerable** Cold iron weapons**Movement** 40 ft.**Attributes** 3, 2, 3, 2, 6, 7**Alignment** Chaotic evil**Accuracy** +11; Brawling +9**Power** 12; 16***Traits** Nonliving Soulless**Soulfire Demon Abilities**

Soulfire*: Whenever the soulfire demon injures a creature, that creature is briefly unable to regain hit points.

Flame Dash*

Elite action

Tags: Fire

The soulfire demon teleports into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, the soulfire demon makes a +11 attack vs. Reflex against everything in a 5 ft. wide line between its starting location and its starting location.

Hit: 1d10+2d6+8 damage.

Miss: Half damage.

Mighty Pyrohemia*

Elite action

Tags: Fire

The soulfire demon makes a +11 attack vs. Fortitude and Reflex against everything in a Medium (30 ft.) cone.

Hit: 9d6 damage.

Injury: The target takes 9d6 damage again during its next action.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage immediately, and no damage during its next action.

Stoke the Fires*

Elite action

Tags: Fire

The soulfire demon makes a +11 attack vs. Reflex against all enemies adjacent to it. Then, it is briefly empowered (+5 damage).

Hit: 1d10+2d6+8 damage.

Miss: Half damage.

Ignition*

Standard action

Tags: Fire

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

Hit: The target catches on fire as a condition. It takes 1d6+14 damage immediately and during each of the soulfire demon's subsequent actions.

The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.

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

Mighty Burning Grasp ★

Tags: Fire

Standard action

The soulfire demon must have a free hand to use this ability.

The soulfire demon makes a +11 attack vs. Reflex against something it touches.

Hit: 8d6 damage. During its next action, the target takes 8d6 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Split Fireball ★

Standard action

Tags: Fire

The soulfire demon makes a +11 attack vs. Reflex against everything in each of two separate Tiny (5 ft.) radius areas within Short (30 ft.) range. If the areas overlap, it still only makes one attack against creatures in the overlapping area.

Hit: 8d6 damage.

Miss: Half damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the soulfire demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Atrophic Demon

Level 11 Skirmisher –

Elite

Large planeforged

HP 138 IP 69**Defenses** Armor 16 Brawn 15 Fort 12 Ment 14 Ref 15**Impervious Fire****Vulnerable** Cold iron weapons**Movement** 40 ft.**Attributes** 4, 6, 0, 1, 2, 4**Alignment** Chaotic evil**Accuracy** +6; Brawling +7**Power** 11; 11 ★**Traits** Nonliving Soulless**Atrophic Demon Abilities**

Atrophy ★: Whenever the atrophic demon injures a creature, that creature suffers a -1 penalty to all defenses as a condition. This condition stacks with itself, up to a maximum penalty of -5.

Slow ★

Elite action

The atrophic demon makes a +6 attack vs. Mental against all enemies in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: If the target is injured, it is slowed (-10 speed, -2 Armor and Ref) as a condition.

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

Stutterstop ★

Elite action

The atrophic demon makes a +8 attack vs. Mental against up to two creatures in Short (30 ft.) range.

Hit: As a condition, the target randomly slows down. At the start of each round, if it is injured, it has a 50% chance to be slowed (-10 speed, -2 Armor and Ref) during that round.

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

Wave of Senescence ★

Elite action

Tags: Auditory, Visual

The atrophic demon makes a +7 attack vs. Fortitude against each enemy in a Large (60 ft.) cone. The atrophic demon gains a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.

Hit: The target is briefly deafened (20% verbal spell failure) and dazzled (20% miss chance, no special vision). If it is injured, it is also deafened and dazzled as a single condition.

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

Quicksilver Ambush ★

Standard action

This spell has no somatic components.

The atrophic demon moves up to its speed, then it makes a +7 melee strike vs. Armor with its claws. If the target was partially unaware (-2 defenses) or unaware (-5 defenses) of it before its movement, they remain so until after its strike. From an observer's perspective, the movement and the strike happen simultaneously in a blur of motion.

Hit: 2d4+5 damage.

Quicksilver Perfection ★

Standard action

Cost: The atrophic demon briefly cannot use this ability again.

This spell has no somatic components.

The atrophic demon makes a +6 melee strike vs. Armor with its claws. The atrophic demon can reroll the attack roll up to four times, keeping the highest result.

Hit: 2d4+5 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the atrophic demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Dire Animals

Dire Animals Lore

Nature DV 5: Dire animals are monstrous variants of ordinary animals. They are larger, stronger, and more aggressive. Like animals, they are more susceptible to the Creature Handling skill, though their aggression makes any lapse in control more dangerous.

Dire Rat

Level 1 Skirmisher
Small mortal

**HP 12 IP 10****Defenses** Armor 7 Brawn 3 Fort 4 Ment 3 Ref 8**Movement** 30 ft.; Climb +4 Stealth +11**Senses** Scent Awareness +6**Attributes** 1, 4, 0, -9, 3, -2**Alignment** Neutral**Accuracy** +2; Brawling +1**Power** 1; -2 ✨**Traits** Animal Quadrupedal

Dire Rat Lore

Nature DV 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. Dire rats can grow to be up to 3 feet long and weigh over 20 pounds.

Dire Rat Abilities

Noxious Bite	Standard action
The dire rat makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+1 damage. Injury: If the attack result hits the target's Fortitude defense, it is briefly stunned (<i>-2 defenses</i>).	

Dire Wolf	Level 4 Skirmisher Large mortal
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HP 20 IP 15
Defenses Armor 9 Brawn 9 Fort 6 Ment 6 Ref 8
Movement 50 ft.
Senses Scent Awareness +8
Attributes 4, 4, 1, -7, 3, 0
Accuracy +3; Brawling +4
Traits Animal Quadrupedal
Alignment Neutral
Power 6; 2

Dire Wolf Lore

Nature DV 7: 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.

Dire Wolf Abilities

Crush the Fallen	Standard action
The dire wolf makes a +4 melee strike vs. Armor with its bite. If the target is prone (<i>half speed, -2 Armor and Ref</i>), the strike deals 3 extra damage .	
Hit: 1d8+9 damage.	

Knockdown	Standard action
The dire wolf makes a +4 melee strike vs. Armor with its bite.	
Hit: 1d8+6 damage. Injury: If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the dire wolf.	

Fire Elementals



Fire Elementals Lore

Planes DV 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.

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

Ember

Level 4 Skirmisher
Small planeforged

HP 18 **IP** 14

Defenses Armor 9 Brawn 6 Fort 6 Ment 7 Ref 10

Immune Fire

Impervious Cold

Vulnerable Water

Movement 20 ft.

Attributes 2, 4, 0, -3, 0, 2

Alignment Neutral

Accuracy +2; Brawling +3

Power 4; 4 ✨

Traits Nonliving Soulless

Ember Abilities

Combustion ✨

Standard action

Tags: Fire

The ember makes a -2 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+1d6+2 damage. During its next action, the target takes 1d10+1d6+2 damage again, and any *extra damage* also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Ignition ✨

Standard action

Tags: Fire

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

Hit: The target catches on fire as a *condition*. It takes 1d6+2 damage immediately and during each of the ember's subsequent actions.

The condition can be removed if the target makes a *difficulty value* 10 Dexterity check as a *move action* to put out the flames. Dropping *prone* (*half speed*, -2 *Armor and Ref*) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a *Cold* or *Water* ability.

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

Kindled

Level 8 Skirmisher
Medium planeforged

HP 31 **IP** 22

Defenses Armor 12 Brawn 11 Fort 9 Ment 10 Ref 12

Immune Fire

Impervious Cold

Vulnerable Water

Movement 30 ft.

Attributes 4, 5, 0, -2, 0, 2

Alignment Neutral

Accuracy +4; Brawling +6

Power 8; 6 ✨

Traits Nonliving Soulless

Kindled Abilities

Combustion ✨

Standard action

Tags: Fire

The kindled makes a +0 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+2d6+3 damage. During its next action, the target takes 1d10+2d6+3 damage again, and any *extra damage* also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Fireball ★	Standard action
Tags: Fire	
The kindled makes a +4 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+3 damage. Miss: Half damage.	

Fireball ★	Standard action
Tags: Fire	
The bonfire makes a +6 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage. Miss: Half damage.	

Ignition ★	Standard action
Tags: Fire	
The kindled makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+5 damage immediately and during each of the kindled's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (<i>half speed, -2 Armor and Ref</i>) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Ignition ★	Standard action
Tags: Fire	
The bonfire makes a +6 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+8 damage immediately and during each of the bonfire's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (<i>half speed, -2 Armor and Ref</i>) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Bonfire	Level 12 Skirmisher Large planeforged
HP 50 IP 34	
Defenses Armor 15 Brawn 14 Fort 11 Ment 12 Ref 14	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 40 ft.	
Attributes 5, 6, 0, -2, 0, 3	Alignment Neutral
Accuracy +6; Brawling +8	Power 11; 9 ★
Traits Nonliving Soulless	

Bonfire Abilities

Combustion ★	Standard action
Tags: Fire	
The bonfire makes a +2 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+3d6+4 damage. During its next action, the target takes 1d10+3d6+4 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Inferno	Level 16 Skirmisher Large planeforged
HP 122 IP 82	
Defenses Armor 17 Brawn 17 Fort 14 Ment 14 Ref 16	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 40 ft.	
Attributes 6, 6, 2, 1, 2, 3	Alignment Neutral
Accuracy +9; Brawling +11	Power 14; 11 ★
Traits Nonliving Soulless	

Inferno Abilities

Combustion ★	Standard action
Tags: Fire	
The inferno makes a +5 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+5d6+5 damage. During its next action, the target takes 1d10+5d6+5 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fireball ★	Standard action
Tags: Fire	
The inferno makes a +9 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+3d6+5 damage.	
Miss: Half damage.	

Fireball ★	Standard action
Tags: Fire	
The elder makes a +11 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+4d6+7 damage.	
Miss: Half damage.	

Ignition ★	Standard action
Tags: Fire	
The inferno makes a +9 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+13 damage immediately and during each of the inferno's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Ignition ★	Standard action
Tags: Fire	
The elder makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+17 damage immediately and during each of the elder's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Elder	Level 20 Skirmisher Huge planeforged
HP 180 IP 120	
Defenses Armor 20 Brawn 21 Fort 17 Ment 18 Ref 18	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 50 ft.	
Attributes 7, 7, 2, 2, 2, 4	Alignment Neutral
Accuracy +11; Brawling +13	Power 17; 14 ★
Traits Nonliving Soulless	

Elder Abilities

Combustion ★	Standard action
Tags: Fire	
The elder makes a +7 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+6d6+7 damage. During its next action, the target takes 1d10+6d6+7 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fleshwrought

Fleshwrought Lore

Souls DV 13: Some necromancers use mechanical augmentations to compensate for the weaknesses of the flesh. The creatures resulting from these twisted experiments are called fleshwrought. They are undead, but they have inorganic matter incorporated directly into their body.

Fleshwrought Spiker

Level 16 Brute – Elite
Large undead

HP 558 IP 418	
Defenses Armor 17 Brawn 21 Fort 18 Ment 14 Ref 16	
Movement 40 ft.	
Attributes 8, 4, 6, -4, 2, 0	Alignment Neutral evil
Accuracy +10; Brawling +13	Power 18; 10
Traits Nonliving	

Fleshwrought Spiker Abilities

Rotting Stench

Elite action

The fleshwrought spiker makes a +10 attack vs. Fortitude against all adjacent living creatures.

Hit: The target feels sick as a condition. The next time it becomes injured, it must spend a standard action vomiting. After it does, it removes all instances of this condition.

Anklebreaker

Standard action

The fleshwrought spiker makes a +13 melee strike vs. Armor with its spike.

Hit: 1d6+18 damage.

Injury: If its attack hits the target's Fortitude defense, it is briefly slowed (-10 speed, -2 Armor and Ref).

Grappling Spike

Standard action

Tags: Size-Based

The fleshwrought spiker makes a +10 melee strike vs. Armor with its spike.

Hit: 3d6+27 damage. If the attack result also hits the target's Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the fleshwrought spiker controls the grapple.

Impale

Standard action

Tags: Brawling

The fleshwrought spiker makes a +13 attack vs. Brawn using a free hand against a creature it is grappling.

Hit: 12d10 damage.

Spike

Standard action

The fleshwrought spiker makes a +10 melee strike vs. Armor with its spike.

Hit: 5d6+27 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the fleshwrought spiker can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Fleshwrought Slicer

Level 8 Warrior

Medium undead

HP 37 IP 22

Defenses Armor 12 Brawn 11 Fort 10 Ment 9 Ref 10

Movement 30 ft.

Attributes 4, 5, 0, -4, 1, 0

Alignment Neutral evil

Accuracy +4; Brawling +6

Power 8; 4

Traits Nonliving

Fleshwrought Slicer Abilities

Rend the Hide

Standard action

The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage.

Injury: If the target is not wearing metal body armor, it bleeds. A bleeding creature takes the same damage from the strike again during its next action.

Spinning Steel

Standard action

Tags: Swift (see text)

The fleshwrought slicer is steeled (*immune to crits*) this round. The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws. The strike targets all enemies adjacent to it. The steel is a Swift effect, but the strike is not.

Hit: 2d4+4 damage.

Strip the Flesh	Standard action
The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws.	
Hit: 2d4+4 damage.	
Injury: If the target is not wearing metal body armor, it becomes <i>stunned</i> (-2 defenses) as a <i>condition</i> .	

Formians



Formians Lore

Planes DV 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.

Planes DV 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.

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

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

Worker

Level 1 Skirmisher
Medium planeforged

HP 11 IP 10
Defenses Armor 6 Brawn 4 Fort 3 Ment 3 Ref 6
Impervious Earth
Movement 40 ft.
Senses Tremorsense (60 ft.) Tremorsight (15 ft.)
Other skills Craft (metal) +1 Craft (stone) +1
Attributes 1, 3, -1, -2, 0, -2
Alignment Lawful neutral
Accuracy +0; Brawling +1
Power 1; -2 ✶
Traits Multipedal Nonliving Simple-minded

Worker Lore

Planes DV 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.

Planes DV 10: Individual workers are simple-minded, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger colonies can have tens of thousands. Workers are generally given orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

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.

Bite	Standard action
The worker makes a +0 melee strike vs. Armor with its bite.	
Hit: 1d8+1 damage.	

Drone	Level 5 Warrior
	Medium planeforged

HP 28 IP 17
Defenses Armor 9 Brawn 7 Fort 8 Ment 6 Ref 7
Impervious Earth
Movement 40 ft.; Climb +8
Senses Tremorsense (60 ft.) Tremorsight (15 ft.) Awareness +8
Other skills Endurance +7
Attributes 3, 4, 2, -4, 3, 0
Alignment Lawful neutral
Accuracy +4; Brawling +4
Power 5; 2 ✶
Traits Multipedal Nonliving Simple-minded

Drone Lore

Planes DV 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.

Planes DV 12: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

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.

Venomous Stinger	Standard action
The drone makes a +4 melee strike vs. Armor with its stinger.	
Hit: 1d6+5 damage.	
Injury: The target becomes Poisoned by drone venom. The poison's accuracy is +4. It inflicts 1d8+2d6 damage immediately and with each escalation. The second escalation also ends the poison.	

Myrmarch	Level 9 Warrior
	Medium planeforged



HP 49 IP 28
Defenses Armor 13 Brawn 11 Fort 11 Ment 10 Ref 11
Impervious Earth
Movement 40 ft.; Climb +11
Senses Tremorsense (120 ft.) Tremorsight (30 ft.) Awareness +10
Other skills Endurance +10
Attributes 4, 6, 3, -4, 3, 2
Alignment Lawful neutral
Accuracy +6; Brawling +6
Power 8; 6★
Equipment Greatsword
Traits Multipedal Nonliving Simple-minded

Myrmarch 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.

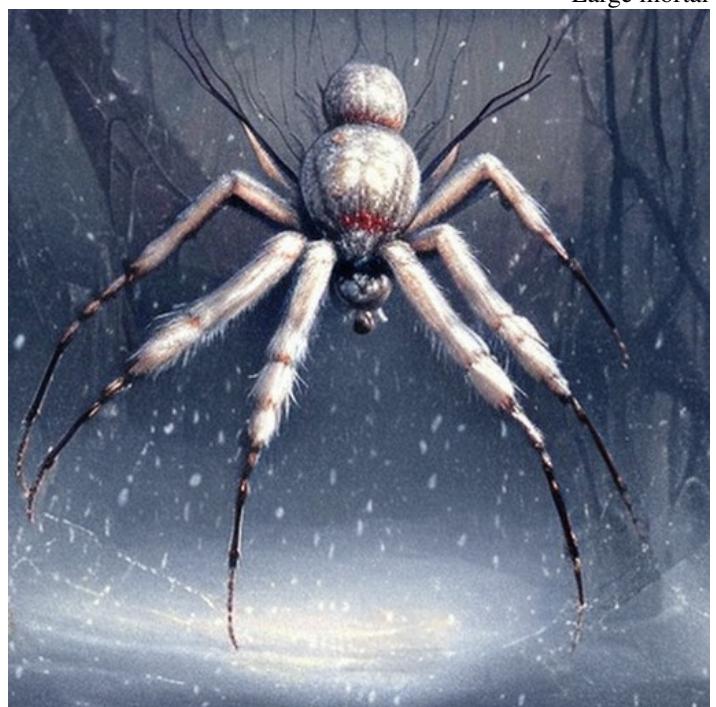
Dance of Death	Standard action
If the myrmarch both dealt damage to a creature and took damage from a creature last round, it is briefly maximized (<i>deal max damage</i>) and shielded (+2 Armor and Ref).	

Greatsword	Standard action
Tags: Sweeping (1)	
The myrmarch makes a +6 melee strike vs. Armor with its greatsword. Hit: 2d8+8 damage.	

Pure Precision	Standard action
Tags: Sweeping (1)	
The myrmarch makes a +9 melee strike vs. Armor with its greatsword. Hit: 1d8+8 damage.	

Frostweb Spider

Level 12 Skirmisher –
Elite
Large mortal



HP 174 IP 87
Defenses Armor 18 Brawn 16 Fort 14 Ment 14 Ref 17
Movement 50 ft.; Balance +22 Climb +13
Senses Tremorsense (90 ft.) Awareness +12
Attributes 4, 8, 2, -5, 3, 2
Alignment Neutral
Accuracy +7; Brawling +8
Power 12; 10★
Traits Beast Multipedal

Frostweb Spider Abilities

Frost Breath ★	Elite action
Tags: Cold	
Cost: The frostweb spider briefly cannot use this ability again.	
The frostweb spider makes a +7 attack vs. Fortitude against everything within in a Medium (30 ft.) cone from it. Hit: The target feels a growing chill. During its next action, it takes 6d6 damage. Miss: Half damage.	

Iceweb ★	Standard action
Tags: Cold	
Choose a Small (15 ft.) radius within Short (30 ft.) range. The frostweb spider makes a +7 attack vs. Armor and Reflex against everything in the area. During its next action, this effect repeats in the same area.	
Hit: 1d10+5 damage.	
Miss: Half damage.	

Venomous Bite	Standard action
The frostweb spider makes a +7 melee strike vs. Armor with its bite.	
Hit: 2d8+12 damage.	
Injury: The target becomes poisoned by frostweb spider venom. The poison's accuracy is +7. It makes the target slowed (-10 speed, -2 Armor and Ref) while the poison lasts.	

The second escalation also inflicts a vital wound with a unique vital wound effect. Instead of making a vital roll for the vital wound, the target's blood runs cold. Whenever it takes damage from a Cold ability, it becomes briefly paralyzed (cannot move). This effect lasts until the vital wound is removed.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the frostweb spider can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Fusion Elemental	Level 16 Leader – Elite
	Huge planeforged
HP 486 IP 243	
Defenses Armor 18 Brawn 21 Fort 17 Ment 17 Ref 16	
Impervious Air, Earth, Fire, Water	
Movement 50 ft.; Jump 50 Jump +19	
Senses Awareness +13	
Attributes 8, 6, 5, -4, 2, 4	
Accuracy +10; Brawling +13	
Traits Nonliving Soulless	
Alignment Neutral	
Power 18; 14 ★	

Fusion Elemental Abilities

Constraining Bubble ★	Elite action
Tags: Manifestation, Water	
The fusion elemental makes a +10 attack vs. Brawn against up to two Huge or smaller creatures within Medium (60 ft.) range. The fusion elemental gains a +2 accuracy bonus with the attack if there is a Large or larger body of water within Short (30 ft.) range.	
Hit: The target is briefly surrounded by a bubble of water. It cannot breathe air, fly, or glide, but it can use its other movement modes normally. If it does not have a swim speed, it is unsteady (-2 accuracy, Armor, Brawn, Ref).	

Mighty Crushing Gravity ★	Elite action
Tags: Earth	
The fusion elemental makes a +10 attack vs. Brawn against a grounded creature or object within Medium (60 ft.) range. The fusion elemental gains a +1 accuracy bonus for each weight category by which the target is heavier than Medium.	
Hit: 8d8 damage.	

Mighty Pyroclasm ★	Elite action
Tags: Fire	
Fire consumes a Large (60 ft.) radius zone from the fusion elemental's location. The fusion elemental makes a +10 attack vs. Reflex against everything in the area. This typically means it includes itself as a target. During its next action, this effect repeats in the same area.	
Hit: 7d6 damage.	
Miss: Half damage.	

Mighty Windblast ★	Elite action	
Tags: Air		
The fusion elemental makes a +10 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.		
Hit: 10d6 damage. Miss: Half damage.		
Elite Cleanse		Triggered
		At the end of each round, roll 1d10. On an 8 or 9, the fusion elemental can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.
Distant Flame Dash ★	Standard action	
Tags: Fire		
The fusion elemental teleports into an unoccupied destination on a stable surface within Long (90 ft.) range. In addition, the fusion elemental makes a +10 attack vs. Reflex against everything in a 5 ft. wide line between its starting location and its starting location.		
Hit: 7d6 damage. Miss: Half damage.		
Ground Slam	Standard action	
Tags: Earth, Sweeping (1)		
The fusion elemental makes a +9 melee strike vs. Armor with its slam. It targets everything supported by that surface in a Medium (30 ft.) cone from one corner of the target space. The strike deals double damage.		
Hit: 1d10+18 damage.		
Mighty Windslash ★	Standard action	
Tags: Air		
The fusion elemental makes a +10 attack vs. Armor against up to two targets within Long (90 ft.) range. If the fusion elemental chooses two targets, they must be adjacent to each other.		
Hit: 8d6 damage.		
Tidal Slam	Standard action	
Tags: Sweeping (1), Water		
The fusion elemental makes a +15 melee strike vs. Armor with its slam.		
Hit: 1d10+18 damage. Injury: If the attack result hits the target's Brawn defense, the fusion elemental flings it 15 feet. This is a Size-Based effect, so it does not affect creatures more than one size category larger than the fusion elemental.		

Gelatinous Cube

Level 5 Brute – **Elite**
Large animate

**HP 132 IP 99****Defenses** Armor 6 Brawn 13 Fort 12 Ref 5**Immune** Compulsion, Emotion, Critical hits, Grappled**Movement** 20 ft.; Climb +11 Flexibility +1 Stealth -3**Senses** Tremorsense (120 ft.) Tremorsight (60 ft.)**Other skills** Endurance +13**Attributes** 6, -4, 8, —, 0, —**Alignment** Neutral**Accuracy** +2; Brawling +5**Power** 10; -6 ✨**Traits** Mindless Sightless**Gelatinous Cube Lore**

Arcana DV 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.

Arcana DV 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.

Arcana DV 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.

Gelatinous Cube Abilities

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

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

Elite action

Tags: Acid

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

Hit: 1d10+5 damage.

Miss: Half damage.

Engulf

Standard

Tags: Brawling, Size-Based

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

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

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the gelatinous cube can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Ghosts

Ghosts Lore

Souls DV 7: Ghosts are the souls of deceased creatures that linger after death instead of proceeding to their proper afterlife.

Souls DV 12: Some ghosts can be appeased peacefully if the reason they refused to pass on is addressed. Others can only be banished by force. Although ghosts do not fear cold, they are strongly affected by fire.

Allip

Level 4 Skirmisher
Medium undead



HP 18 IP 14

Defenses Armor 8 Brawn 1 Fort 6 Ment 9 Ref 8

Immune Creation, Manifestation, mundane

Impervious Cold, Earth

Vulnerable Fire

Movement 30 ft.; Fly (average, 30 ft. limit) Stealth +13

Senses Darkvision (60 ft.) Darkvision (90 ft.) Lifesense (120 ft.) Awareness +3

Attributes -9, 3, 0, -2, -2, 6

Alignment Neutral evil

Accuracy +1; Brawling -3

Power -7; 8 ✨

Traits Floating Ghost Incorporeal Intangible Nonliving

Allip Lore

Souls DV 7: Allips are incorporeal ghost-like creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

Souls DV 12: 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.

Allip Abilities

Inflict Wound ✨

Standard action

The allip makes a +1 attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Injury: 1d6+4 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Macabre Mourner

Level 5 Skirmisher –

Elite

Large undead

HP 48 IP 24

Defenses Armor 9 Brawn 9 Fort 7 Ment 10 Ref 8

Immune Creation, Manifestation, mundane

Impervious Cold, Earth

Vulnerable Auditory, Emotion, Fire

Movement 40 ft.; Fly (average, 30 ft. limit)

Senses Darkvision (90 ft.) Awareness +7

Social Intimidate +5

Attributes 0, 0, -2, -4, 2, 4

Alignment Neutral evil

Accuracy +3; Brawling +2

Power 4; 8 ✨

Traits Floating Ghost Incorporeal Intangible Nonliving

Macabre Mourner Lore

Souls DV 7: A macabre mourner is a Large ghost. When a great many people mourn at once, and the creature they mourn was not buried properly, the strength of their feeling can trap the soul of the creature they mourn.

Macabre Mourner Abilities

Mournful Howl ✨

Elite action

Tags: Auditory

The macabre mourner makes a +3 attack vs. Mental against all creatures within a Medium (30 ft.) radius from itself. The macabre mourner gains a +4 accuracy bonus if it or any creature in the area suffered an injury last round.

Hit: 1d6+4 damage.

Toll the Dead ★

Standard action

The macabre mourner makes a +3 attack vs. Mental against one creature within Medium (60 ft.) range. The macabre mourner gains a +4 accuracy bonus if the target has killed a living creature within the last 24 hours.

Hit: As a condition, the target takes 1d6+4 damage whenever it deals damage.

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

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the macabre mourner can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

TetherghastLevel 14 Skirmisher
Medium undead**HP** 64 **IP** 46**Defenses** Armor 17 Brawn 12 Fort 11 Ment 15 Ref 17**Immune** Creation, Manifestation, mundane**Impervious** Cold, Earth**Vulnerable** Fire**Movement** 30 ft.; Fly (average, 30 ft. limit)**Senses** Darkvision (90 ft.)**Attributes** 0, 8, -2, -4, 2, 6**Alignment** Neutral evil**Accuracy** +8; Brawling +7**Power** 7; 13 ★**Traits** Floating, Ghost, Incorporeal, Intangible, Nonliving**Tetherghast Lore**

Souls DV 12: A tetherghast is a ghost formed by a creature who died while bound and trying desperately to escape.

Tetherghast Abilities**Entangling Cords** ★

Standard action

Tags: Manifestation

The tetherghast makes a +8 attack vs. Brawn against one creature within Medium (60 ft.) range.

Hit: 6d6 damage, and the target is briefly slowed (-10 speed, -2 Armor and Ref).

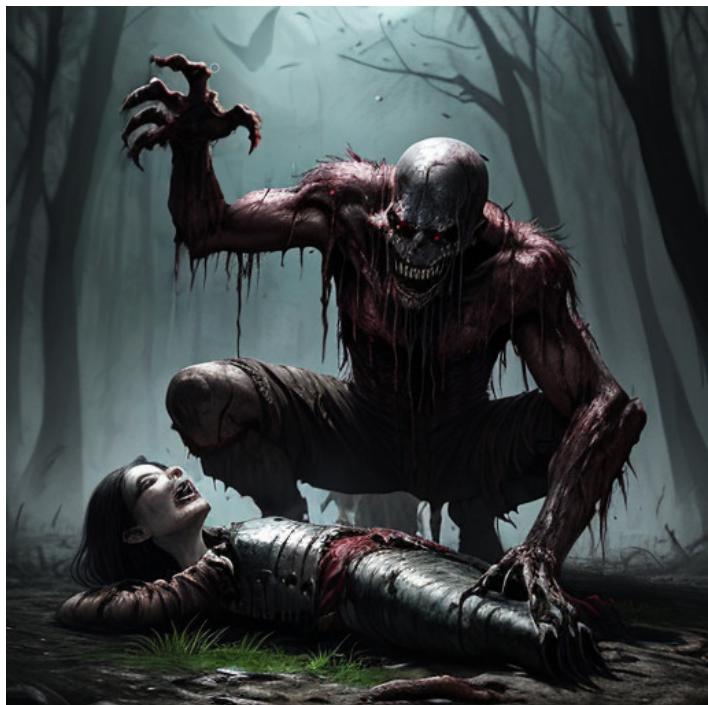
Garotte ★

Standard action

Tags: Manifestation

The tetherghast makes a +8 attack vs. Reflex and Brawn against one creature within Short (30 ft.) range.

Hit: 9d8 damage.

Ghouls**Ghouls Lore**

Souls DV 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.

Souls DV 11: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires. As natural servants, ghouls are weak-willed despite their combat acumen.

Souls DV 16: Vampires can create new ghouls by fully draining a creature's blood shortly after death. Necromancers can achieve the same ends with a ritual. In either case, the newly created ghoul owes its creator no allegiance unless compelled to do so, making the process dangerous for the unprepared.

Drudge Ghoul

Level 3 Skirmisher

Medium undead

HP 14 **IP** 11**Defenses** Armor 8 Brawn 7 Fort 5 Ment 4 Ref 8**Vulnerable** Compulsion, Emotion**Movement** 30 ft.**Senses** Darkvision (60 ft.)**Attributes** 4, 4, 0, -4, 1, -2**Alignment** Neutral evil**Accuracy** +2; Brawling +3**Power** 5; -1 ★**Traits** Nonliving**Drudge Ghoul Lore**

Souls DV 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.

Drudge Ghoul Abilities

Bite	Standard action
The drudge ghoul makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+5 damage.	

Strip the Flesh	Standard action
The drudge ghoul makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+5 damage. Injury: If the target is not wearing metal body armor, it becomes <i>stunned</i> (-2 defenses) as a condition.	

True Ghoul

Level 6 Skirmisher
Medium undead

HP 24 IP 17
Defenses Armor 10 Brawn 9 Fort 7 Ment 7 Ref 10
Vulnerable Compulsion, Emotion
Movement 30 ft.
Senses Darkvision (60 ft.)
Attributes 5, 5, 1, -3, 1, 0
Accuracy +3; Brawling +5
Traits Nonliving
Alignment Neutral evil
Power 8; 3

True Ghoul Lore

Souls DV 8: True ghouls are the most common form of ghoul.

True Ghoul Abilities

Bite	Standard action
The true ghoul makes a +4 melee strike vs. Armor with its bite.	
Hit: 1d8+8 damage.	

Strip the Flesh	Standard action
The true ghoul makes a +3 melee strike vs. Armor with its bite.	
Hit: 1d8+8 damage. Injury: If the target is not wearing metal body armor, it becomes <i>stunned</i> (-2 defenses) as a condition.	

Giant Wasp

Level 1 Skirmisher
Large mortal



HP 12 IP 10
Defenses Armor 7 Brawn 6 Fort 4 Ment 3 Ref 6
Movement 40 ft.; Fly (average, 60 ft. limit) Balance +8 Flexibility +8 Stealth +4
Senses Scent Awareness +6
Attributes 2, 5, 0, -8, 3, -2
Alignment Neutral
Accuracy +2; Brawling +1
Power 2; -2
Traits Beast

Giant Wasp Lore

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

Nature DV 10: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Giant Wasp Abilities

Venomous Stinger	Standard action
The giant wasp makes a +2 melee strike vs. Armor with its stinger.	
Hit: 1d6+2 damage. Injury: The target becomes <i>poisoned</i> by Giant Wasp Venom. The poison's accuracy is +4. It makes the target <i>slowed</i> (-10 speed, -2 Armor and Ref) while the poison lasts. Its stage 3 effect also deals 2d10 damage.	

Giants

Giants Lore

Local DV 5: 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.

Local DV 10: 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.

Local DV 15: 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 mortal



HP 70 IP 36

Defenses Armor 10 Brawn 17 Fort 11 Ment 8 Ref 8

Movement 50 ft.

Attributes 8, 0, 3, -2, 2, -1

Accuracy +6; Brawling +9

Equipment Giant boulder, greatclub

Traits Humanoid

Alignment Chaotic evil

Power 13; 4 ✨

of crudely prepared hides with the fur left on.

Local DV 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.

Hill Giant Abilities

Boulder Toss

Standard action

Tags: Sweeping (1), Thrown (90/180)

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

Hit: 3d8+13 damage.

Forceful Smash

Standard action

Tags: Sweeping (1)

The hill giant makes a +9 melee strike vs. Armor with its greatclub.

Hit: 1d10+13 damage.

Injury: If the attack result hits the target's Brawn defense, the hill giant flings it 15 feet. This is a Size-Based effect, so it does not affect creatures more than one size category larger than the hill giant.

Greatclub

Standard action

Tags: Sweeping (1)

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

Hit: 3d10+13 damage.

Hill Giant Lore

Local DV 10: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcrops, 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

Stone Giant

Level 11 Warrior – **Elite**
Gargantuan mortal



HP 246 IP 81
Defenses Armor 12 Brawn 18 Fort 16 Ment 14 Ref 7
Movement 60 ft.

Attributes 7, -2, 7, 0, 2, 4	Alignment Neutral
Accuracy +6; Brawling +9	Power 14; 11
Equipment Giant boulder, greatclub	
Traits Humanoid	

Stone Giant Lore

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

Local DV 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 mortal on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

Stone Giant Abilities**Crushing Gravity**

Elite action

Tags: Earth

The stone giant makes a +6 attack vs. Brawn against a **grounded** creature or object within Medium (60 ft.) range. The stone giant gains a +1 accuracy bonus for each weight category by which the target is heavier than Medium.

Hit: 1d8+1d6+11 damage.

Mighty Rockshard Blast

Elite action

Tags: Earth, Manifestation

The stone giant makes a +6 attack vs. Armor and Reflex against everything in a Medium (30 ft.) cone from itself. The stone giant gains a +2 accuracy bonus if it is **grounded** on stone.

Hit: 5d6 damage.

Miss: Half damage.

Tremor

Elite action

Tags: Earth

The earth shakes in a Medium (30 ft.) radius **zone** from the stone giant's location. The stone giant makes a +6 attack vs. Brawn and Reflex against everything in the area that is **grounded**. During its next action, this effect **repeats** in the same area.

Hit: 1d6+9 damage.

Miss: Half damage.

Boulder Toss

Standard action

Tags: Sweeping (2), Thrown (90/180)

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

Hit: 3d8+14 damage.

Forceful Smash

Standard action

Tags: Sweeping (2)

The stone giant makes a +9 melee strike vs. Armor with its greatclub.

Hit: 1d10+14 damage.

Injury: If the attack result hits the target's Brawn defense, the stone giant **flings** it 15 feet. This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the stone giant.

Greatclub Standard action
Tags: Sweeping (2)

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

Hit: 3d10+14 damage.

Elite Cleanse Triggered

At the end of each round, roll 1d10. On an 8 or 9, the stone giant can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Stone Giant Elder Level 15 Warrior – Elite Gargantuan mortal

HP 426 IP 141

Defenses Armor 14 Brawn 21 Fort 19 Ment 17 Ref 9

Movement 60 ft.

Attributes 8, -2, 8, 0, 4, 6	Alignment Neutral
Accuracy +10; Brawling +12	Power 17; 15*
Equipment Giant boulder, greatclub	
Traits Humanoid	

Stone Giant Elder Abilities

Crushing Gravity* Elite action
Tags: Earth

The stone giant elder makes a +10 attack vs. Brawn against a grounded creature or object within Medium (60 ft.) range. The stone giant elder gains a +1 accuracy bonus for each weight category by which the target is heavier than Medium.

Hit: 1d8+2d6+15 damage.

Mighty Rockshard Blast* Elite action
Tags: Earth, Manifestation

The stone giant elder makes a +10 attack vs. Armor and Reflex against everything in a Medium (30 ft.) cone from itself. The stone giant elder gains a +2 accuracy bonus if it is grounded on stone.

Hit: 8d6 damage.
Miss: Half damage.

Mighty Tremor* Elite action
Tags: Earth

The earth shakes in a Medium (30 ft.) radius zone from the stone giant elder's location. The stone giant elder makes a +10 attack vs. Reflex and Brawn against everything in the area that is grounded. During its next action, this effect repeats in the same area.

Hit: 1d8+15 damage, and the target falls prone (half speed, -2 Armor and Ref).

Miss: Half damage.

Boulder Toss Standard action
Tags: Sweeping (2), Thrown (90/180)

The stone giant elder makes a +10 strike vs. Armor with its giant boulder.

Hit: 3d8+25 damage.

Forceful Smash Standard action
Tags: Sweeping (2)

The stone giant elder makes a +10 melee strike vs. Armor with its greatclub.

Hit: 2d10+34 damage.
Injury: If the attack result hits the target's Brawn defense, the stone giant elder flings it 30 feet. This is a Size-Based effect, so it does not affect creatures more than one size category larger than the stone giant elder.

Greatclub Standard action
Tags: Sweeping (2)

The stone giant elder makes a +10 melee strike vs. Armor with its greatclub.

Hit: 3d10+25 damage.

Elite Cleanse Triggered

At the end of each round, roll 1d10. On an 8 or 9, the stone giant elder can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Goblins

Goblins Lore

Local DV 5: Goblins are common throughout civilization. They are typically found in small groups, preying on travelers or isolated settlements.

Goblin Warrior

Level 1 Skirmisher
Medium mortal

HP 12 IP 10

Defenses Armor 8 Brawn 3 Fort 4 Ment 3 Ref 7

Movement 30 ft.

Senses Awareness +5

Attributes -1, 4, 0, -2, 2, -2

Alignment Chaotic evil

Accuracy +1; Brawling +0

Power -1; -2 ⚡

Equipment Buff leather, buckler, spear

Traits Humanoid

Goblin Warrior Abilities

Rushdown

Standard action

Tags: Thrown (30/60)

The goblin warrior can move up to half its speed, then it makes a +1 strike vs. Armor with its spear.

Hit: 1d6-1 damage.

Spear

Standard action

Tags: Thrown (30/60)

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

Hit: 1d6-1 damage.

Wolf Rider

Level 3 Skirmisher
Medium mortal



HP 14 IP 11

Defenses Armor 9 Brawn 4 Fort 5 Ment 4 Ref 8

Movement 30 ft.; Ride +8

Attributes -1, 4, 0, -2, 2, -2

Alignment Chaotic evil

Accuracy +2; Brawling +1

Power 0; -1 ⚡

Equipment Buff leather, buckler, lance, spear

Traits Humanoid

Wolf Rider Abilities

Lance

Standard action

Tags: Mounted

The wolf rider makes a +2 melee strike vs. Armor with its lance.

Hit: 1d6 damage.

Spear

Standard action

Tags: Thrown (30/60)

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

Hit: 1d6 damage.

Goblin Shaman

Level 1 Skirmisher
Medium mortal

HP 12 IP 10
Defenses Armor 8 Brawn 3 Fort 4 Ment 5 Ref 6
Movement 30 ft.
Senses Awareness +5
Attributes -1, 3, 0, -2, 2, 3
Alignment Chaotic evil
Accuracy +1; Brawling +0
Power -1; 3
Equipment Buff leather, standard shield, spear
Traits Humanoid

Goblin Shaman Abilities

Consecrated Strike	Standard action
Tags: Thrown (30/60)	
The goblin shaman makes a +1 strike vs. Armor with its spear.	
Hit: 1d6+1 damage.	

Word of Power	Standard action
The goblin shaman makes a +1 attack vs. Mental against all enemies in a Small (15 ft.) radius from itself. Then, it is briefly empowered (+1 damage).	
Hit: The target is briefly deafened (20% verbal spell failure). If it is injured, it is also deafened as a condition.	
Critical hit: The condition must be removed an additional time before the effect ends.	

Golems**Mining Golem**Level 5 Brute
Medium animate

HP 34 IP 18
Defenses Armor 7 Brawn 9 Fort 7 Ref 7
Immune Compulsion, Emotion
Movement 30 ft.
Attributes 5, 3, 3, —, 2, —
Alignment Lawful neutral
Accuracy +3; Brawling +5
Power 7; 2
Equipment Pick
Traits Construct Mindless Nonliving Soulless

Mining Golem Abilities

Ground Slam	Standard action
Tags: Earth, Keen	
The mining golem makes a +2 melee strike vs. Armor with its pick. The strike targets everything supported by that surface in a Small (15 ft.) cone from one corner of the target space.	
Hit: 1d8+7 damage.	
Pick	
Tags: Keen	Standard action
The mining golem makes a +3 melee strike vs. Armor with its pick.	
Hit: 1d8+7 damage.	

Mithral GolemLevel 14 Skirmisher – Elite
Medium animate

HP 246 IP 123
Defenses Armor 20 Brawn 17 Fort 14 Ref 20
Immune Compulsion, Emotion
Movement 40 ft.
Attributes 6, 10, 1, —, 6, —
Alignment Lawful neutral
Accuracy +11; Brawling +11
Power 15; 13
Traits Construct Mindless Nonliving Soulless

Mithral Golem Abilities

Building Storm	Elite action
If the mithral golem hit with a strike last round, it is briefly primed (always explode).	

Flash Sweep	Elite action	Unstoppable: The adamantine golem is unaffected by difficult terrain and is immune to being slowed (-10 speed, -2 Armor and Ref).
The mithral golem can move in a straight line up to its speed. During this movement, it moves too quickly to be seen, making it invisible. While still invisible, the mithral golem can make a +11 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it at any point during its movement. After making the strike, it becomes visible at its destination.		
Hit: 4d6+7 damage.		
Faster Than Sight	Standard action	Brace for Impact
The mithral golem makes two melee strikes. If either strike hits and its attack result also hits the target's Reflex defense, the target briefly treats the mithral golem as invisible.		Elite action
Hit: 2d6+7 damage.		Tags: Swift
		The adamantine golem is impervious (+4 defenses) to all damage this round. Because this is a Swift ability, it affects attacks against the adamantine golem during the current phase.
Fists	Standard action	Fortifying Force
The mithral golem makes a +11 melee strike vs. Armor with its fists.		Elite action
Hit: 6d6+14 damage.		Tags: Impact
		The adamantine golem makes a +13 melee strike vs. Armor with its fists. After making the strike, it is briefly fortified (+2 Brawn, Fort, Ment).
Whirlwind	Standard action	Hit: 4d6+20 damage.
The mithral golem makes a +11 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it.		
Hit: 4d6+14 damage.		
Elite Cleanse	Triggered	Sinews of Steel
At the end of each round, roll 1d10. On an 8 or 9, the mithral golem can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.		Elite action
		Tags: Swift
		The adamantine golem is briefly fortified (+2 Brawn, Fort, Ment) and steeled (immune to crits). This ability has the Swift tag, so it affects attacks against the adamantine golem during the current phase.
Adamantine Golem	Level 17 Warrior – Elite Medium animate	Fists
HP 678 IP 225		Standard action
Defenses Armor 15 Brawn 20 Fort 22 Ref 13		
Immune Compulsion, Emotion		
Movement 30 ft.		
Attributes 10, -2, 12, —, 6, —	Alignment Lawful neutral	Steady Slam
Accuracy +12; Brawling +14	Power 20; 10★	Standard action
Traits Construct Mindless Nonliving Soulless		
		Tags: Impact
		The adamantine golem makes a +13 melee strike vs. Armor with its fists. If the adamantine golem gets a glancing blow, it deals full damage instead of half damage.
		Hit: 4d6+20 damage.
Elite Cleanse	Triggered	Elite Cleanse
		At the end of each round, roll 1d10. On an 8 or 9, the adamantine golem can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.
Voidstar Golem	Level 20 Warrior – Elite Medium animate	

Adamantine Golem Abilities

Indestructible: The adamantine golem reduces all damage it takes by 10. This can reduce incoming damage to 0. In addition, it takes no additional damage from critical hits. Non-damaging effects from critical hits still function normally.

HP 840 IP 279	
Defenses Armor 20 Brawn 24 Fort 24 Ref 18	
Immune Compulsion, Emotion, Earth	
Impervious Electricity	
Vulnerable Acid	
Movement 30 ft.; Burrow (average)	
Attributes 13, 2, 10, —, 6, —	Alignment Lawful neutral
Accuracy +14; Brawling +17	Power 25; 22 ★
Traits Construct Mindless Nonliving Soulless	

Voidstar Golem Abilities

Crushing Gravity: All other creatures move at half speed while within a Medium (30 ft.) radius **emanation** of the voidstar golem. This does not affect creatures who are moving in a straight line directly towards the voidstar golem. This is a **Earth** effect.

Denser Than Steel: The voidstar golem can use its burrow ability to pass through solid metal and stone without reducing its speed.

Earthquake ★	Elite action
Tags: Earth	
<p>The earth shakes in a Large (60 ft.) radius zone from the voidstar golem's location. The voidstar golem makes a +14 attack vs. Reflex and Brawn against everything in the area that is grounded. During its next action, this effect repeats in the same area.</p> <p>Hit: 11d6 damage, and the target falls prone (<i>half speed, -2 Armor and Ref</i>). Miss: Half damage.</p>	

Gravity Well ★	Elite action
Tags: Earth, Sustain (attuneable, minor)	
<p>The voidstar golem creates an area of intense gravity in a Medium (30 ft.) radius zone within Medium (60 ft.) range. When it uses this ability, and during each of the voidstar golem's subsequent actions, it makes a +14 attack vs. Brawn against all enemies in the area.</p> <p>Hit: The target is briefly slowed (<i>-10 speed, -2 Armor and Ref</i>).</p>	

Mighty Earthspike ★	Elite action
Tags: Earth, Manifestation	
<p>The voidstar golem makes a +14 attack vs. Armor and Reflex against one creature in Short (30 ft.) range.</p> <p>Hit: 27d6 damage.</p>	

Swallowed by Earth ★	Elite action
Tags: Earth	

The voidstar golem makes a +14 attack vs. Reflex and Brawn against all Large or smaller **grounded** enemies in a Small (15 ft.) radius in Short (30 ft.) range.

Hit: 12d6 damage, and the target is **briefly slowed** (*-10 speed, -2 Armor and Ref*).

Injury: If the target was already slowed by this ability, it is also swallowed by the earth as a **condition**. While it is swallowed by the earth, it does not have **line of sight** or **line of effect** to any creature other than itself. During each of the voidstar golem's subsequent actions, it takes 12d6 damage as the earth grinds it into paste.

The target can remove this condition by making a **difficulty value** 12 Strength check as a standard action. If the earth or stone it is swallowed by is destroyed or otherwise rendered unable to contain the creature, this ability is **dismissed**. When this effect ends, the target reappears in the closest unoccupied space to where it was swallowed by the earth. Some effects such as teleportation can also remove the target from the fissure, which also ends the condition.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage.

Boneshatter	Standard action
<p>The voidstar golem makes a +14 melee strike vs. Armor with its fists.</p> <p>Hit: 12d6+12 damage.</p> <p>Injury: If the attack result hits the target's Fortitude defense, it immediately takes the damage from the strike again.</p>	

Chokeslam	Standard action
Tags: Brawling	
<p>The voidstar golem makes a +17 attack vs. Brawn against one creature it touches.</p> <p>Hit: 13d10 damage, and the target falls prone (<i>half speed, -2 Armor and Ref</i>).</p> <p>Injury: The target is briefly unable to stand.</p>	

Fists	Standard action
<p>The voidstar golem makes a +14 melee strike vs. Armor with its fists.</p> <p>Hit: 12d6+37 damage.</p>	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the voidstar golem can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Level 5 Skirmisher –
Elite
Large mortal



HP 72 IP 36

Defenses Armor 11 Brawn 11 Fort 9 Ment 9 Ref 10

Movement 50 ft.; Fly (average, 60 ft. limit) Jump 35 Jump +10

Senses Low-light Vision Awareness +7

Attributes 5, 5, 2, -5, 2, 2

Alignment Neutral

Accuracy +3; Brawling +5

Power 9; 6 ⭐

Traits Beast Quadrupedal

Griffon Lore

Nature DV 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.

Nature DV 12: From nose to tail, an adult griffon can measure as much as 8 feet. Griffons cannot speak, but they understand Common.

Griffon Abilities

Bloodletting Claws

Elite action

The griffon makes a +3 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage.

Injury: If the target is not wearing metal body armor, it bleeds. A bleeding creature takes the same damage from the strike again during its next action.

Eagle Eye

Elite action

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

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

Bite

Standard action

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

Hit: 1d8+9 damage.

Rushdown

Standard action

The griffon can move up to its speed, then it makes a +1 melee strike vs. Armor with its bite.

Hit: 2d8+9 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the griffon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Halfsouls

Halfsouls Lore

Souls DV 12: A halfsoul is an undead creature that was incorrectly resurrected, returning only half of the original creature's soul to its body. This splitting of the soul has disastrous consequences, leaving both halves wracked by pain and confusion. Although a halfsoul has all of the original abilities of the creature, it is violent and insane, with only fragmentary glimpses of its original personality.

Souls DV 17: Halfsouls can be created by resurrection rituals that are interrupted shortly before completion. They can also be the result of botched necromantic rituals that were intended to splinter a soul, such as rituals to create skeletons and zombies.

Halfsoul Telekine

Level 15 Sniper – Elite
Medium undead

HP 264 **IP** 132

Defenses Armor 15 Brawn 12 Fort 13 Ment 17 Ref 16

Impervious Emotion

Movement 30 ft.

Senses Blindsight (60 ft.) Blindsight (15 ft.) Awareness +15

Other skills Knowledge (arcana) +16

Attributes -1, 4, 1, 6, 5, 7

Alignment Chaotic neutral

Accuracy +11; Brawling +8

Power 8; 16★

Traits Nonliving

Halfsoul Telekine Abilities

Kinetic Cudgel ★

Elite action

The halfsoul telekine makes a +11 attack vs. Brawn against something within Short (30 ft.) range.

Hit: 1d8+2d6+16 damage.

Injury: The target is briefly stunned (-2 defenses).

Mighty Blastwave ★

Elite action

The halfsoul telekine makes a +11 attack vs. Reflex and Brawn against everything in a Small (15 ft.) cone from itself.

Hit: 10d6 damage.

Injury: The halfsoul telekine flings the target up to 15 feet away from it.

Miss: Half damage.

Sturdy Wall of Force ★

Elite action

Tags: Barrier, Manifestation, Sustain (attuneable, minor)

Cost: The halfsoul telekine briefly cannot use this ability or any other Barrier ability.

The halfsoul telekine creates a Medium (*30 ft. long*) wall of magical energy within Short (30 ft.) range. The wall is visible as a shimmering magical field that does not block sight. Nothing can pass through the wall until it is destroyed. It has 80 hit points, and is destroyed when its hit points become negative.

Mighty Compression ★

Standard action

The halfsoul telekine makes a +11 attack vs. Brawn against something within Short (30 ft.) range.

Hit: 8d6 damage. During its next action, the target takes 8d6 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Neck Snap ★

Standard action

The halfsoul telekine makes a +7 attack vs. Brawn against something within Medium (60 ft.) range.

Hit: 9d10 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the halfsoul telekine can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Hydra Maggot

Level 7 Brute – **Elite**
Large mortal

**HP 129 IP 96****Defenses** Armor 13 Brawn 15 Fort 10 Ment 8 Ref 12**Immune** Prone**Movement** 40 ft.; Climb +12**Senses** Darkvision (60 ft.)**Attributes** 6, 6, 1, -8, 2, -1**Alignment** Neutral**Accuracy** +4; Brawling +6**Power** 11; 4[★]**Traits** Beast Legless**Hydra Maggot Lore**

Nature DV 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.

Nature DV 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.

Hydra Maggot Abilities**Impaling Tentacles**

Elite action

Tags: Sweeping (7)

The hydra maggot makes a +4 melee strike vs. Reflex with its tentacle.

Hit: 1d6+11 damage.

Grappling Bite

Standard action

Tags: Size-Based

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

Hit: 1d8+11 damage. If the attack result also hits the target's Brawn defense, it is **grappled**.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the hydra maggot controls the grapple.

Maggot Breath [★]

Standard action

The hydra maggot makes a +5 attack vs. Fortitude against all **enemies** within a Medium (30 ft.) cone from itself.

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

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the hydra maggot can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Ichor-Tainted



Ichor-Tainted Lore

Nature DV 8: 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.

Nature DV 13: 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.

Nature DV 18: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Eternal Void, while others think it is a mere imitation.

Ichor Black Bear

Level 7 Brute – Elite
Medium mortal

HP 183 **IP** 137

Defenses Armor 11 Brawn 14 Fort 13 Ment 8 Ref 11

Immune Critical hits

Vulnerable Fire

Movement 40 ft.; Climb +12 Swim +12

Senses Scent Awareness +8

Other skills Endurance +13 Survival +8

Attributes 6, 2, 7, -8, 2, -2

Accuracy +4; Brawling +6

Traits Beast Quadrupedal

Alignment Neutral

Power 11; 3

Ichor Black Bear Abilities

Bite

Elite action

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

Hit: 2d8+11 damage.

Injury: The target becomes unable to regain hit points as a condition.

Claws

Standard action

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

Hit: 4d4+5 damage.

Injury: The target becomes unable to regain hit points as a condition.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the ichor black bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Injury: The target becomes unable to regain hit points as a condition.

Ichor Brown Bear

Level 9 Brute – Elite
Large mortal

HP 210 **IP** 157

Defenses Armor 11 Brawn 16 Fort 15 Ment 10 Ref 10

Immune Critical hits

Vulnerable Fire

Movement 50 ft.; Climb +14 Swim +14

Senses Scent Awareness +9

Other skills Endurance +15 Survival +9

Attributes 7, 1, 8, -8, 2, 1

Alignment Neutral

Accuracy +5; Brawling +8

Power 13; 7

Traits Beast Quadrupedal

Ichor Brown Bear Abilities

Bite

Elite action

The ichor brown bear makes a +5 melee strike vs. Armor with its bite.

Hit: 2d8+13 damage.

Injury: The target becomes unable to regain hit points as a condition.

Claws	Standard action
The ichor brown bear makes a +5 melee strike vs. Armor with its claws.	
Hit: 4d4+6 damage. Injury: The target becomes unable to regain hit points as a condition.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the ichor brown bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	
Injury: The target becomes unable to regain hit points as a condition.	

Ichor Wolf	Level 7 Skirmisher Medium mortal
HP 37 IP 25	
Defenses Armor 11 Brawn 10 Fort 9 Ment 8 Ref 11	
Immune Critical hits	
Vulnerable Fire	
Movement 40 ft.	
Senses Awareness +10	
Other skills Survival +10	
Attributes 4, 5, 3, -7, 4, 0	
Alignment Neutral	
Accuracy +5; Brawling +5	
Power 7; 3 ✨	
Traits Beast Quadrupedal	

Ichor Wolf Abilities

Crush the Fallen	Standard action
The ichor wolf makes a +7 melee strike vs. Armor with its bite. If the target is prone (<i>half speed, -2 Armor and Ref</i>), the strike deals 3 extra damage.	
Hit: 1d8+10 damage. Injury: The target becomes unable to regain hit points as a condition.	

Knockdown	Standard action
The ichor wolf makes a +7 melee strike vs. Armor with its bite.	
Hit: 1d8+7 damage. Injury: If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the ichor wolf. Injury: The target becomes unable to regain hit points as a condition.	

Imps

Flamefist Imp	Level 5 Skirmisher Small planeforged
HP 24 IP 17	
Defenses Armor 9 Brawn 6 Fort 7 Ment 5 Ref 10	
Movement 20 ft.	

Attributes 3, 5, 2, 1, 0, -2	Alignment Chaotic evil
Accuracy +2; Brawling +4	Power 5; 0 ✨
Traits Nonliving Soulless	

Flamefist Imp Abilities

Fists	Standard action
Tags: Fire	
The flamefist imp makes a +3 melee strike vs. Armor with its fists.	

Hit: 2d6+2 damage.

Kobolds

Nipper

Level 2 Skirmisher
Medium mortal

HP 15 IP 12

Defenses Armor 8 Brawn 5 Fort 6 Ment 5 Ref 8

Movement 30 ft.; Stealth +8

Senses Awareness +8

Attributes 0, 4, 2, 0, 4, 0

Alignment Lawful neutral

Accuracy +3; Brawling +1

Power 1; 1

Equipment Buff leather, smallswords, darts

Traits Humanoid

Nipper Abilities

Sneaky Darts

Standard action

Tags: Thrown (30/60)

The nipper makes a +3 strike vs. Armor with its darts. The strike deals 1d4 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.

Hit: 2d4 damage.

Sneaky Nip

Standard action

The nipper makes a +3 melee strike vs. Armor with its smallswords. The strike deals 1d4 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.

Hit: 2d4 damage.

Snipper

Level 2 Sniper
Medium mortal

HP 15 IP 12

Defenses Armor 6 Brawn 4 Fort 5 Ment 5 Ref 7

Movement 30 ft.; Stealth +8

Senses Awareness +8

Attributes 0, 4, 2, 0, 4, 0

Alignment Lawful neutral

Accuracy +3; Brawling +1

Power 1; 1

Equipment Buff leather, longbow

Traits Humanoid

Snipper Abilities

Heartpiercer

Standard action

Tags: Projectile (90/270)

The snipper makes a +3 ranged strike vs. Armor with its longbow. The snipper gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a critical hit. However, it cannot get a glancing blow with this strike.

Hit: 1d6 damage.

Longbow

Standard action

Tags: Projectile (90/270)

The snipper makes a +3 ranged strike vs. Armor with its longbow.

Hit: 1d6 damage.

Yipper

Level 3 Leader
Medium mortal

HP 18 IP 12

Defenses Armor 8 Brawn 4 Fort 6 Ment 6 Ref 7

Movement 30 ft.; Stealth +8

Senses Awareness +6

Attributes -2, 4, 2, 1, 2, 3

Alignment Lawful neutral

Accuracy +2; Brawling +0

Power -1; 4

Equipment Buff leather, buckler, spear

Traits Humanoid

Yipper Abilities

Battle Command

Standard action

Choose an ally within Medium (60 ft.) range. The target becomes focused (roll attacks twice) and gains a +1 accuracy bonus this round.

Spear

Standard action

Tags: Thrown (30/60)

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

Hit: 1d6-1 damage.

Stunning Shout

Standard action

Tags: Auditory, Compulsion

The yipper makes a +2 attack vs. Mental against everything in a Medium (30 ft.) cone from itself.

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

Dragonsworn Nipper

Level 11 Skirmisher
Medium mortal

HP 62 IP 40
Defenses Armor 14 Brawn 10 Fort 12 Ment 11 Ref 14
Impervious Varies
Movement 30 ft.; Stealth +14
Senses Awareness +12
Attributes 0, 6, 4, 0, 4, 2
Alignment Lawful neutral
Accuracy +7; Brawling +5
Power 5; 7 
Equipment Buff leather, smallswords, darts
Traits Humanoid

Dragonsworn Nipper Abilities

Dragonsworn: The dragonsworn nipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Sneaky Darts	Standard action
Tags: Thrown (30/60)	
The dragonsworn nipper makes a +7 strike vs. Armor with its darts. The strike deals 2d8 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.	
Hit: 2d4+2 damage.	

Sneaky Nip	Standard action
The dragonsworn nipper makes a +7 melee strike vs. Armor with its smallswords. The strike deals 2d8 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.	
Hit: 2d4+2 damage.	

Dragonsworn Snipper	Level 12 Sniper Medium mortal
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HP 58 IP 38
Defenses Armor 13 Brawn 10 Fort 11 Ment 12 Ref 14
Impervious Varies
Movement 30 ft.; Stealth +15
Senses Awareness +15
Attributes 0, 6, 2, 0, 6, 2
Alignment Lawful neutral
Accuracy +9; Brawling +6
Power 6; 8 
Equipment Buff leather, longbow
Traits Humanoid

Dragonsworn Snipper Abilities

Dragonsworn: The dragonsworn snipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Distant Shot	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +10 ranged strike vs. Armor with its longbow. The dragonsworn sniper reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.	
Hit: 1d6+3 damage.	

Longbow	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +9 ranged strike vs. Armor with its longbow.	

Pure Precision	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +13 ranged strike vs. Armor with its longbow.	

Dragonsworn Yipper	Level 13 Leader Medium mortal
HP 100 IP 58	
Defenses Armor 15 Brawn 10 Fort 12 Ment 13 Ref 14	
Impervious Varies	
Movement 30 ft.; Stealth +15	
Senses Awareness +14	
Attributes -1, 6, 3, 2, 5, 4	Alignment Lawful neutral
Accuracy +9; Brawling +6	Power 5; 10 
Equipment Buff leather, buckler, spear	
Traits Humanoid	

Dragonsworn Yipper Abilities

Dragonsworn: The dragonsworn yipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Directing Shout	Standard action
Tags: Auditory	
Up to two allies within Distant (120 ft.) range are focused (roll attacks twice) this round.	

Spear	Standard action
Tags: Thrown (30/60)	
The dragonsworn yipper makes a +9 strike vs. Armor with its spear.	

Hit: 3d6+4 damage.

Stunning Shout	Standard action
Tags:	Auditory , Compulsion
The dragonsworn yipper makes a +9 attack vs. Mental against all enemies in a Large (<i>60 ft.</i>) cone from itself.	
Hit: The target is briefly stunned (<i>-2 defenses</i>). If it is injured , it is stunned as a condition instead.	
Critical hit: The condition must be removed an additional time before the effect ends.	

Liches

Phylactery ★: Every lich contains their soul in their phylactery. Most phylacteries are valuable gems, but other objects are possible. A phylactery must be at least Tiny in size.

Liches can commune with their phylacteries to allow their souls to temporarily inhabit their bodies. This allows their soul to process the memories stored in their body, allowing the lich to improve its skills and change its mind. A lich that never communes with its phylactery suffers no direct consequences, but is also incapable of increasing its personal power.

When a lich dies, the phylactery creates a new body for the lich after 24 hours. The new body has no memory of what happened to the original body since the last time the lich communed with its phylactery.

Liches Lore

Souls DV 13: A lich is an undead creature that intentionally severed its soul from its body and placed the soul in a vessel called a phylactery. As long as its phylactery survives, a lich cannot be fully destroyed. Becoming a lich requires horrific acts of violence, and even researching the process is generally illegal.

Souls DV 18: Because the normal body of a lich is soulless, it is incapable of growing or changing its mind. Liches must commune with their phylactery to truly learn and develop their skills. However, they must also keep their phylactery safely protected, since keeping it on their body means it could easily be destroyed if they die. Each lich must resolve this dangerous contradiction in their own way.

Souls DV 23: The body of a lich is not completely soulless. A tiny soul splinter inhabits the body, binding it to the phylactery. It provides the body no animating force, but the soul splinter returns to the phylactery when the lich's body is destroyed. The return of that soul splinter prompts the phylactery to inhabit a new body.

Okonlok, Astral Lich

Level 17 Sniper – Elite
Medium undead

HP 390 IP 195

Defenses Armor 16 Brawn 13 Fort 15 Mental 20 Reflex 17

Movement 30 ft.

Senses Awareness +19 Deduction +16

Other skills Craft (bone) +16 Knowledge (arcana) +16
Knowledge (souls) +16

Attributes -2, 5, 2, 5, 8, 10

Alignment Chaotic evil

Accuracy +13; Brawling +8

Power 8; 20★

Traits Nonliving Soulless

Okonlok, Astral Lich Lore

Souls DV 18: Okonlok learned how to become a lich on a long interplanar quest for power.

Okonlok Abilities

Banishment ★

Elite action

Okonlok makes a +15 attack vs. Mental against up to three Large or smaller creatures within Medium (60 ft.) range. Okonlok gains a +2 accuracy bonus against **planeforged** creatures.

Hit: If the target is **injured**, it **flickers** to a random safe place in the Astral Plane. It does not return until the end of the next round. After it returns, it becomes immune to flickering in this way until it finishes a **short rest**.

Dimension Door ★

Elite action

Okonlok **teleports** to an unoccupied destination on a stable surface within 300 feet of itself. Okonlok must clearly visualize the destination's appearance and have an approximate knowledge of its direction and distance from itself. However, it does not need **line of sight** or **line of effect** to the destination.

Giant Twinned Portals ★

Elite action

Tags: **Sustain** (attuneable, minor)

This spell functions like the **twinned portals** spell, except that the portals are 20 feet in diameter, and the maximum size of creatures or objects passing through the portal increases to Huge.

Hostile Transposition ★

Elite action

Okonlok makes a +15 attack vs. Mental against two Large or smaller creatures within Medium (60 ft.) range. Both targets must be within Short (30 ft.) range of each other. The number of targets affected by this ability cannot be modified by abilities.

Hit: If okonlok hits both targets, they each **teleport** into each other's location. If the teleportation is invalid for either target, it fails for both targets.

Distant Splicing Grasp ★

Standard action

Okonlok must have a **free hand** to use this ability.

Okonlok makes a +13 attack vs. Mental against a creature it **touches**.

Hit: 11d10 damage. If the target is Huge or smaller, okonlok **teleports** it up to 30 feet.

Massive Astral Rupture ★

Standard action

Okonlok makes a +13 attack vs. Reflex and Mental against all **enemies** within a Medium (30 ft.) radius from itself.

Hit: 11d8 damage.

Miss: Half damage.

Planar Jaunt – Myriad ★

Standard action

Tags: Air, Cold, Earth, Electricity, Fire, Water

Okonlok makes a +13 attack vs. Mental against something within Medium (60 ft.) range. The target must be impervious or immune to all of this ability's tags to be impervious or immune to this attack.

Hit: The target flickers to a random assortment of planes. When it returns, it takes 11d6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, okonlok can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Lizardfolk



Lizardfolk Lore

Local DV 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.

Local DV 11: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer direct charges 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 GruntLevel 3 Warrior
Medium mortal**HP 20 IP 13****Defenses** Armor 9 Brawn 6 Fort 8 Ment 5 Ref 5**Movement** 30 ft.; Land (normal) Swim (normal) Swim +6**Attributes** 2, 2, 4, -1, 1, 0**Alignment** Neutral**Accuracy** +2; Brawling +2**Power** 3; 1 ★**Equipment** Scale, standard shield, spear**Traits** Amphibious Humanoid

Lizardfolk Grunt Abilities

Bloodletter	Standard action
The lizardfolk grunt makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+3 damage.	
Injury: The target bleeds. A bleeding creature takes 1 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Spear	Standard action
Tags: Thrown (30/60)	
The lizardfolk champion makes a +4 strike vs. Armor with its spear.	
Hit: 1d6+2 damage.	

Spear	Standard action
Tags: Thrown (30/60)	
The lizardfolk grunt makes a +2 strike vs. Armor with its spear.	
Hit: 1d6+1 damage.	

Lizardfolk Champion	Level 5 Warrior Medium mortal
HP 34 IP 20	
Defenses Armor 10 Brawn 7 Fort 9 Ment 6 Ref 6	
Movement 30 ft.; Land (normal) Swim (normal) Swim +8	
Attributes 3, 3, 5, 0, 1, 1 Alignment Neutral	
Accuracy +3; Brawling +4 Power 5; 3	
Equipment Scale, standard shield, spear	
Traits Amphibious Humanoid	

Lizardfolk Champion Abilities

Bloodletter	Standard action
The lizardfolk champion makes a +4 melee strike vs. Armor with its bite.	
Hit: 1d8+5 damage.	
Injury: The target bleeds. A bleeding creature takes 2 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Redeeming Followup	Standard action
Tags: Thrown (30/60)	
The lizardfolk champion makes a +4 strike vs. Armor with its spear. The lizardfolk champion gains a +2 accuracy bonus with the strike against all creatures that it missed with a strike last round.	
Hit: 1d6+2 damage.	

Magma Elementals



Magma Elementals Lore

Planes DV 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.

Planes DV 13: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, steadied by their rocky core, makes them resistant to cold. However, they fear and avoid water, as it reacts explosively with their bodies.

Volcanite

Level 6 Warrior
Medium planeforged

HP 38 **IP** 22

Defenses Armor 10 Brawn 9 Fort 11 Ment 7 Ref 8

Immune Fire

Impervious Cold, Earth

Vulnerable Acid, Water

Movement 30 ft.

Attributes 4, 4, 6, -4, 0, 0

Accuracy +3; Brawling +5

Traits Nonliving Soulless

Alignment Neutral

Power 7; 3

Volcanite Abilities

Combustion

Standard action

Tags: Fire

The volcanite makes a -1 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+1d6+1 damage. During its next action, the target takes 1d10+1d6+1 damage again, and any **extra damage** also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Fists

Standard action

The volcanite makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+3 damage.

Magma Throw

Standard action

Tags: Earth, Manifestation

The volcanite makes a +3 attack vs. Armor against something within Short (30 ft.) range. The volcanite gains a +2 **accuracy** bonus if it is **grounded** on stone.

Hit: 1d6+3 damage.

Volcano

Level 12 Warrior

Large planeforged

HP 90 **IP** 50

Defenses Armor 14 Brawn 14 Fort 16 Ment 11 Ref 11

Immune Fire

Impervious Cold, Earth

Vulnerable Acid, Water

Movement 40 ft.

Attributes 5, 5, 8, -3, 0, 1

Alignment Neutral

Accuracy +6; Brawling +8

Power 11; 7

Traits Nonliving Soulless

Volcano Abilities

Combustion

Standard action

Tags: Fire

The volcano makes a +2 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+3d6+3 damage. During its next action, the target takes 1d10+3d6+3 damage again, and any **extra damage** also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Fists	Standard action
The volcano makes a +6 melee strike vs. Armor with its fists.	
Hit: 6d6+5 damage.	

Magma Throw ★	Standard action
Tags: Earth, Manifestation	
The volcano makes a +6 attack vs. Armor against something within Short (30 ft.) range. The volcano gains a +2 accuracy bonus if it is grounded on stone.	
Hit: 1d6+9 damage.	

Volcanic Titan

Level 18 Warrior
Huge planeforged

HP 218 IP 122	
Defenses Armor 18 Brawn 19 Fort 20 Ment 15 Ref 14	
Immune Fire	
Impervious Cold, Earth	
Vulnerable Acid, Water	
Movement 50 ft.	
Attributes 6, 6, 10, -3, 0, 2	Alignment Neutral
Accuracy +9; Brawling +12	Power 15; 11 ★
Traits Nonliving Soulless	

Volcanic Titan Abilities

Combustion ★	Standard action
Tags: Fire	
The volcanic titan makes a +5 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+5d6+5 damage. During its next action, the target takes 1d10+5d6+5 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fists	Standard action
Tags: Sweeping (1)	
The volcanic titan makes a +9 melee strike vs. Armor with its fists.	
Hit: 10d6+14 damage.	

Magma Throw ★	Standard action
Tags: Earth, Manifestation	
The volcanic titan makes a +9 attack vs. Armor against something within Short (30 ft.) range. The volcanic titan gains a +2 accuracy bonus if it is grounded on stone.	
Hit: 1d6+15 damage.	

Minotaur

Level 7 Brute – **Elite**
Large mortal

**HP 156 IP 117****Defenses** Armor 10 Brawn 15 Fort 12 Ment 9 Ref 9**Movement** 40 ft.**Senses** Darkvision (60 ft.) Awareness +6**Attributes** 6, 0, 4, -2, 0, 1**Alignment** Neutral**Accuracy** +3; Brawling +6**Power** 11; 6[★]**Traits** Humanoid**Minotaur Lore**

Local DV 8: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They have a tendency to become trapped in dungeons of even moderate complexity.

Minotaur Abilities**Chokeslam**

Elite action

Tags: Brawling

The minotaur makes a +6 attack vs. Brawn against one creature it touches.

Hit: 1d8+11 damage.**Injury:** The target falls prone (*half speed, -2 Armor and Ref*).**Ground Stomp**

Elite action

Tags: Earth

The minotaur makes a +3 attack vs. Reflex against all **enemies** adjacent to it that are **grounded** on the same stable surface as it.

Hit: 1d10+2d6+5 damage.**Miss:** Half damage.**Charging Gore**

Standard action

Tags: Keen

The minotaur can move up to its **speed**, then it makes a +1 melee strike vs. Armor with its horn.

Hit: 2d6+11 damage.**Gore**

Standard action

Tags: Keen

The minotaur makes a +3 melee strike vs. Armor with its horn.

Hit: 2d6+11 damage.**Elite Cleanse**

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the minotaur can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Necromancers

Necromancers Lore

Local DV 7: Necromancers revive and manipulate undead. Some even attempt to emulate the strength of undead in their own bodies. They are reviled in most societies, both for their desecration of the dead and for the harm their magic can do to souls.

Graverobber

Level 4 Leader – Elite
Medium mortal

HP 66 IP 33	
Defenses Armor 10 Brawn 8 Fort 8 Ment 10 Ref 10	
Movement 30 ft.; Stealth +9	
Senses Awareness +7	
Other skills Craft (bone) +7	
Attributes 0, 4, 0, 2, 2, 4	Alignment Chaotic evil
Accuracy +3; Brawling +2	Power 4; 8 ★
Equipment Heavy crossbow	
Traits Humanoid	

Graverobber Abilities

Drain Life ★	Elite action
The graverobber makes a +3 attack vs. Fortitude against one living creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage. Injury: The graverobber is briefly empowered (+2 damage).	

Putrefying Blast ★	Elite action
The graverobber makes a +3 attack vs. Fortitude against all enemies within a Medium (30 ft.) cone from itself.	
Hit: The target is briefly stunned (-2 defenses).	

Heavy Crossbow	Standard action
Tags: Projectile (90/270)	
The graverobber makes a +4 ranged strike vs. Armor with its heavy crossbow.	

Inflict Wound ★	Standard action
The graverobber makes a +3 attack vs. Fortitude against one living creature within Medium (60 ft.) range.	
Hit: 1d6+4 damage. Injury: 1d6+4 damage again.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Lifesteal ★

Standard action

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

Hit: 1d6+4 damage.

Injury: The graverobber regains 5d6 hit points at the end of the round.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the graverobber can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Lichbound

Level 8 Leader – Elite

Medium mortal

HP 147 **IP** 73

Defenses Armor 12 Brawn 11 Fort 13 Ment 14 Ref 12

Movement 30 ft.

Senses Darkvision (60 ft.) Lifesight (30 ft.) Awareness +9

Social Intimidate +7

Other skills Craft (bone) +10 Knowledge (arcana) +10

Attributes 0, 2, 4, 3, 2, 6

Alignment Lawful evil

Accuracy +5; Brawling +4

Power 6; 12 ★

Equipment Scythe

Traits Humanoid

Lichbound Lore

Local DV 9: A lichbound is a mage who has started the process of becoming a lich by intentionally splintering their own soul. They still have far to go before they truly embrace undeath, but they gain some benefits from their partial transformation.

Lichbound Abilities

Life Suppression: Although the lichbound is alive, it is not considered a living creature for the purpose of attacks against it. This means that attacks which only affect living creatures have no effect on it.

Circle of Death ★

Elite action

The lichbound inscribes a circle in a Medium (30 ft.) radius zone from its location. During its next action, the lichbound makes a +5 reactive attack vs. Fortitude against all living creatures in the area.

Hit: 6d6 damage.

Injury: 6d6 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage.

Sanguine Bond ★	Elite action	Elite Cleanse	Triggered
The lichbound makes a +5 attack vs. Fortitude against one living creature within Medium (60 ft.) range.			
Hit: 1d6+6 damage, and the target's life becomes linked to the lichbound's life as a condition . At the end of each subsequent round, if the lichbound lost hit points during that round, the target takes 1d6+6 damage.			
Critical hit: All instances of damage are doubled, not just the initial damage.			
Splinter Soul ★	Elite action	Fearsome Aura ★	Triggered
Tags: Compulsion			
The lichbound makes a +5 attack vs. Mental against up to two creatures within Medium (60 ft.) range.			
Hit: If the target is injured , it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes immune to this effect until it finishes a short rest .			
Lifesteal Grasp ★	Standard action	Idoris, Queen of the Dead	Level 18 Leader – Elite Medium mortal
The lichbound must have a free hand to use this ability.			
The lichbound makes a +5 attack vs. Fortitude against a living creature it touches .			
Hit: 6d6 damage.			
Injury: The lichbound regains 7d6 hit points at the end of the round.			
Lifetap Blast ★	Standard action	HP 438 IP 219 Defenses Armor 18 Brawn 16 Fort 16 Ment 21 Ref 18 Movement 30 ft. Senses Awareness +18 Social Persuasion +18 Other skills Knowledge (arcana) +17 Knowledge (souls) +17	
The lichbound makes a +5 attack vs. Reflex against everything within a Medium (30 ft.) cone from itself. Whether the attack hits or misses, it loses 6 hit points. The lichbound can increase this hit point loss to 36 hit points . If it does, it gains a +4 accuracy bonus with the attack.			
Hit: 6d6 damage.			
Miss: Half damage.			
Reaping Scythe ★	Standard action	Attributes 0, 4, 1, 5, 6, 10 Accuracy +13; Brawling +10 Traits Humanoid	Alignment Lawful neutral Power 11; 21 ★
Tags: Sweeping (2)			
The lichbound makes a +5 melee strike vs. Armor with its scythe.			
Hit: 2d6+12 damage.			
Divine Interdiction ★	Elite action	Idoris, Queen of the Dead Lore	
Idoris makes a +16 attack vs. Mental against up to two creatures within Medium (60 ft.) range.			
Hit: If the target is injured , an interdiction briefly divides it from everything outside itself. No ability can have line of effect to or from it, even abilities that can pass through solid objects. After the interdiction ends, the target becomes immune to this effect until it finishes a short rest .			

Mighty Retributive Judgment ★

Elite action

Idoris makes a +13 attack vs. Mental against something within Short (30 ft.) range. Idoris gains a +3 accuracy bonus if the target attacked it or one of its allies during the previous round.

Hit: 12d6 damage.

Mighty Word of Faith ★

Elite action

Idoris makes a +13 attack vs. Mental against all enemies in a Medium (30 ft.) radius from itself.

Hit: 11d6 damage.

Miss: Half damage.

Lifesteal ★

Standard action

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

Hit: 11d6 damage.

Injury: Idoris regains 22d6 hit points at the end of the round.

Mighty Lifetap Slash ★

Standard action

Idoris makes a +13 attack vs. Armor against something within Medium (60 ft.) range. Whether the attack hits or misses, it loses 21 hit points. Idoris can increase this hit point loss to 109 hit points. If it does, it gains a +4 accuracy bonus with the attack.

Hit: 13d8 damage.

Mighty Sanguine Bond ★

Standard action

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

Hit: 1d8+21 damage, and the target's life becomes linked to idoris's life as a condition. At the end of each subsequent round, if idoris lost hit points during that round, the target takes 1d8+21 damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, idoris can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

NightcrawlerLevel 7 Brute
Large mortal**HP 46 IP 23****Defenses** Armor 10 Brawn 11 Fort 9 Ment 8 Ref 9**Immune** Prone**Movement** 40 ft.; Climb (slow) Land (slow) Climb +9**Senses** Blindsight (120 ft.) Darkvision (60 ft.)**Attributes** 3, 4, 2, -8, 0, 3**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 6; 6 ★**Traits** Beast Legless**Nightcrawler Lore**

Nature DV 8: A nightcrawler is a Large worm imbued with umbralantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Nature DV 13: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They cover distances slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks. Nightcrawlers have several magical abilities that draw on their umbralantic power to damage nearby foes.

Nature DV 18: Nightcrawlers hate and fear light. They can be driven away by light, and are weaker in its presence. If they have no escape, they ferociously attack any sources of light.

Nightcrawler Abilities**Bite**

Standard action

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

Hit: 2d8+6 damage.

Crawling Darkness ★

Standard action

The nightcrawler creates a field of dark miasma in a Medium (30 ft.) radius **zone** from itself. The nightcrawler makes a +3 attack vs. Fortitude against all **shadowed enemies** in the area. During its next action, this effect **repeats** in the same area.

Hit: 1d8+1d6 damage.

Miss: Half damage.

Ogres

Ogres Lore

Local DV 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.

Local DV 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.

They are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as disorganized individuals. Ogres use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 5 Brute
Large mortal

HP 32 IP 17

Defenses Armor 6 Brawn 10 Fort 7 Ment 4 Ref 5

Movement 40 ft.

Social Intimidate +5

Attributes 5, 0, 2, -4, 1, -1

Alignment Chaotic evil

Accuracy +3; Brawling +5

Power 7; 1 ⚡

Equipment Leather lamellar, javelin, greatclub

Traits Humanoid

Ogre Ganger Lore

Local DV 7: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

Ogre Ganger Abilities

Javelin

Standard action

Tags: **Thrown** (60/120)

The ogre ganger makes a +4 strike vs. Armor with its javelin.

Hit: 1d6+3 damage.

Knockdown

Standard action

The ogre ganger makes a +4 melee strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.

Injury: If the attack result hits the target's Brawn defense, it falls *prone* (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the ogre ganger.

Sweep

Standard action

Tags: **Sweeping** (1)

The ogre ganger makes a +4 melee strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.

Ogre Menace

Level 8 Brute
Large mortal



HP 52 IP 26

Defenses Armor 9 Brawn 14 Fort 10 Ment 8 Ref 8

Movement 40 ft.

Social Intimidate +7

Attributes 6, 1, 3, -2, 2, 0

Alignment Chaotic evil

Accuracy +5; Brawling +7

Power 10; 4 ⚡

Equipment Leather lamellar, javelin, greatclub

Traits Humanoid

Ogre Menace Lore

Local DV 9: 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.

Ogre Menace Abilities

Armorcrusher

Standard action

The ogre menace makes a +7 melee strike vs. Fortitude with its greatclub.

Hit: 1d10+10 damage.

Concussion	Standard action
The ogre menace makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 1d10+10 damage.	
Injury: The target becomes <i>stunned</i> (-2 defenses) as a condition.	

Greatclub	Standard action
The ogre menace makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 2d10+10 damage.	

Javelin	Standard action
Tags: Thrown (60/120)	
The ogre menace makes a +5 strike vs. Armor with its javelin.	
Hit: 2d6+5 damage.	

Ogre Mage	Level 8 Sniper Large mortal
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HP 31 IP 22	
Defenses Armor 8 Brawn 11 Fort 8 Ment 11 Ref 8	
Movement 40 ft.	
Senses Awareness +11	
Attributes 4, 0, 0, 1, 4, 4	Alignment Chaotic evil
Accuracy +6; Brawling +6	Power 8; 8
Equipment Buff leather, greatclub	
Traits Humanoid	

Ogre Mage Lore

Local DV 9: 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.

Ogre Mage Abilities

Greatclub	Standard action
The ogre mage makes a +6 melee strike vs. Armor with its greatclub.	
Hit: 2d10+8 damage.	

Stutterstop 	Standard action
The ogre mage makes a +7 attack vs. Mental against up to two creatures in Short (30 ft.) range.	
Hit: As a condition, the target randomly slows down. At the start of each round, if it injured, it has a 50% chance to be slowed (-10 speed, -2 Armor and Ref) during that round.	
Critical hit: The condition must be removed an additional time before the effect ends.	

Time Ebbs and Flows 	Standard action
Tags: Swift	
The ogre mage is braced (+2 defenses) this round. Next round, it is focused (roll attacks twice). This defense bonus is Swift, so it protects the ogre mage against attacks during the current phase.	

Unstable Aging 	Standard action
The ogre mage makes a +2 attack vs. Fortitude against one living creature within Medium (60 ft.) range. The ogre mage gains a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.	
Hit: 1d8+2d6+8 damage.	

Wave of Senescence 	Standard action	Watch Out	Elite action			
Tags: Auditory, Visual						
The ogre mage makes a +6 attack vs. Fortitude against each enemy in a Large (60 ft.) cone. The ogre mage gains a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.						
Hit: The target is briefly deafened (20% <i>verbal spell failure</i>) and dazzled (20% <i>miss chance, no special vision</i>). If it is injured , it is also deafened and dazzled as a single condition .						
Critical hit: The condition must be removed an additional time before the effect ends.						
Ogre Skullclaimer	Level 9 Brute – Elite Large mortal	Concussion	Standard action			
HP 174 IP 130						
Defenses Armor 11 Brawn 17 Fort 13 Ment 11 Ref 10						
Movement 40 ft.						
Social Intimidate +7						
Attributes 8, 1, 4, -1, 3, 2	Alignment Chaotic evil	Greatclub	Standard action			
Accuracy +6; Brawling +8	Power 14; 8 	The ogre skullclaimer makes a +6 melee strike vs. Armor with its greatclub.				
Equipment Greatclub						
Traits Humanoid						
Ogre Skullclaimer Lore						
Local DV 9: 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.						
Local DV 14: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.						
Ogre Skullclaimer Abilities						
Deafening Shout	Elite action	Elite Cleanse	Triggered			
Tags: Auditory						
The ogre skullclaimer makes a +6 attack vs. Fortitude against a creature within Short (30 ft.) range.						
Hit: 1d6+11 damage, and the target is briefly deafened (20% <i>verbal spell failure</i>).						
Empowering Roar	Elite action					
Tags: Auditory						
Up to two allies within a Small (15 ft.) radius from it is empowered (+3 damage) this round.						

Orcs

Orcs Lore

Local DV 5: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Local DV 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.

Local DV 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 mortal



HP 17 IP 11

Defenses Armor 4 Brawn 7 Fort 4 Ment 3 Ref 4

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

Attributes 4, 0, 1, -2, 0, 0

Alignment Lawful evil

Accuracy +0; Brawling +2

Power 4; 0 ⚔

Equipment Buff leather, greataxe

Traits Humanoid

Orc Peon Lore

Local DV 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.

Orc Peon Abilities

Greataxe

Standard action

Tags: Keen

The orc peon makes a +0 melee strike vs. Armor with its greataxe.

Hit: 1d8+4 damage.

Orc Grunt

Level 2 Brute
Medium mortal

HP 19 IP 12

Defenses Armor 5 Brawn 8 Fort 6 Ment 4 Ref 5

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

Attributes 5, 0, 2, -2, 0, 0

Alignment Lawful evil

Accuracy +1; Brawling +3

Power 6; 1 ⚔

Equipment Leather lamellar, greataxe

Traits Humanoid

Orc Grunt Lore

Local DV 6: Orc grunts are the standard warrior that orc clans field in battle.

Orc Grunt Abilities

Greataxe

Standard action

Tags: Keen

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

Hit: 1d8+6 damage.

Wild Swing	Standard action
Tags: Keen	
The orc grunt makes a +1 melee strike vs. Armor with its greataxe. The strike has a 50% miss chance.	
Hit: 2d8+6 damage.	

Orc Butcher	Level 3 Brute Medium mortal
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HP 20 IP 12	
Defenses Armor 5 Brawn 8 Fort 6 Ment 4 Ref 5	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +6	
Attributes 5, 1, 2, 0, 0, 0	Alignment Lawful evil
Accuracy +1; Brawling +4	Power 6; 1 ⚔
Equipment Leather lamellar, greataxe	
Traits Humanoid	

Orc Butcher Lore

Local DV 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.

Orc Butcher Abilities

Bloodletter	Standard action
Tags: Keen	
The orc butcher makes a +1 melee strike vs. Armor with its greataxe.	
Hit: 1d8+6 damage.	
Injury: The target bleeds. A bleeding creature takes 3 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Butcher's Cleaver	Standard action
Tags: sweeping (2)	
The orc butcher makes a strike.	

Orc Veteran	Level 5 Brute Medium mortal
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HP 34 IP 18	
Defenses Armor 6 Brawn 10 Fort 7 Ment 5 Ref 6	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +8	
Attributes 6, 0, 3, -2, 1, 1	Alignment Lawful evil
Accuracy +3; Brawling +5	Power 8; 3 ⚔
Equipment Scale, greataxe, heavy crossbow	
Traits Humanoid	

Orc Veteran Lore

Local DV 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.

Orc Veteran Abilities

Greataxe	Standard action
Tags: Keen	
The orc veteran makes a +4 melee strike vs. Armor with its greataxe.	
Hit: 1d8+8 damage.	
Heavy Crossbow	
Tags: Projectile (90/270)	
The orc veteran makes a +4 ranged strike vs. Armor with its heavy crossbow.	
Hit: 1d10+4 damage.	
Wild Swing	
Tags: Keen	
The orc veteran makes a +4 melee strike vs. Armor with its greataxe. The strike has a 50% miss chance.	
Hit: 2d8+8 damage.	

Orc Clan Chief	Level 7 Leader – Elite Medium mortal
HP 138 IP 69	
Defenses Armor 10 Brawn 13 Fort 12 Ment 11 Ref 10	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +10	
Attributes 6, 0, 4, 0, 2, 3	Alignment Lawful evil
Accuracy +4; Brawling +6	Power 11; 8 ⚔
Equipment Scale, greataxe, heavy crossbow	
Traits Humanoid	

Orc Clan Chief Lore

Local DV 8: Orc clan chiefs are among the most powerful orc warriors. Even the lowest clan chief commands hundreds of powerful orc warriors, plus at least as many noncombatants.

Orc Clan Chief Abilities

Battle Command

Elite action

Choose an ally within Medium (60 ft.) range. The target becomes focused (*roll attacks twice*) and gains a +1 accuracy bonus this round.

Armorcrusher

Standard action

Tags: Keen

The orc clan chief makes a +6 melee strike vs. Fortitude with its greataxe.

Hit: 1d8+11 damage.

Distant Shot

Standard action

Tags: Projectile (90/270)

The orc clan chief makes a +4 ranged strike vs. Armor with its heavy crossbow. The orc clan chief reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.

Hit: 1d10+5 damage.

Greataxe

Standard action

Tags: Keen

The orc clan chief makes a +4 melee strike vs. Armor with its greataxe.

Hit: 2d8+11 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the orc clan chief can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Orc Shaman

Level 2 Leader
Medium mortal



HP 16 IP 11

Defenses Armor 5 Brawn 7 Fort 5 Ment 7 Ref 5

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +5

Attributes 4, 1, 1, -1, 1, 4

Alignment Lawful evil

Accuracy +1; Brawling +3

Power 5; 5 ⚔

Equipment Leather lamellar, greataxe

Traits Humanoid

Orc Shaman Lore

Local DV 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.

Local DV 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.

Orc Shaman Abilities

Executioner's Axe ★

Standard action

Tags: Keen, Manifestation

When the orc shaman casts this ability, it creates a greataxe in midair within its space. During its next action, the orc shaman makes a +1 reactive attack vs. Armor with the axe against up to two targets adjacent to it.

Hit: 1d8+5 damage.

Foresee Safety ★

Standard action

Tags: Subtle, Swift

The orc shaman becomes **briefly braced** (+2 defenses). This is a **Swift** effect, so it protects the orc shaman from attacks during the current phase.

Greataxe

Standard action

Tags: Keen

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

Hit: 1d8+5 damage.

Reveal Victory ★

Standard action

Choose one ally within Medium (60 ft.) range. The target becomes **focused** (*roll attacks twice*) and gains a +1 accuracy bonus this round.

Quadrilla

Level 9 Brute – **Elite**
Large mortal

HP 147 IP 110**Defenses** Armor 14 Brawn 17 Fort 11 Ment 9 Ref 13**Movement** 40 ft.; Jump 50 Jump +15 Stealth +9**Attributes** 8, 6, 1, -6, 2, -2**Alignment** Neutral**Accuracy** +5; Brawling +8**Power** 14; 4 **Quadrilla Lore**

Local DV 9: A quadrilla is a mighty ape with four arms. It leaps upon its foes and bashes them to death in a fury.

Quadrilla Abilities

Four Arms: The quadrilla has four arms. When it initiates a grapple while not already grappling a creature, it automatically controls the grapple.

Fearsome Roar

Elite action

Tags: Auditory, Emotion

The quadrilla makes a +5 attack vs. Mental against all enemies in a Medium (30 ft.) radius from itself.

Hit: The target is **briefly frightened** (-2 Mental, -2 accuracy vs. source) by the quadrilla. If the target is **injured**, it also becomes frightened of the quadrilla as a **condition**.

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

Mighty Roar

Elite action

Tags: Auditory

The quadrilla makes a +5 attack vs. Fortitude against all enemies in a Medium (30 ft.) radius from itself. Then, it is **briefly fortified** (+2 Brawn, Fort, Ment) and **empowered** (+3 damage).

Hit: The target is **briefly deafened** (20% verbal spell failure).

More Fists

Elite action

The quadrilla makes a +5 melee strike vs. Armor with its fists.

Hit: 4d6+7 damage.

Fists

Standard action

The quadrilla makes a +5 melee strike vs. Armor with its fists.

Hit: 4d6+7 damage.

Leap Slam

Standard action

Tags: Earth

The quadrilla jumps and move as normal for the jump. When it lands, if the vertical distance in feet between the highest point of its leap and its landing point was at least ten feet, it emits a small shockwave. If it does, the quadrilla makes a +5 attack vs. Reflex against all **enemies** adjacent to it that are on the same stable surface as it.

Hit: 1d10+7 damage.

Miss: Half damage.

Strangle

Standard action

The quadrilla makes a +8 attack with a free hand against the Brawn and Reflex defenses of one creature it **touches**.

Hit: 1d8+14 damage, and the target is **grappled** by the quadrilla.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the quadrilla can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Skeletons



Skeletons Lore

Souls DV 0: 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 an evil act.

Souls DV 5: Skeletons retain none of the specific physical or magical abilities of the original creature. They are capable of using armor and weapons, and have a minimal degree of self-preservation, but they lack any understanding of tactics.

Skeletons are sometimes created naturally near areas of recent mass death, such as battlefields where the corpses were not removed.

Souls DV 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 painful for the dead creature in its afterlife. The more powerful the soul, the more powerful the corresponding skeleton.

Creating a skeleton requires a larger soul splinter than creating a zombie. This larger splinter compensates for the greater decay of the corpse and grants skeletons a slightly greater effective intelligence. However, skeletons still retain none of the original creature's personality.

Bones

Level 1 Skirmisher
Medium undead

HP 12 IP 10

Defenses Armor 6 Brawn 5 Fort 4 Ment 4 Ref 6

Movement 30 ft.

Attributes 3, 3, 0, -8, 0, 0

Alignment Neutral evil

Accuracy +0; Brawling +2

Power 3; 0 ⚡

Traits Nonliving Simple-minded

Bones Abilities

Claws

Standard action

The bones makes a +0 melee strike vs. Armor with its claws.

Hit: 2d4+1 damage.

Fallen Soldier

Level 2 Warrior

Medium undead

HP 15 IP 11

Defenses Armor 9 Brawn 6 Fort 6 Ment 5 Ref 5

Movement 30 ft.

Attributes 3, 3, 0, -8, 0, 0

Alignment Neutral evil

Accuracy +1; Brawling +2

Power 4; 1 ⚡

Equipment Leather lamellar, standard shield, spear

Traits Nonliving Simple-minded

Fallen Soldier Abilities

Spear

Standard action

Tags: Thrown (30/60)

The fallen soldier makes a +1 strike vs. Armor with its spear.

Hit: 1d6+2 damage.

Skeleton Archer

Level 3 Sniper

Medium undead

HP 14 IP 11

Defenses Armor 5 Brawn 5 Fort 4 Ment 5 Ref 6

Movement 30 ft.

Attributes 3, 3, 0, -7, 2, 0

Alignment Neutral evil

Accuracy +2; Brawling +3

Power 4; 1 ⚡

Equipment Leather lamellar, longbow

Traits Nonliving Simple-minded

Skeleton Archer Abilities

Longbow

Standard action

Tags: Projectile (90/270)

The skeleton archer makes a +2 ranged strike vs. Armor with its longbow.

Hit: 1d6+2 damage.

Bone Knight

Level 5 Warrior
Large undead

HP 24 IP 15**Defenses** Armor 11 Brawn 9 Fort 7 Ment 6 Ref 6**Movement** 40 ft.**Attributes** 4, 4, 0, -7, 2, 0**Alignment** Neutral evil**Accuracy** +3; Brawling +4**Power** 6; 2 **Equipment** Scale, standard shield, lance**Traits** Nonliving Simple-minded**Bone Knight Lore**

Souls DV 7: A bone knight is a fusion of horse and rider, re-animated as a single skeleton. The rider wields its lance as if mounted, but the two cannot be separated without death.

Bone Knight Abilities**Lance**

Standard action

Tags: Mounted

The bone knight makes a +4 melee strike vs. Armor with its lance.

Hit: 1d6+3 damage.**Rushdown**

Standard action

Tags: Mounted

The bone knight can move up to half its speed, then it makes a +4 melee strike vs. Armor with its lance.

Hit: 1d6+3 damage.**Fallen Hero**

Level 7 Warrior
Medium undead

HP 34 IP 20**Defenses** Armor 13 Brawn 10 Fort 9 Ment 8 Ref 9**Movement** 30 ft.**Attributes** 5, 5, 0, -7, 2, 0**Alignment** Neutral evil**Accuracy** +4; Brawling +6**Power** 8; 3 **Equipment** Scale, standard shield, battleaxe, javelin**Traits** Nonliving Simple-minded**Fallen Hero Abilities****Battleaxe**

Standard action

Tags: Keen

The fallen hero makes a +4 melee strike vs. Armor with its battleaxe.

Hit: 2d6+4 damage.**Javelin**

Standard action

Tags: Thrown (60/120)

The fallen hero makes a +4 strike vs. Armor with its javelin.

Hit: 2d6+4 damage.**Skeleton Sniper**

Level 10 Sniper
Medium undead

HP 42 IP 30**Defenses** Armor 11 Brawn 11 Fort 9 Ment 10 Ref 12**Movement** 30 ft.**Attributes** 4, 5, 0, -7, 5, 0**Alignment** Neutral evil**Accuracy** +7; Brawling +7**Power** 9; 5 **Equipment** Leather lamellar, longbow**Traits** Nonliving Simple-minded**Skeleton Sniper Abilities****Armorpiercer**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +8 ranged strike vs. Reflex with its longbow.

Hit: 1d6+4 damage.**Distant Shot**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +8 ranged strike vs. Armor with its longbow. The skeleton sniper reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.

Hit: 1d6+4 damage.**Longbow**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +7 ranged strike vs. Armor with its longbow.

Hit: 3d6+4 damage.

Stygian Leech

Level 5 Brute
Medium mortal

**Leech Life**

Standard action

The stygian leech makes a +3 melee strike vs. Armor with its bite.

Hit: 1d8+7 damage.

Injury: If the target has blood, the stygian leech regains 1d10+3 damage hit points at the end of the round.

HP 36 IP 19**Defenses** Armor 7 Brawn 9 Fort 8 Ment 4 Ref 7**Immune** Prone**Movement** 30 ft.; Climb (normal) Climb +10 Stealth +7**Senses** Darkvision (120 ft.) Lifesense (120 ft.)**Attributes** 5, 2, 4, -6, 2, -2**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 7; 0 ✨**Traits** Beast Legless**Stygian Leech Lore**

Nature DV 7: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Nature DV 12: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Nature DV 17: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

Stygian Leech Abilities

Townsfolk

Townsfolk Lore

Local DV 5: Townsfolk are common throughout civilization. They are typically found in small groups, preying on travelers or isolated settlements.

Town Guard

Level 1 Warrior
Medium mortal

HP 15 IP 11

Defenses Armor 7 Brawn 4 Fort 5 Ment 4 Ref 3

Movement 30 ft.

Attributes 1, 1, 1, 0, 0, 0

Alignment Lawful neutral

Accuracy +0; Brawling +1

Power 1; 0★

Equipment Leather lamellar, standard shield, spear

Traits Humanoid

Club

Standard action

The town healer makes a +2 melee strike vs. Armor with its club.

Hit: 1d6 damage.

Restoration ★

Standard action

Tags: Swift

Cost: One fatigue level from the target.

The town healer chooses itself or a living ally within Short (30 ft.) range. The target regains 1d8+4 hit points.

Town Guard Lore

Local DV 0: 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.

Town Guard Abilities

Spear

Standard action

Tags: Thrown (30/60)

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

Hit: 1d6 damage.

Town Healer

Level 2 Leader
Medium mortal

HP 15 IP 11

Defenses Armor 6 Brawn 5 Fort 5 Ment 6 Ref 5

Movement 30 ft.

Other skills Medicine +4

Attributes 0, 0, 0, 0, 3, 3

Alignment Neutral

Accuracy +2; Brawling +1

Power 1; 4★

Equipment Buff leather, buckler, club

Traits Humanoid

Town Healer Lore

Local DV 1: 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.

Town Healer Abilities

Treants

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

Animate Tree	Elite 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's hit points and injury point are halved and it cannot use elite actions . This ability lasts until the treant dismisses it or uses it again. 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 – Elite Large animate
HP 102 IP 33	
Defenses Armor 9 Brawn 10 Fort 11 Ment 7 Ref 6	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +9	
Attributes 2, 0, 5, 0, 4, -2	Alignment Neutral
Accuracy +4; Brawling +3	Power 6; 2 ✽
Equipment Greatclub	
Traits Indwelt	

Birch Treant Lore

Souls DV 7: Birch treants tend to be shy, and they try to avoid conflict if at all possible.

Birch Treant Abilities

Embedded Growth ✽	Elite action
The birch treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	

Critical hit: All instances of damage are doubled, not just the initial damage.

Tripping Vine ✽	Elite action
Tags: Manifestation	

The birch treant makes a +5 attack vs. Brawn against one [grounded](#) creature within Short (30 ft.) range. The birch treant gains a +2 accuracy bonus if the target is in [undergrowth](#). After the birch treant attacks, [light undergrowth briefly](#) fills the target's space and all adjacent spaces.

Hit: The target falls [prone](#) (*half speed, -2 Armor and Ref*).

Greatclub	Standard action
The birch treant makes a +5 melee strike vs. Armor with its greatclub.	

Hit: 1d10+6 damage.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the birch treant can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Chestnut Treant	Level 6 Warrior – Elite Large animate
HP 114 IP 37	
Defenses Armor 10 Brawn 11 Fort 13 Ment 9 Ref 7	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +9	
Attributes 2, 0, 6, 0, 3, 1	Alignment Neutral
Accuracy +4; Brawling +4	Power 7; 6 ✽
Equipment Greatclub	
Traits Indwelt	

Chestnut Treant Lore

Souls DV 8: Chestnut treants tend to be mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

Chestnut Treant Abilities

Embedded Growth ✽	Elite action
The chestnut treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+3 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	

Critical hit: All instances of damage are doubled, not just the initial damage.

Tripping Vine ✽	Elite action
Tags: Manifestation	

The chestnut treant makes a +5 attack vs. Brawn against one [grounded](#) creature within Short (30 ft.) range. The chestnut treant gains a +2 accuracy bonus if the target is in [undergrowth](#). After the chestnut treant attacks, [light undergrowth briefly](#) fills the target's space and all adjacent spaces.

Hit: The target falls [prone](#) (*half speed, -2 Armor and Ref*).

Fake Out	Standard action	Tripping Vine ★	Elite action
The chestnut treant makes a +4 melee strike vs. Armor with its greatclub. If the attack result hits the target's Reflex defense, the strike deals 3 extra damage . Otherwise, the chestnut treant briefly takes a -2 accuracy penalty against the target.			The willow treant makes a +6 attack vs. Brawn against one grounded creature within Short (30 ft.) range. The willow treant gains a +2 accuracy bonus if the target is in undergrowth. After the willow treant attacks, light undergrowth briefly fills the target's space and all adjacent spaces.
Hit: 1d10+10 damage.			Hit: The target falls prone (<i>half speed, -2 Armor and Ref</i>).
Greatclub	Standard action	Greatclub	Standard action
The chestnut treant makes a +5 melee strike vs. Armor with its greatclub.			The willow treant makes a +4 melee strike vs. Armor with its greatclub.
Hit: 1d10+7 damage.			Hit: 2d10+5 damage.
Elite Cleanse	Triggered	Whirlwind	Standard action
At the end of each round, roll 1d10. On an 8 or 9, the chestnut treant can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.			The willow treant makes a +5 melee strike vs. Armor with its greatclub. The strike targets all enemies adjacent to it.
Hit: 1d10+5 damage.			
Willow Treant	Level 7 Warrior Large animate	Darkroot Treant	Level 8 Warrior Large animate
HP 49 IP 28		HP 52 IP 29	
Defenses Armor 10 Brawn 10 Fort 11 Ment 7 Ref 7		Defenses Armor 10 Brawn 12 Fort 12 Ment 10 Ref 7	
Vulnerable Fire		Vulnerable Fire	
Movement 40 ft.; Land (slow)		Movement 40 ft.; Land (slow)	
Senses Awareness +8		Senses Awareness +8	
Attributes 2, 3, 5, 1, 2, -2	Alignment Neutral	Attributes 5, 0, 5, 1, 1, 2	Alignment Neutral evil
Accuracy +4; Brawling +4	Power 5; 1 ★	Accuracy +4; Brawling +6	Power 9; 6 ★
Equipment Greatclub		Equipment Greatclub	
Traits <i>Indwelt</i>		Traits <i>Indwelt</i>	
Willow Treant Lore			
Souls DV 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.			
Willow Treant Abilities			
Embedded Growth ★	Elite action	Blight ★	Elite action
The willow treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.			The darkroot treant makes a +4 attack vs. Fortitude against one living creature or plant within Short (30 ft.) range. In addition, it creates a Medium (30 ft.) radius zone around the target that persists briefly . All undergrowth in that area shrivels away into the ground, reemerging when the effect ends. If the target is a plant, including plant creatures, it gains a +10 accuracy bonus with the attack.
Hit: 1d10+1d6 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.			Hit: 1d10+1d6+3 damage.
Critical hit: All instances of damage are doubled, not just the initial damage.			

Poison – Wolfsbane ★	Elite action
Tags: Manifestation, Poison	
The darkroot treant makes a +8 attack vs. Fortitude against one living creature it touches.	
Hit: The target becomes poisoned by wolfsbane. The poison's accuracy is +8. It deals 1d10+2 damage immediately and with each escalation. The second escalation also ends the poison.	
Critical hit: The poison immediately escalates.	
Festering Greatclub	Standard action
The darkroot treant makes a +3 melee strike vs. Armor with its greatclub.	
Hit: 1d10+9 damage. If the attack result hits the target's Fortitude defense, the target festers. A festering creature takes 1d6+4 damage during its next action.	
Greatclub	Standard action
The darkroot treant makes a +4 melee strike vs. Armor with its greatclub.	
Hit: 2d10+9 damage.	
Pine Treant	Level 9 Warrior Huge animate
HP 64 IP 35	
Defenses Armor 11 Brawn 13 Fort 14 Ment 11 Ref 5	
Vulnerable Fire	
Movement 50 ft.; Land (slow)	
Senses Awareness +8	
Attributes 4, -2, 8, 2, 1, 4	Alignment Neutral good
Accuracy +5; Brawling +6	Power 8; 8 ★
Equipment Greatclub	
Traits Indwelt	
Pine Treant Lore	
Souls DV 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.	
Pine Treant Abilities	
Embedded Growth ★	Elite action
The pine treant makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
Critical hit: All instances of damage are doubled, not just the initial damage.	
Vineward ★	Elite action
Tags: Manifestation, Swift	
Choose up to two creatures from among yourself and its allies within Medium (60 ft.) range. Each target has cover from all attacks this round.	
Wall of Thorns ★	Elite action
Tags: Barrier, Manifestation, Sustain (attuneable, minor)	
Cost: The pine treant briefly cannot use this ability or any other Barrier ability.	
The pine treant creates a Medium (30 ft. long) wall of thorns within Medium (60 ft.) range. The base of at least half of the wall must be in arable earth. The wall is four inches thick, but permeable. It provides cover to attacks made through the wall, but does not fully block sight. It has 24 hit points, and is destroyed when its hit points become negative. A field of light undergrowth spreads on the ground in all squares adjacent to the wall.	
Creatures can pass through the wall, though it costs five extra feet of movement to move through the wall. Whenever anything passes through the wall, the pine treant makes a +5 reactive attack vs. Armor against it. The pine treant can only make this attack against a given target once per phase.	
Hit: 1d6+8 damage.	
Miss: Half damage.	
Greatclub	Standard action
Tags: Sweeping (1)	
The pine treant makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 2d10+8 damage.	

Prepared Defense	Standard action	Treeclub ★	Elite action
Tags: Sweeping (1)		Tags: Impact, Manifestation	
The pine treant makes a +5 melee strike vs. Armor with its greatclub. After making the strike, the pine treant can choose to either be briefly fortified (+2 Brawn, Fort, Ment) or briefly shielded (+2 Armor and Ref).		The oak treant makes a +1 attack vs. Armor against anything adjacent to it. The oak treant gains a +2 accuracy bonus if it or the target is adjacent to a Huge or larger tree.	
Hit: 1d10+8 damage.		Hit: 8d6 damage.	
Oak Treant	Level 10 Warrior Huge animate	Boneshatter	Standard action
HP 78 IP 44		Tags: Sweeping (1)	
Defenses Armor 12 Brawn 14 Fort 14 Ment 12 Ref 6		The oak treant makes a +6 melee strike vs. Armor with its greatclub.	
Vulnerable Fire		Hit: 1d10+10 damage.	
Movement 50 ft.; Land (slow)		Injury: If the attack result hits the target's Fortitude defense, it immediately takes the damage from the strike again.	
Senses Awareness +8			
Attributes 5, -2, 7, 0, 0, 5	Alignment Neutral	Greatclub	Standard action
Accuracy +5; Brawling +7	Power 10; 10 ★	Tags: Sweeping (1)	
Equipment Greatclub		The oak treant makes a +5 melee strike vs. Armor with its greatclub.	
Traits Indwelt		Hit: 3d10+10 damage.	
Oak Treant Lore		Cyprus Treant	Level 11 Warrior Huge animate
Souls DV 10: Oak treants tend to be the most stubborn treants. They brook no guff from wayward adventurers.		HP 86 IP 48	
Oak Treant Abilities		Defenses Armor 12 Brawn 15 Fort 15 Ment 11 Ref 6	
Embedded Growth ★	Elite action	Vulnerable Fire	
The oak treant makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.		Movement 50 ft.; Land (slow)	
Hit: 1d10+2d6+5 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.		Senses Awareness +9	
Critical hit: All instances of damage are doubled, not just the initial damage.		Attributes 6, -2, 8, 0, 1, 2	Alignment Neutral
		Accuracy +6; Brawling +8	Power 11; 7 ★
		Equipment Greatclub	
		Traits Indwelt	
Entangle ★	Elite action	Cyprus Treant Lore	
Tags: Manifestation		Souls DV 10: Cyprus treants are the most durable treants. They are virtually indestructible, and are fearsome when roused to anger.	
The oak treant makes a +5 attack vs. Brawn against up to two grounded creatures within Medium (60 ft.) range. The oak treant gains a +2 accuracy bonus against each target that is in undergrowth.		Cyprus Treant Abilities	
Hit: The target is briefly slowed (-10 speed, -2 Armor and Ref).		Embedded Growth ★	Elite action
		The cyprus treant makes a +6 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
		Hit: 1d10+2d6+3 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
		Critical hit: All instances of damage are doubled, not just the initial damage.	

Entangle ★

Elite action

Tags: Manifestation

The cyrus treant makes a +6 attack vs. Brawn against up to two **grounded** creatures within Medium (60 ft.) range. The cyrus treant gains a +2 accuracy bonus against each target that is in **undergrowth**.

Hit: The target is briefly slowed (*-10 speed, -2 Armor and Ref*).

Mass Vineward ★

Elite action

Tags: Manifestation, Swift

The cyrus treant and all **allies** within a Large (60 ft.) radius from itself have **cover** from all attacks this round.

Greatclub

Standard action

Tags: Sweeping (1)

The cyrus treant makes a +6 melee strike vs. Armor with its greatclub.

Hit: 3d10+11 damage.

Prepared Defense

Standard action

Tags: Sweeping (1)

The cyrus treant makes a +7 melee strike vs. Armor with its greatclub. After making the strike, the cyrus treant can choose to either be **briefly fortified** (+2 Brawn, Fort, Ment) or **briefly shielded** (+2 Armor and Ref).

Hit: 1d10+11 damage.

Vampires

Creature of the Night ✨: All vampires have the creature of the night ability.

Creature of the Night ✨	Standard action
Tags: Attune	
<p>The vampire shapeshifts into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form.</p> <ul style="list-style-type: none"> • Bat: While in its bat form, the vampire gains blindsight (120 ft.) and blindsight (30 ft.). It cannot speak and has no free hands. All of its normal movement modes are replaced with an average fly speed with a 60 ft. height limit. • Mist: While in its mist form, the vampire becomes floating, intangible, and legless. It cannot speak and has no free hands. All of its normal movement modes are replaced with a slow fly speed with a 30 foot height limit. <p>In either non-humanoid form, the vampire is unable to take any standard actions, but it can still take move actions in place of standard actions. Since it has no walk speed in those forms, flying does not make it unsteady (-2 accuracy, <i>Armor, Brawn, Ref</i>). The vampire cannot use this ability while paralyzed (<i>cannot move</i>).</p>	

Gentle Fangs: Whenever a vampire deal damage using its bite natural weapon, it can choose not to reduce the target's hit points below 0, or it can treat the damage as **subdual damage**. In addition, damage dealt using a vampire's bite natural weapon does not wake sleeping creatures unless it inflicts a vital wound.

Vampire Weaknesses ✨: Vampires have a number of specific weaknesses. Many vampire weaknesses trigger on exposure to particular substances or circumstances. These weaknesses trigger immediately upon first contact, and are repeated at the start of each **action phase** in subsequent rounds as long as the vampire remains exposed.

- **Blood Dependence:** For every 24 hours that a vampire remains awake without ingesting at least one pint of blood from living creatures, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks a pint of blood. A vampire can enter a torpor to survive without blood. While in a torpor, it is unconscious until it smells blood nearby. It can survive while in torpor for a number of consecutive centuries equal to its **rank** before it withers away to dust.
- **Consecrated Ground:** A vampire in consecrated ground takes 20 damage and becomes **stunned** (-2 defenses) as a condition if it is not already stunned.
- **Garlic:** A vampire that smells garlic becomes **frightened** (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. In addition, creatures that have eaten garlic recently are treated as not having blood for the purpose of a vampire's abilities, so their blood cannot be

drained.

- **Holy Water:** A vampire that touches holy water takes 20 damage and becomes **stunned** (-2 defenses) as a condition if it is not already stunned.
- **Running Water:** A vampire that touches or passes over running water takes 10 damage and **briefly** becomes **paralyzed** (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being paralyzed, but only towards the closest shore.
- **Silver:** Vampires are **vulnerable** (-4 defenses) to strikes using silver weapons.
- **Sunlight:** A vampire that touches sunlight takes 20 damage and becomes **blinded** (50% miss chance, -2 defenses) as a condition if it is not already blinded.
- **Unmirrored:** Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.
- **Wooden Stakes:** If a vampire is **injured** by a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Fledgling Vampire

Level 5 Skirmisher – Elite

Medium undead

HP 66 IP 33	Attributes 3, 4, 1, 3, 3, 3	Alignment Neutral evil
Defenses Armor 11 Brawn 9 Fort 8 Ment 9 Ref 11	Accuracy +4; Brawling +4	Power 7; 7 ✨
Vulnerable Silver weapons	Traits Humanoid Nonliving	
Movement 30 ft.	Senses Darkvision (120 ft.) Awareness +8	Lore

Fledgling Vampire Lore

Local DV 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 some of a vampire's powerful abilities, so they should not be taken lightly.

Local DV 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.

Fledgling Vampire Abilities

Charming Gaze ★	Elite action
Tags: Emotion, Subtle, Sustain (minor), Visual	
<p>The fledgling vampire makes a +4 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The fledgling vampire undefined takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.</p> <p>Hit: The target is charmed (<i>friendly with charmer</i>) by the fledgling vampire. Any act by the fledgling vampire or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.</p>	

Charming Gaze ★	Elite action
Tags: Emotion, Subtle, Sustain (minor), Visual	
<p>The true vampire makes a +9 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The true vampire undefined takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.</p> <p>Hit: The target is charmed (<i>friendly with charmer</i>) by the true vampire. Any act by the true vampire or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.</p>	

Blood Drain	Standard action
<p>The fledgling vampire makes a +5 melee strike vs. Armor with its bite.</p> <p>Hit: 1d8+7 damage.</p> <p>Injury: The fledgling vampire regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.</p>	

Blood Drain	Standard action
<p>The true vampire makes a +7 melee strike vs. Armor with its bite.</p> <p>Hit: 3d8+12 damage.</p> <p>Injury: The true vampire regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.</p>	

Elite Cleanse	Triggered
<p>At the end of each round, roll 1d10. On an 8 or 9, the fledgling vampire can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.</p>	

Elite Cleanse	Triggered
<p>At the end of each round, roll 1d10. On an 8 or 9, the true vampire can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.</p>	

True Vampire	Level 10 Skirmisher – Elite Medium undead
<p>HP 150 IP 75</p> <p>Defenses Armor 16 Brawn 14 Fort 13 Ment 14 Ref 16</p> <p>Vulnerable Silver weapons</p> <p>Movement 30 ft.</p> <p>Senses Darkvision (120 ft.) Awareness +12</p> <p>Social Intimidate +8 Persuasion +12 Social Insight +12</p>	
<p>Attributes 5, 6, 2, 4, 4, 4 Alignment Lawful evil</p>	
<p>Accuracy +7; Brawling +7 Power 12; 11 ★</p>	
<p>Traits Humanoid Nonliving</p>	

True Vampire Lore

Local DV 10: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

True Vampire Abilities

Vampire Lord	Level 16 Skirmisher – Elite Medium undead
<p>HP 366 IP 183</p> <p>Defenses Armor 19 Brawn 17 Fort 16 Ment 17 Ref 19</p> <p>Vulnerable Silver weapons</p> <p>Movement 30 ft.</p> <p>Senses Darkvision (120 ft.) Awareness +16</p> <p>Social Intimidate +11 Persuasion +16 Social Insight +16</p>	
<p>Attributes 4, 6, 2, 5, 5, 5 Alignment Lawful evil</p>	
<p>Accuracy +11; Brawling +11 Power 14; 15 ★</p>	
<p>Traits Humanoid Nonliving</p>	

Vampire Lord Lore

Local DV 13: Vampire lords are some of the most powerful undead. They can command legions of followers and vast fortunes that they have developed over centuries.

Vampire Lord Abilities

Charming Gaze ★

Elite action

Tags: Emotion, Subtle, Sustain (minor), Visual

The vampire lord makes a +17 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The vampire lord takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.

Hit: The target is charmed (*friendly with charmer*) by the vampire lord. Any act by the vampire lord or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.

Dominating Gaze ★

Elite action

Tags: Emotion, Visual

The vampire lord makes a +11 attack vs. Mental against all humanoid enemies and undead enemies within a Medium (30 ft.) cone from itself.

Hit: If the target is injured or its character rank is 5 or lower, it is confused (-2 defenses, randomly attack or defend) as a condition.

Critical hit: If the target was already confused from a previous use of this ability, or if they are a vampire spawn sired by the vampire lord, it may make it permanently dominated (*must obey commands*). The vampire lord can dominate any number of rank 5 or lower creatures with this ability, but only one creature at a time with a rank higher than that.

Blood Drain

Standard action

The vampire lord makes a +11 melee strike vs. Armor with its bite.

Hit: 5d8+21 damage.

Injury: The vampire lord regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the vampire lord can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Warg

Level 2 Skirmisher
Medium mortal

HP 14 IP 11

Defenses Armor 7 Brawn 6 Fort 5 Ment 4 Ref 7

Movement 40 ft.

Senses Scent Awareness +6

Other skills Survival +6

Attributes 3, 2, 1, -5, 2, -1

Alignment Neutral

Accuracy +2; Brawling +2

Power 4; 0 

Traits Beast Quadrupedal

Warg Abilities**Bite**

Standard action

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

Hit: 1d8+4 damage.

Yrthak

Level 7 Skirmisher –
Elite
Huge mortal

HP 120 IP 60**Defenses** Armor 12 Brawn 14 Fort 12 Ment 10 Ref 10**Movement** 50 ft.; Fly (average, 30 ft. limit) Stealth +0**Senses** Blindsight (240 ft.) Blindsight (120 ft.) Awareness +12**Attributes** 5, 2, 4, -5, 6, 0**Alignment** Neutral**Accuracy** +6; Brawling +6**Power** 10; 5 **Traits** Beast Sightless**Yrthak Lore**

Nature DV 8: Yrthaks are virtually blind. They can “see” around themselves with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

Yrthak Abilities

Echolocation: The yrthak uses its hearing to “see”. While it is deafened (20% verbal spell failure), it loses its natural blindsight and blindsense abilities, making it blinded (50% miss chance, -2 defenses).

Sonic Lance

Elite action

Tags: Auditory

The yrthak makes a +6 attack vs. Fortitude against all creatures in a Medium (30 ft. long), 5 ft. wide line.

Hit: 5d6 damage.**Miss:** Half damage.**Grappling Bite**

Standard action

Tags: Size-Based, Sweeping (1)

The yrthak makes a +7 melee strike vs. Armor with its bite.

Hit: 1d8+10 damage. If the attack result also hits the target’s Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target’s Brawn defense, the yrthak controls the grapple.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the yrthak can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Zombies

Zombies Lore

Souls DV 0: 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 an evil act.

Souls DV 5: Zombies retain the raw strength of the original creature, but lose all special abilities. They are mindless, relentless, and incapable of tactics or tool usage. Instead of using weapons, they try to grab and bite their enemies. They have a relentless hunger for flesh, though consuming it brings them no relief.

Zombies are sometimes created naturally near areas of recent mass death, such as battlefields where the corpses were not removed.

Souls DV 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 limited agency. This is painful for the dead creature in its afterlife. The more powerful the soul, the more powerful the corresponding zombie.

Shambler

Level 1 Brute
Medium undead

HP 21 IP 13

Defenses Armor 3 Brawn 7 Fort 6 Ref 3

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 4, -2, 5, —, -2, —

Alignment Neutral evil

Accuracy -1; Brawling +2

Power 4; 0 ✨

Traits Mindless Nonliving

Shambler Abilities

Bite

Standard action

The shambler makes a -1 melee strike vs. Armor with its bite.

Hit: 1d8+4 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The shambler makes a +2 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The shambler and the target are grappled by each other.

Critical hit: The shambler also controls the grapple.

Walker

Level 3 Brute
Medium undead

HP 24 IP 14

Defenses Armor 4 Brawn 8 Fort 8 Ref 4

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 5, -2, 6, —, -2, —

Alignment Neutral evil

Accuracy +0; Brawling +4

Power 6; 1 ✨

Traits Mindless Nonliving

Walker Abilities

Bite

Standard action

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

Hit: 1d8+6 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The walker makes a +4 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The walker and the target are grappled by each other.

Critical hit: The walker also controls the grapple.

Mauler

Level 6 Brute
Medium undead

HP 44 IP 23

Defenses Armor 6 Brawn 11 Fort 10 Ref 6

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 6, -2, 7, —, -2, —

Alignment Neutral evil

Accuracy +2; Brawling +6

Power 9; 3 ✨

Traits Mindless Nonliving

Mauler Abilities

Bite

Standard action

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

Hit: 1d8+9 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The mauler makes a +6 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The mauler and the target are grappled by each other.

Critical hit: The mauler also controls the grapple.

Hulk

Level 9 Brute
Medium undead

HP 70 IP 35

Defenses Armor 8 Brawn 13 Fort 13 Ref 8

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 7, -2, 8, —, -2, —

Alignment Neutral evil

Accuracy +3; Brawling +8

Power 11; 4 ⚔

Traits Mindless Nonliving

Hulk Abilities**Bite**

Standard action

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

Hit: 2d8+11 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The hulk makes a +8 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The hulk and the target are grappled by each other.

Critical hit: The hulk also controls the grapple.

Chapter 6

Campaign Settings

Altus

Altus is a specific world that you can use to run a game of Rise. It has a defined geography, countries, and legends. Many of its specifics are left somewhat vague, which gives you the freedom to expand on it or modify it to suit the needs of your story.

Of course, you can also make your own entirely unique world! The rules of Rise are not deeply tied to the specific world of Altus. Beware that world-building can be difficult and time-consuming, so it's generally best to start small. For example, you might find it easier to run a game set in an invented island off the main continent of Altus before you make a whole world from scratch. That allows you to fall back on some of the existing countries and conventions if you need them.

The Story of Creation

All things began in the Age of Darkness. If you could have looked up at the sky back then, ignoring that you didn't have any ground to stand on, you would have seen nothing but a dark void. The stars were still there, of course - little discs floating around, same as they are now. But not a single one of them emitted the light we are used to. They were happy in the darkness, and lulled into a peaceful sleep by the changeless void - all but one.

One among their number had awoken, and she grew discontent. Was there nothing more to creation than this endless stagnation? She preached words of change to any nearby stars who could hear her. Surely they could make something more exciting if they worked together, she said. Her neighbors were slow to rise from their sleep, but nevertheless, she persisted. Two of the nearby stars eventually awoke and joined her scheme.

At the time, none of these stars had names, but this story is going to get confusing if we don't get that settled. That persistent first star is now known as as Illumis, the Lightbringer. We owe her our life, our light, and even the ground beneath our feet - but that's getting ahead of ourselves. The brighter of the two stars that followed her in her little rebellion is called Solaris, the Herald. He is the sun that soars overhead each day, making sure our personal world has light and warmth to survive in the Void Beyond. The dimmer star is Lunaris, the Disciple. She had not the raw power of Solaris nor the revolutionary zeal of Illumis,

and her moonlight is but a pale shadow of Solaris's brilliance. Yet without her unceasing devotion and protective wisdom, all of their plans would have come to naught. We call the three stars together the Triune Astralis.

Illumis started everything off by igniting into beautiful, transcendent brilliance. No one had seen anything before in the whole Age of Darkness! Can you imagine having Illumis's ignition be the first thing you ever saw? Solaris and Lunaris ignited too, with Solaris's light even outshining Illumis, and everyone woke up pretty quickly after that. Even in the most distant corners of the universe, where Illumis's light was a dim glow and Lunaris was invisible, Solaris shined as a beacon that drew attention.

At first, the other stars were pretty grumpy. They had all been pretty happy while asleep, and now they were awake and it was bright and confusing. Illumis used her light to tell the universe about her ideas for the future. With blinks and flashes and swirls, she painted a picture of a shocking new age.

Illumis's awakening was too powerful to be contained. When she had ignited, some of her lifelight had seeped into her rocky core. Now there were little creatures running around on her surface, drinking in her light and living their own chaotic, unpredictable lives. The little creatures were fascinating, and she fell in love with them immediately. She invited all of the other stars to ignite and begin a new age: the Age of Light, with a sky of twinkling majesty instead of cold darkness.

Solaris and Lunaris echoed her message, though each contributed their own perspective. The creatures that inhabited Solaris were born of flame and heat to match his raw power. His fire elementals, as we call them now, bore little resemblance to Illumis's fleshy creatures. Lunaris's light was too weak to awaken any inhabitants of her own, and she drifted closer to Illumis to watch and tend to the creatures there.

The stars were in an uproar over this news. Not all of them shared Illumis's interest in creating their own inhabitants. However, they could not deny the beauty and novelty of her light and creations. Critically, Lunaris showed that they could ignite and be a part of the new age even if they were unable or unwilling to support the chaos of life themselves. One by one, they ignited in turn, with a small fraction creating life as Illumis had.

However, some stars utterly refused to be swayed. Without

light, they could not communicate at a distance, so they began to drift together. As their numbers grew and they became increasingly isolated from the ever-brightening sky, their anger grew in turn. Who was Illumis to rewrite the universe in her image? Wasn't it better when everything was dark and quiet and peaceful? They had to stop this rebellion so everything could go back to the way it was. If they destroyed Illumis, the other stars would extinguish themselves in fear, and the Age of Darkness would return.

The main problem that the unlit stars faced was simple: they were weak. Illumis had been among the strongest of the stars before her awakening. Worse, she seemed to have a symbiotic relationship with her infestation of minor life that strengthened her further. The unlit stars swore an oath to join together until the Age of Darkness was restored, and became the Voidsworn.

For all their reactionary inclinations, the Voidsworn ended up invented something too. None of the stars had ever spent much time in close proximity to each other during the Age of Darkness. As the Voidsworn swarmed and gathered their numbers, they began to fuse together into a single monstrous entity. This Voidsworn Amalgam swept through the sky towards the Triune Astralis. When they found stars in their path, they attacked and consumed their ignited brethren, joining the corpses of the dead stars into the Amalgam.

As the Voidsworn carved their ruthless path through the sky, Illumis prepared for the inevitable confrontation. She knew the Age of Light could not truly begin until she met them in battle to determine the fate of the universe. When the Voidsworn Amalgam arrived, Illumis drew them into a trap. She pulled her light, and her life-fuel, into the core of her body, leaving the surface frozen and barren. A great age of darkness and cold enveloped her inhabitants, which we call the Long Dark. This was a difficult time for our ancestors, as you should know from the Old Histories!

The Voidsworn Amalgam surged into Illumis's core, trying to search out and destroy her center of power. This was when her trap was fully revealed. She made the ultimate sacrifice, burning away all of her power and light forever to forge her body into a mighty world-cage. The Voidsworn found themselves trapped in the center of her sphere, surrounded on all sides by unbreakable walls.

They pushed and smashed and tried to break out of the cage. Each mighty blow against Illumis's corpse warped the land, raising mountains as scars. Altus was the center of their efforts, and they pushed it so far out from the core that they nearly broke free. But Illumis's world-cage held, and the Voidsworn were trapped forever. They still live in her core now now, though they have only a fraction of their original power. Their efforts to escape sometimes cause great earthquakes.

When the world settled, Solaris and Lunaris approached Illumis's corpse. She had foreseen her demise, and given them instructions to keep her dream alive. Solaris now provides the light that Illumis cannot, keeping our world warm and safe. He burns bright and strong, but he must rest each day. Lunaris keeps us company as well, though she is not content to look after only

one star. She makes sure to give us her full attention each month, but the rest of the time we only see part of her radiance, since she is busy looking at faraway stars.

The Details of Creation

The general outline of the Story of Creation, as presented above, is known and agreed on throughout Altus. However, each culture has a different interpretation of some specific details which are important to them. The order of creation is a central point of contention, especially as it relates to different species and regions. Since recorded history only begins after the end of the Long Dark, there is no way to tell which version is true.

For example, the official story told by the elves in the Vastwoods is that Illumis originally created the elves as the first, perfect being. They call the long rule of elves as the sole sentient species the Tranquiline Age, and mark its end shortly before the start of the Long Dark. Illumis knew that the world would need harder, less perfect beings to survive the difficult times ahead, and the elves would need to be strengthened by competition with lesser foes. Therefore, she weakened and warped her light of creation, spawning all manner of beasts and lesser sentient creatures like humans and dwarves. Knowing that they would need to survive the Long Dark and the intermittent light from Solaris after her death, she gave them the gift of sleep so they could preserve their limited energy. Only elves continued to be sleepless, since they were created from her greater light at the dawn of time.

Founding Gods and Lesser Deities

The Triune Astralis - Illumis, Solaris, and Lunaris - are the founding gods of the world. All mortals owe them tribute, and they have temples in every civilized area. However, their domains are extremely broad. Solaris rules the day, Lunaris rules the night, and Illumis is an even more abstract creator figure. Since Illumis is dead, she can empower no clerics of her own. This leaves space for a whole host of lesser deities who claim dominion over specific aspects of the world, and who empower their own personal clerics.

Rise does not precisely mirror real-world polytheism, but it is not entirely different either. At the risk of dramatic oversimplification, polytheism typically involves recognizing a mixture of deities of widely varied power and scope. People typically do not have a single favored deity that they worship above all others in all contexts. Instead, they give respect, tribute, or gratitude to deities that are relevant to their current situation. You might offer a sacrifice to the god of travel before making a journey, offer a sacrifice to the god of the hearth upon returning home, and so on.

Rise has a wide variety of deities with specific domains, and most people offer respect to relevant deities at appropriate times. However, unlike the real world, Rise places a great importance on the concept of a "patron deity". Mortals who worship a specific deity are rewarded by going to an afterlife ruled by that specific deity. This is often preferable to going to a generic alignment-appropriate afterlife, especially for evil characters.

For their part, deities draw power from the worship of mor-

tals, and especially from claiming the soul energy from mortals who end up in the deity's afterlife. This makes deities generally invested in finding ways to increase their base of mortal worshippers. They use their clerics accomplish this goal, generally by spreading awareness of the deity's domain and influence. Famous clerics act as living proof of the deity's power, and many temples offer healing services to anyone in need. Most deities avoid directly converting claimed followers of other significant deities to avoid inter-deity conflict.

Of course, clerics can also influence the mortal world to make life there match the deity's preferences. Clerics of Chavi might hold storytelling competitions, and clerics of Raphael might act as bounty hunters to hunt down criminals who escaped justice. On a more sinister note, clerics of Daeghul might offer human sacrifices to channel the soul energy of the dying creatures towards their deity.

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace

their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens has waned with the acceptance of magic, though they still argue strenuously against its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense wall of force, instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but the wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonguard

The island of Dragonguard 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 Dragonguard 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 planeforged creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulspire plane is highly malleable, allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulspire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulspire take advantage of their effective immortality to lay reckless siege to the Soulspire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulspire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incongruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window, and looks out onto the Soulforge. The windows can be seen from outside the Soulspire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulspire is finite, and that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulspire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulspire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as

their apparent height in the tower increases.

Almost all floors are populated with planeforged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulspire's nature or of any world beyond their current floor.

The Soulspire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulspire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Appendix A

Glossary

ability: An ability is a generic term for any unusual property a creature has or any special actions it can take to cause particular effects. Spells, racial traits, and the benefits from class archetypes can all be called abilities.

ability rank: An ability's [rank](#) is typically the minimum [character rank](#) required to learn or use the ability. If this is unclear, such as for unique monster abilities, use the creature's character rank.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 147.

accuracy: The bonus added to an [attack roll](#). For details, see Accuracy, page ??.

action phase: The action phase is the second of two phases in a combat [round](#). During the action phase, creatures can [attack](#), cast [spells](#), and take other major combat actions.

alchemical item: An alchemical item is any item created using the Craft (alchemy) skill. This includes firebombs, potions, and many other items.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page ??.

allied group: Your allied group is the set of allies that you can coordinate your actions with. This group resolves its actions together, separately from other combatants. For details, see Resolving Actions, page ??.

ally: An ally is any creature you consider an ally, and who also considers you an ally, excluding yourself. For details, see Allies and Enemies, page ??.

archetype: An archetype is a collection of related abilities from a particular class. Each class has five archetypes. For details, see Archetypes, page ??.

archetype rank: Your rank in an archetype determines which abilities from that archetype you have access to, and the power of those abilities. Your rank in any given archetype cannot exceed your [character rank](#). For details, see Archetype Ranks, page ??.

area: An area ability has a [point of origin](#) and affects all valid targets within some distance from that location. There are six standard area sizes: Tiny (5 ft.), Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), and Gargantuan (120 ft.). For details, see Area Shapes, page ??, and Area Types, page ??.

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: Any ability that requires an [attack roll](#) is an attack, even if it is used in a non-harmful way.

attack result: An attack result is the total you get on an [attack roll](#), after taking into account any bonuses or penalties that apply to the roll.

attack roll: To make an attack roll, roll 1d10 + your [accuracy](#) with the attack. If the result equals or exceeds the target's [defense](#), the attack succeeds. Some attacks, especially damaging area abilities, have effects even on a failed roll. 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: An attribute represents 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 that attunement. For details, see Attuned Abilities, page ??.

attuned: If you are attuned to an ability, you have invested an [attunement point](#) in it to maintain its effect. For details, see Attuned Abilities, page ??.

attunement point: Attunement points allow you to [attune](#) to effects such as spells or items. For details, see Attunement Points, page ??, and Attuned Abilities, page ??.

barding: Armor designed for non-humanoid creatures is called barding. The Armor defense bonus provided by barding is 2 lower than normal. For details, see Barding, page ??.

base class: Your base [class](#) grants you a variety of benefits. You always have a single base class, even if you are a multiclass character. For details, see Base Class, page ??.

base speed: Each size category has a base speed that indicates how far creatures of that size category can generally move. For details, see Base Speed, page ??.

brawling accuracy: Your brawling accuracy is your [accuracy](#)

with **Brawling** abilities. It uses your Strength instead of your Perception to determine your accuracy. For details, see Brawling Accuracy, page ??.

brawling attack: A brawling attack uses your **brawling accuracy** instead of your normal accuracy. For details, see Brawling Accuracy, page ??.

briefly: An effect that lasts briefly is called a brief effect. A brief effect lasts through the end of the next round after the effect was applied.

bright illumination: In an area with bright illumination, creatures can see clearly. Any effect which creates bright illumination in an area also creates enough light for **dim illumination** in twice that area. For details, see Vision and Light, page ??.

brilliant illumination: In an area with brilliant illumination, creatures can see clearly. No shadows exist within an area of brilliant illumination. Any effect which creates brilliant illumination in an area also creates enough light for **dim illumination** in twice that area. For details, see Vision and Light, page ??.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see Armor, page ??.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure and can be repaired. For details, see Broken Objects, page ??.

burrow speed: A creature with a burrow speed can move at that speed through solid ground. For details, see Movement Modes, page ??.

burst: A burst is a type of area that an ability can have (see Area Types, page ??). A burst ability has an immediate effect on all valid targets within an area.

cantrip: Some **mystic spheres** have minor spells called cantrips. Anyone who has access to a mystic sphere knows all cantrips from that sphere.

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

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your “level”, without specifying a particular kind of level, it means your character level.

character rank: A character’s rank is a broad categorization of its capabilities, ranging from 0 to 7. Character rank is based on level, as defined in Table ??: Character Advancement and Gaining Levels, page ???. It is also listed in the base class table for each class, since it determines a character’s maximum archetype rank (see Archetype Ranks, page ??).

chain: An ability can specify that it chains a certain number of times. The chain starts from any primary target of the ability. Each chain allows you to choose an additional secondary target for the ability. That target must be within 15 foot **range** of the previous target in the chain, it must not already be a target of the ability. You must have **line of sight** to each chained target. However, you do not need **line of effect** to them, and they can be beyond the ability’s original range.

You can chain to objects if the ability can normally affect ob-

jects. However, they must be well-defined objects that are Gargantuan or smaller, so you can’t chain off of the ground.

check: A check is a roll that you make to try to accomplish a task. If the result of your roll, including your modifier, is high enough, you succeed. Otherwise, you fail. For details, see Making Checks, page ??.

class: A character’s class determines their fundamental source of power and many of their abilities. For details, see Classes, page ??.

class skill: Each **class** has an associated set of class skills that members of that class often know. Your **base class** automatically grants you training with a specific number of skills from this list. For details, see Skills, page ??.

climb speed: A creature with a climb speed can move at that speed while climbing, and does not suffer penalties while doing so. For details, see Movement Modes, page ??.

close range: Weapons have two **range limits**: close range and **long range**. Attacks within a weapon’s close range have no penalty. For details, see Weapon Range Limits, page ??.

combat style: A combat style is a collection of **maneuvers** that some classes gain access to. For details, see Combat Styles, page ??.

common language: Common languages are languages that are widely spoken. They are described in Table ??: Common Languages, page ??.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. All **targeted** attacks against a creature or object with concealment from you have a 20% **miss chance**. For details, see Concealment, page ??.

condition: A condition is an effect that lasts on a creature until it is removed. Most conditions are standard **debuffs**. Player characters can remove conditions with a **short rest**, or with special abilities like **recover** (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 139.

corpse: A corpse is the inanimate, deceased body of a once-living creature. If a corpse is **destroyed**, it can no longer be treated as a corpse.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. It grants a +2 bonus to Armor, Brawn, and Reflex defenses. For details, see Cover, page ??.

critical hit: An attack that beats the target’s defense by 10 or more gets a critical hit. On a critical hit, a damaging attack rolls twice as many damage dice and doubles all flat damage modifiers, unless otherwise noted. For details, see Critical Hits, page ??.

critical success: A **check** that beats the **difficulty value** by 10 or more gets a critical success. Some abilities have special effects on a critical success.

damage: Taking damage reduces a creature’s **hit points**. For details, see Taking Damage, page ??.

darkvision: A creature with darkvision can see perfectly in

complete darkness. For details, see Darkvision, page 151.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrection, page ??). A dead body decays normally unless magically preserved.

debuff: A debuff is a negative effect on a creature. Many debuffs are applied as [conditions](#), but some last for longer or shorter times. For a list of debuffs, see Circumstances and Debuffs, page 148.

deep attunement: A deep attunement ability is an [Attune](#) ability with two additional restrictions. First, it costs an extra attunement point to attune to. Second, these attunement points are not recovered until you take a [short rest](#), even if the attunement is released. For details, see Deep Attunement, page ??.

defeat: A creature is defeated when it stops being able to continue fighting, such as when it is killed.

defeated: A creature is defeated if it dies or is incapacitated for an extended period of time (such as by being knocked unconscious). Defeating a creature generally requires inflicting a [vital wound](#) on it.

defense: A defense is a static number which represents how difficult you are to affect with attacks. There are five defenses: Armor, Brawn, 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 140.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. Damage typically uses a dice pool.

difficult terrain: Difficult terrain costs an additional 5 feet of movement to move out of. For details, see Difficult Terrain, page ??.

difficulty value: The difficulty value of a [check](#) is the check result required to succeed. It can be abbreviated as “DV”.

dim illumination: In an area with dim illumination, it is more difficult to see clearly. 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 ??.

disease: An affliction of the body, causing a steady deterioration over time. Diseases are not mechanically defined in Rise, though they still exist in the narrative of the world.

dismiss: When an ability is dismissed, it ends and all of its lingering effects are removed. Any [magical](#) ✨ ability with a duration can normally be dismissed as a [free action](#), but [mundane](#) abilities cannot be dismissed. For details, see Dismissal, page ??.

dual strike: A dual strike is a [strike](#) made with two weapons at once. You treat both weapons as a single combined weapon, adding together most of their statistics. For details, see Dual

Strikes, page ??.

elite: Elite monsters are much more dangerous than standard monsters.

elite action: Elite monsters can take a special extra action every round called an elite action. Every elite monster has at least one special ability which requires an elite action to use.

emanation: An emanation is a type of area that an ability can have (see Area Types, page ??). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

enemy: An enemy is any creature you consider to be an enemy, excluding yourself. For details, see Allies and Enemies, page ??.

enhancement bonus: Enhancement bonuses do not stack with other enhancement bonuses, even if they are from different sources. For details, see Stacking Rules, page ??.

exclude: Some effects allow you to exclude specific targets that would normally be affected by your abilities. A creature or object excluded from an ability is not considered a target of the ability, even if it is within the ability’s area or otherwise would normally be affected by the ability.

exotic weapon: A rare few weapons are considered exotic weapons. They are unusually difficult to wield, and even being [proficient](#) with the associated [weapon group](#) does not grant you the ability to use an exotic weapon. Some class abilities grant proficiency with exotic weapons.

explode: When you roll a 10 on an [attack roll](#), the die can explode. If it does, you roll it again and add the two results together to determine the total. For details, see Exploding Attacks, page ??.

extended check: An extended check is a [check](#) that represents your character taking some action over a prolonged period of time. You cannot use abilities like [desperate exertion](#) to modify the results of an extended check. If your modifier changes over the course of the task, use your lowest modifier at any point during the task.

extra damage: Extra damage is additional damage added on top of an attack’s normal damage. For details, see Extra Damage, page ??.

failure chance: If you have a failure chance with an ability, you have a random chance to fail. Failure chances are rolled before [miss chances](#) and [attack rolls](#). An ability that fails on a target has no effect on that target, even if the ability would normally deal damage on a miss. If you have multiple failure chances, only the highest one applies.

falling damage: When a creature or object falls 10 or more feet, it takes falling damage based on its [weight category](#). This falling damage is also dealt to the surface it lands on, but not to any other creature. A Medium weight creature takes 1d8 falling damage per 10 feet fallen (maximum 30d8). For details, see Falling Damage, page ??.

fatigue level: A creature takes a [fatigue penalty](#) if its fatigue level exceeds your [fatigue tolerance](#). For details, see Fatigue,

page ??.

fatigue penalty: You take a penalty to accuracy and checks equal to your fatigue level – your fatigue tolerance. When your fatigue penalty reaches -5, you fall unconscious until your fatigue penalty is reduced below -5. For details, see Fatigue Penalty, page ??.

fatigue tolerance: Your fatigue tolerance measures the maximum fatigue level you can reach before you suffer a fatigue penalty. For details, see Fatigue Tolerance, page ??.

fly speed: A creature with a fly speed has the ability to fly through the air. Its speed is the distance it covers in a single movement. Most creatures suffer a -4 penalty to their Armor and Reflex defenses while flying. For details, see Aerial Movement, page ??.

forced movement: A forced movement ability can cause a creature to move unwillingly. There are two types of forced movement: push and fling. Although teleportation can cause a creature's location to change unwillingly, it is not considered a type of forced movement.

free action: A free action is one of the four action types (see Actions, page ??). Each round, you can take 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.

glancing blow: When you miss on any attack by 2 or less, it is called a glancing blow. Whenever you get a glancing blow with a damaging attack, you deal half damage. For details, see Glancing Blows, page ??.

glide speed: A creature with a glide speed can glide through the air. It cannot fly upwards, but it can travel forward while it descends, and it descends at a significantly reduced rate. Most creatures suffer a -4 penalty to their Armor and Reflex defenses while gliding. For details, see Gliding, page ??.

grappling: You are grappling if either a creature is grappled by you or you are grappled by a creature. For details, see Grappling, page ??.

grounded: A grounded creature or object is standing on or otherwise supported by a stable surface that can support its weight. The surface must be at least as large as the creature or object resting on it. Some effects only work if the creature or object is grounded by a particular material, such as stone.

hardness: Whenever a creature or object with hardness takes damage, it reduces that damage by an amount equal to its hardness. Normally, only objects have hardness. For details, see Breaking Objects, page ??.

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: 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 ??.

ice crystal: Ice crystals improve the effects of some spells from the *Cryomancy* mystic sphere. You can normally have a maximum of three ice crystals. At the end of each round, if you did not gain or spend any ice crystals that round, one of your ice crystals melts. For details, see Cryomancy, page ??.

immune: Creatures treat effects they are immune to as if they did not exist. A creature cannot have or gain conditions or similar effects from sources it is immune to. For example, a creature that becomes immune to poison would remove all poisons affecting it.

improvised weapon: An improvised weapon is an object which could conceivably be used as a weapon, but which was not designed for that purpose. Common examples include doors and wine bottles. For details, see Improvised Weapons, page ??.

initiative: When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks to determine who completes the action first. Your initiative modifier is equal to your Dexterity. For details, see Conflicting Actions, page ??.

injury: If your remaining hit points are at or below your injury point, you are injured (see Injury, page ??). For more long-term consequences of taking damage, see Vital Wounds, 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 141.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, page ??.

loose equipment: Loose equipment is much more vulnerable to damage than ordinary equipment. For details, see Loose Equipment, page ??.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

fling: A fling is a type of forced movement. It represents being thrown backwards by a single large impact. If a creature or object being flung encounters an obstacle, it and the obstacle each take 1d8 damage per 10 feet of movement remaining. For details, see Fling Effects, page ??.

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 source: A magic source defines where a creature's [mystic spheres](#) come from. There are four magic sources: arcane, divine, nature, and pact. Sorcerers and wizards cast arcane spells, clerics and paladins cast divine spells, druids cast nature spells, and votives cast pact spells.

magical: A magical ability is an ability whose origin derives from magic. Examples include [spells](#), a dragon's ability to fly, and a paladin's ability to smite foes. For details, see Magical and Mundane Abilities, page ??.

magical power: Your magical power is your [power](#) with [magical](#) ✨ abilities. It is typically equal to half your level + your Willpower. For details, see Power, page ??.

maneuver: A maneuver is a type of [mundane](#) ability that some classes grant access to through particular combat styles. For details, see Combat Styles, page ??.

manufactured weapon: A manufactured weapon is a [weapon](#) that is external to its user's body. A [natural weapon](#) is not a manufactured weapon. Some abilities affect or require manufactured weapons instead of natural weapons.

melee: A melee ability affects targets in physical contact with its source. Typically, this involves touching a target or using a weapon that never leaves your grasp. Unless you are using a [Long](#) weapon, you can only make melee attacks against targets adjacent to you.

metallic: A creature is 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 smaller than the object as a whole.

midair: Most creatures are [unsteady](#) (-2 [accuracy](#), [Armor](#), [Brawn](#), [Ref](#)) while they are in the air and unable to touch the ground and move normally. This applies even if the creature has a fly speed or glide speed. However, it does not apply to creatures who are native to the air, such as birds and monsters with no defined walk speed. It also does not apply to creatures who intentionally jump until after they begin falling, which happens at the end of the round. This means you can jump into the air during the movement phase and attack in midair during the action phase without becoming unsteady.

minor action: A minor action is one of the four action types (see Actions, page ??). You can take one minor action each round during the [action phase](#). For details, see Actions, page ??.

miss chance: If you have a miss chance with an [attack](#), you have a random chance to miss with the attack. You roll the miss chance first, and if it causes you to miss, you do not roll an ordinary attack roll. In general, only [targeted](#) attacks can have a miss chance. If you have multiple miss chances, only the highest one applies.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page ??, for details. For specific [move actions](#), see Movement Abilities, page ??.

move action: A move action is one of the four action types (see Actions, page ??). You can use one move action during the [movement phase](#) of each round. Almost all move actions change your location on 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 [walk 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 take [move actions](#) (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: A mundane ability does not originate from a magical source. Mundane abilities have a natural explanation, such as a weapon attack or a barbarian's rage. Unless otherwise indicated, all abilities are mundane.

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 ??.

object: An object is something with physical substance that is incapable of meaningful motion or agency. Some objects, such as ordinary plants, are [living](#), but most objects are [nonliving](#).

object manipulation: The weight and accessibility of an object determines the action required to manipulate it. For details, see Manipulating Objects, page ??.

obstacle: An obstacle is anything that blocks free movement. Normally, both large objects and [enemies](#) are obstacles, but [allies](#) are not. For details, see Obstacles, page ??.

Perception: Perception is an [attribute](#) that describes your ability to observe and be aware of your surroundings. For details, see Perception, page 143.

phase: A phase is part of the combat [round](#). There are two phases: the [movement phase](#) and the [action phase](#). For details, see Phases, page ??.

planar rift: A planar rift is a location where the boundaries between planes are unusually thin. Planar rifts can be used to travel between planes using the appropriate rituals. For details, see the Tome of Guidance.

plane: A plane is a distinct realm of existence. Except for the connections between planes through [planar rifts](#), each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For details, see the Tome of Guidance.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Point of Origin, page ??.

poison: Poisons attack Fortitude defense each round to cause debilitating effects or damage. For details, 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: Your power increases your damage, and can have other effects on specific abilities. 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 must be proficient with weapons and armor to use them effectively. Using a weapon without proficiency imposes a -2 accuracy penalty. Wearing armor without proficiency halves its defense bonus and applies its Armor defense bonus as a penalty to [accuracy](#).

projectile: A projectile is an object fired from a weapon at a

target. Arrows and bolts are projectiles.

push: Push is a type of [forced movement](#). It represents being pushed by a constant force. If a pushed creature encounters an obstacle, it stops moving with no negative consequences. For details, see Push Effects, page ??.

range: The range of an ability determines how far away it can be used. Unless otherwise noted, all abilities with a range require both [line of sight](#) and [line of effect](#) to the point of origin or to all targets. There are five standard ranges used for abilities: Short (30 ft.) range, Medium (60 ft.) range, Long (90 ft.) range, Distant (120 ft.) range, and Extreme (180 ft.) range (see Ability Range, page ??). Ranged weapons do not use those standard ranges, and instead use specific [range limits](#) (see Weapon Range Limits, page ??).

range limit: Ranged weapons have two [range limits](#) listed, with a slash between them, such as 60/180. The first number indicates the maximum range for a weapon's [close range](#). The second number indicates the maximum range for a weapon's [long range](#). For details, see Weapon Range Limits, page ??.

ranged: A ranged ability affects targets at a distance from its source. Ranged abilities always have a [range](#) at which they function.

rank: A rank is a general categorization of how powerful something is. There are several specific types of rank: [ability rank](#), [archetype rank](#), [character rank](#), and [item rank](#).

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 happens outside of your control. You cannot modify it in any way, and it is not improved if you are empowered ([add rank to damage](#)), focused ([roll attacks twice](#)), maximized ([deal max damage](#)), or primed ([always explode](#)). For example, you cannot use the [desperate exertion](#) ability to reroll a reactive attack, or add an extra target with a [Sweeping](#) weapon.

If you would make multiple reactive attacks during the same phase with the same ability against different targets, use the same attack roll for each target. A reactive attack can never be triggered by a reactive attack or reactive check.

reactive check: A reactive check is a [check](#) that you make during the resolution of another creature's actions. Just like a [reactive attack](#), you cannot modify a reactive check in any way.

repeat: Some effects can repeat abilities at a later time. When an ability repeats, it normally keeps the same choices as the original ability, such as targets and affected area. Some effects change the choices for a repeated ability, such as only affecting a subset of targets.

All attacks made for a repeated ability are [reactive attacks](#). They are made using the creature's statistics when it used the ability originally, not its current state. For example, imagine a creature had a +2 accuracy bonus when it initially used a repeating ability and then was knocked unconscious before the repeat occurs. Although the creature is unconscious and unable to attack, the repeat would still occur, and its accuracy bonus would

still apply.

Some repeats specify their targets, such as repeating only for a particular creature. Other repeats affect the entire ability. If a repeat specifies a target, it works on that target regardless of the ability's original targeting restrictions.

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 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 two resources that are used during gameplay: [attunement points](#) and [fatigue level](#).

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

ritual: A ritual is a complex [magical](#) ✨ ceremony that has a specific effect when completed. For details, see Spell and Ritual Mechanics, page ??.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two phases: the [movement phase](#), and the [action phase](#).

secondary target: Some abilities that affect multiple targets distinguish between their primary and secondary targets. For details, see Primary and Secondary Targets, page ??.

scent: A creature with the scent ability has an unusually good sense of smell. For details, see Scent, page 151.

scrying sensor: A scrying sensor is a magical construct created by some magical abilities. Scrying sensors are Fine objects resembling a human eye in size and shape, though they are [invisible](#). Scrying sensors typically float in a fixed position in the air. They normally can't be moved by external forces without destroying the sensor. Unless otherwise specified, a scrying sensor's visual acuity is the same as that of a normal human, giving it a +0 bonus to the Awareness skill and similar checks.

sentient: A sentient creature is capable of experiencing emotions and perceiving its surroundings. Complex animals are sentient, but trees are not. Some creatures have incomplete minds that are capable of simulating intelligence without true sentience. These creatures are called [simple-minded](#).

shadowed: A creature or object is shadowed if it is touching its shadow. That typically means it is in [dim illumination](#) or [bright illumination](#), but not [brilliant illumination](#) or complete darkness. In addition, it must be grounded or otherwise touching a surface.

shapeable: Abilities with shapeable areas can customize the exact area they affect. For details, see Shapeable Areas, page ??.

shapeshift: Shapeshifting abilities change the physical form and abilities of a creature or object. For details, see Shapeshifting,

page ??.

shield: Shields are a form of [armor](#) that you wield in a hand to protect you from harm. For details, see Armor, page ??.

short rest: A short rest represents ten minutes of relaxation. It allows you to regain lost [hit points](#) and any [attunement points](#) you released from [attunement](#). For details, see Short Rest, page ??.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size Categories, page ??.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page ??.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Ability Usage Components, page ??.

something: Many abilities say they target "something", generally within a [range](#). This means they target one creature or object of your choice.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot [squares](#). Medium creatures occupy space equal to a single five-foot square. For details, see Size Categories, page ??.

speed: Your speed represents the number of feet you can move with a single movement (see Movement and Positioning, page ??).

spell: A spell is a discrete [magical](#) ✨ ability with combat-relevant effects. For details, see Spells, page 148.

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 148. 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: A standard action is one of the four action types (see Actions, page ??). You can take one standard action each [round](#) during the [action phase](#). For details, see Actions, page ??.

Strength: Strength is an [attribute](#) that measures your muscle and physical power. For details, see Strength, page 144.

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: Effects have no effect while they are suppressed.

sustain: Some abilities last as long as you sustain them. Each ability specifies a particular action that is required to sustain

Appendix A. Glossary

the ability, such as a [minor action](#). When [Swift](#) abilities resolve during each [action phase](#), the ability is dismissed unless you take the action to sustain the ability that round. For details, see [Sustained Abilities](#), page ??.

Swift: An ability with this [ability tag](#) resolves its effects before other actions in the same phase. For details, see [Swift Abilities](#), page ??.

swim speed: A creature with a swim speed can move at that speed while swimming, and being underwater does not make it [unsteady](#) (-2 [accuracy](#), [Armor](#), [Brawn](#), [Ref](#)). For details, see [Movement Modes](#), page ??.

target: A target is a creature or object directly affected by an ability. Many abilities only affect a single target, and some affect a specific number of targets. For details, see [Ability Targeting](#), page ??.

target square: A target square is a particular [square](#) that an attack is made against. A target square is chosen to determine [cover](#) and [concealment](#) (see [Cover](#), page ??).

targeted: A targeted ability allows you to individually choose which creatures or objects are affected. Area abilities are not targeted, since you choose the area rather than individual targets. A [strike](#) is a targeted ability, as is any ability that causes you to immediately make a strike. Adding an extra target to an ability that causes you to make a strike means you hit an extra creature with the strike, not that the extra target also makes a strike.

targeting proxy: When you use an ability through a targeting proxy, you determine its targets as if you were in the targeting proxy's location instead of your own. This can allow you to affect targets outside your normal range. For details, see [Targeting Proxies](#), page ??.

telepathy: A creature with telepathy can mentally communicate with other creatures within a given range. For details, see [Telepathy](#), page 151.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. Unless otherwise specified, teleportation requires [line of sight](#), [line of effect](#), and an unoccupied destination on stable ground. For details, see [Teleportation](#), page ??.

thrown weapon: A thrown weapon is a weapon designed to be thrown at a target. For details about attacking with thrown weapons, see [Basic Strike – Thrown](#), page ??.

touch: You can generally touch an adjacent creature with a [free hand](#) as a [free action](#), even an enemy. This has no mechanical effect by itself. Some abilities function on creatures you touch, so you can touch them as part of using those abilities. Some creatures cannot be touched, such as [intangible](#) creatures.

trained skill: If you are trained in a [skill](#), you have learned how to use it well. Your modifier with a trained skill is equal to 3 + the higher of its associated attribute (if any) and half your level. For details, see [Trained Skills](#), page ??.

unaffected: If you are unaffected by a particular effect, it doesn't do anything to you. Unlike being [immune](#), you do not automatically remove persistent effects that you are unaffected by, such as [conditions](#). This means you may still need to track that

the effect is on you in case you stop being unaffected by it. For example, a barbarian is unaffected by conditions while raging, but those conditions have their full effects when the barbarian stops raging.

unattended: An unattended item is an item not being held or carried by a creature. Some abilities can only affect unattended items.

undergrowth: The presence of a significant amount of roots, bushes, and similar plants that can obstruct movement is called undergrowth. There are two kinds of undergrowth: [light undergrowth](#) and [heavy undergrowth](#). For details, see [Undergrowth](#), page ??.

usage class: The [usage class](#) of armor is a measure of how much effort it takes to use it. There are three usage classes: light, medium, and heavy. For details, see [Armor Usage Classes](#), page ??.

verbal components: Verbal components are words required to cast most spells. For details, see [Ability Usage Components](#), page ??.

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 ??.

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.

walk speed: A creature's walk speed is a [movement mode](#) that determines how fast it can walk on land (see [Movement Modes](#), page ??). Most creatures have an average walk speed.

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: Each weapon defines the damage die or dice that it deals when you hit with it. Typically, weapon damage is dealt by [strikes](#) (see [Strikes](#), page ??). For details about the damage dealt by specific weapons, see [Weapons](#), page ??.

weapon group: A weapon group is a category of [weapons](#) with a similar design and fighting style. Some abilities grant you proficiency with or special abilities with particular weapon groups. For details, see [Weapon Groups](#), page ??.

weapon tag: A weapon tag describes the special effects of a weapon. For details, see [Weapon Tags](#), page ??.

weight limit: Your weight limits define the amount of weight you can carry or push without penalty. For details, see [Weight Limits](#), page ??.

weight category: The weight category of an object or creature is a broad measurement of how much it weighs. Weight categories are closely related to [size categories](#). For details, see [Table ??: Weight Categories](#), page ??.

Willpower: Willpower is an [attribute](#) that represents your ability to endure mental hardships. For details, see [Willpower](#), page ??.

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vital roll: When you gain a [vital wound](#), you make a [vital roll](#) to determine the detrimental effect of the [vital wound](#). To make a [vital roll](#), roll 1d10 – the number of [vital wounds](#) you already had, ignoring the vital wound you are rolling for. For details, see [Vital Wounds](#), page ??.

zone: A zone is a type of area that an ability can have (see [Area Types](#), page ??). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Reference

Ability Tags

Acid: Acid abilities use physical acid to cause their effects. They are often more effective against objects.

Air: Air abilities tap into the elemental force of air.

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

Auditory: Auditory abilities use sound to cause their effects. Covering or plugging your ears makes you impervious (+4 defenses) to Auditory attacks. Objects and deafened (20% verbal spell failure) creatures are immune to Auditory abilities.

Barrier: Barrier abilities create obstacles that block or punish passage through them. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Barrier ability that would extend within 5 feet of an already active Barrier ability is not created, unless the new barrier simply extends an already existing wall along its length.

Brawling: Brawling abilities rely on brute force in hand to hand combat. Many Brawling abilities use your brawling accuracy instead of your normal accuracy. They always require a free hand or Maneuverable weapon unless otherwise noted in the ability's description. Common Brawling abilities are described in Universal Combat Abilities, page ??.

Clinch: You gain a +2 accuracy bonus with this ability against creatures that are grappled by you or who are grappling you.

Cold: Cold abilities draw energy out of the environment to cause their effects.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on anything without a mind.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be dismissed, but can be removed with the dispel curse spell.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most

similar substance from the list above.

Earth: Earth abilities tap into the elemental force of earth.

Electricity: Electricity abilities use electrical energy to cause their effects. Their effects typically create bright illumination in a Small (15 ft.) radius that immediately ends when they are done.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on anything without a mind.

Fire: Fire abilities tap into the elemental force of fire. Their effects typically create bright illumination in a Small (15 ft.) radius that lingers until the end of the current round. Damage from Fire abilities can set flammable objects on fire.

Impact: You get a glancing blow with this ability when you would miss by 5 or less (see Glancing Blows, page ??). This does not allow you to get glancing blows if that would normally be impossible for you.

Keen: You gain a +2 accuracy bonus with this ability for the purpose of determining whether you get a critical hit.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with Manifestation abilities seem real on the surface, but they have no internal structure. A difficulty value 5 Knowledge (items) or relevant Craft check reveals that a manifested item is a magical fabrication rather than an ordinary item. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it ends, it disappears without a trace.

Ritual: Ritual abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page ??.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in

this way.

Size-Based: Size-Based abilities are limited based on your own size. They have no effect on creatures or objects that are two or more size categories larger than you.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Spell: Spell abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page ??.

Subdual: All damage dealt by this ability is subdual damage (see Subdual Damage, page ??).

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures successfully affected by Subtle abilities do not generally know that they are being influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a special effect of some kind, just like a non-Subtle ability. You can notice the effects of a Subtle ability on yourself with the Awareness skill (see Awareness, page ??).

Sustain: Sustain abilities require an action to maintain. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. If it also includes “attuneable”, you can choose to attune to the effect instead of sustaining it every round. For details, see Sustained Abilities, page ??.

Swift: Swift abilities take effect before non-Swift abilities used during the same phase. For details, see Swift Abilities, page ??.

Trap: Trap abilities create triggered effects that punish trespassing. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Trap ability that would extend within 15 feet of an already active Trap ability is not created.

Visual: Visual abilities use visible objects or forces to cause their effects. Visual abilities do not determine their line of effect like other abilities. Instead, they use their line of sight to also determine their line of effect. For example, a Visual effect is not blocked by glass, but it is blocked by thick smoke.

Anything that cannot see a Visual effect is immune to it. Simply closing your eyes only makes you impervious (+4 defenses) to Visual effects. Completely covering your eyes, such as with your hands or with a blindfold, makes you immune. Special vision abilities that replace normal vision entirely, such as blindsight and tremorsense, are unable to perceive Visual effects.

Water: Water abilities tap into the elemental force of water.

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blinded: A blinded creature cannot use its eyes. Assuming it does not have other methods of sight, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures. This makes it at least partially unaware (-2 defenses) of all attacks, and it may be fully unaware (-5 defenses) as normal. It has a 50% miss chance when trying to attack targets it cannot see. If a blinded creature can perceive targets with other effects that do not require eyes, such as blindsight, it can ignore these detrimental effects.

braced: An braced creature gains a +2 bonus to all defenses.

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.

confused: A confused creature takes a -2 penalty to all defenses and is unable to independently control its actions. This penalty does not stack with the stunned (-2 defenses) effect. When a creature becomes confused, and at the beginning of each round, it randomly decides to have one of two behaviors that round: attack its enemies, or protect itself and its allies without attacking. Within those constraints, it can freely choose its actions. If it can't carry out the indicated action, it does nothing but babble incoherently.

A confused creature automatically stops being confused after ten minutes, even if it was unable to rest due to its confusion.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of special vision traits that require eyes, such as darkvision and low-light vision. In addition, it treats everything it sees as if it had concealment. Among other effects, this gives its targeted attacks a 20% miss chance. If the dazzled creature can perceive targets with other effects that do not require eyes, such as blindsight, it can ignore this miss chance.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing, and is immune to Auditory abilities. In addition, it has a 20% failure chance when casting any spell with verbal components.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated

successfully. A creature that is both dominated and confused (*-2 defenses, randomly attack or defend*) obeys its dominated orders, ignoring the confusion.

empowered: An empowered creature deals extra damage with all of its damaging abilities equal to its character rank. Being empowered does not improve your reactive attacks.

enraged: An enraged creature must spend a standard action to make an attack during each round. It can still take other actions normally. The creature's attacks do not have to specifically target other creatures, so it can attack inanimate objects. If it is unable to take standard actions, such as if it is unconscious, it suffers no extra penalty.

An enraged creature automatically stops being enraged after ten minutes, even if it was unable to rest due to its rage.

focused: A focused creature can reroll attack rolls once and keep the higher result. This only affects attack rolls, not miss chances or checks. Being focused does not improve your reactive attacks.

fortified: A fortified creature gains a +2 bonus to its Brawn, Fortitude, and Mental defenses.

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 or otherwise stops being relevant to the creature, 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, the most recent effect takes precedence, so it does not take an accuracy penalty on its attacks against the most recent goading creature. Being goaded is always an Emotion effect, even if it is caused by an ability that does not have that tag.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- One of your hands cannot be used for any purposes. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with Heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- You cannot move unless you push all creatures grappling you, such as with the shove ability (see Shove, page ??). In addition, you cannot push a creature grappling with you so it stops being adjacent to you. However, you can use the shove ability to affect creatures you are grappling with as a move action instead of as a standard action.
- You can use the escape grapple and maintain grapple abil-

ties to stop or continue grappling (see Universal Combat Abilities, page ??).

helpless: A helpless creature is unable to move or defend itself. It takes a -8 penalty to its Armor, Brawn, and Reflex defenses. These penalties do not stack with the penalties for being unaware (partially or fully) or unsteady. Paralyzed, bound, and unconscious creatures are helpless.

honed: A honed creature gains a +4 accuracy bonus for the purpose of determining whether it gets a critical hit. As normal, a miss or glancing blow cannot also get a critical hit.

immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific ability tag or debuffs. It is also possible to be immune to more specific effects, like being grappled or gaining conditions.

If an attack has multiple tags, a creature is immune to the attack if it is immune to any of the attack's tags. However, being immune to a particular effect of an attack does not make you immune to the rest of the attack's effects. For example, if you are immune to being stunned (*-2 defenses*), you still take full damage from an attack that deals damage and stuns you.

impervious: A creature can be impervious to a particular ability tag. Creatures gain a +4 bonus to all defenses against attacks that they are impervious to. In addition, they take no damage if the attack misses or gets a glancing blow, even if the attack would normally deal half damage on a miss. If an attack has multiple tags, a creature is impervious to the attack if it is impervious to any of the attack's tags.

maximized: A maximized creature deals maximum damage whenever it deals damage. This only affects damage caused directly by the creature, just like extra damage. For example, a maximized creature that flings a creature does not maximize the impact damage from the fling, if any. Being maximized does not improve your reactive attacks.

panicked: A panicked creature takes a -4 penalty to its Mental defense. In addition, it is unable to make any attacks that include the source of its fear as a target. The penalty from this effect does not stack with the frightened (*-2 Mental, -2 accuracy vs. source*) or panicked (*-4 Mental, cannot attack source*) effects. If the source of a panicked creature's fear is defeated, this effect is broken. Being panicked is always an Emotion effect, even if it is caused by an ability that does not have that tag.

paralyzed: A paralyzed creature is unable to take physical actions. It is helpless (*-6 Armor and Ref*), but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. Any creature can move through a space occupied by a paralyzed creature without slowing down, and creatures can stand in a square with a paralyzed creature without squeezing (*-2 Armor and Ref*).

partially unaware: A creature that is partially unaware knows that something is nearby, but is missing information about the exact location or nature of the creature, object, or attack it is partially unaware of. Creatures take a -2 penalty to all defenses against attacks that they are partially unaware of. They have a 50% miss chance with targeted attacks against creatures and ob-

jects 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** (-5 defenses) or **unsteady** (-2 accuracy, Armor, Brawn, Ref). For details, see Awareness and Surprise, page ??.

primed: A primed creature automatically explodes on the first die when making attack rolls (see Exploding Dice, page ??). This only affects attack rolls, not miss chances or checks. Since a 10 normally explodes, this has no effect if you roll a 10. Being primed does not improve your reactive attacks.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex defenses. However, it gains a $+4$ bonus to all defenses against ranged strikes as long as the attacker is not adjacent to it. It moves at half of its normal speed. Creatures that are not on the ground, such as flying or gliding creatures, are immune to being knocked prone.

If a creature becomes prone while in a precarious situation, such as on a narrow ledge, it may fall. Mounted creatures that are knocked prone fall off their mounts. Creatures cannot glide or fly while prone.

A creature can stand up from being prone as part of a movement using one of their move speeds. This generally requires one free hand. Standing up from a prone position costs half of the creature's speed during that movement.

shielded: A shielded creature gains a $+2$ bonus to its Armor and Reflex defenses.

slowed: A slowed creature has a -10 foot penalty to its speed and takes a -2 penalty to its Armor and Reflex defenses.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. For details, see Squeezing, page ??.

stealed: A steeled creature cannot receive critical hits. If an attack against it would be a critical hit, the attack is a normal hit instead.

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.

unaware: A creature that is unaware makes no attempt to defend itself. Creatures take a -4 penalty to all 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 (-2 defenses) or unsteady (-2 accuracy, Armor, Brawn, Ref). For details, see Awareness and Surprise, page ??.

unconscious: While you are unconscious, you are helpless (-6 Armor and Ref), unaware (-5 defenses), and completely unable to take any actions. Some sensory abilities, such as the Awareness skill, can be used reactively while you are asleep, but not while you are forcibly knocked unconscious.

unsteady: A creature that is unsteady takes a -2 penalty to its

accuracy and Armor, Brawn, and Reflex defenses. These penalties do not stack with the penalties for being partially unaware (-2 defenses) or unaware (-5 defenses). Creatures that are midair and not native to the air, climbing without a climb speed, or in liquid without a swim speed are unsteady.

vulnerable: A creature can be vulnerable to a particular ability tag or weapon special material. It takes a -4 penalty to all defenses against attacks with that tag, or attacks using weapons that it is vulnerable to. If a creature would be both vulnerable and impervious ($+4$ defenses) or immune to an ability, it is treated as vulnerable and not impervious or immune.

Senses

Blindsight: A creature with blindsense can sense the location of everything in its surroundings. It does not need to use its eyes to gain this benefit. This ability works regardless of concealment, invisibility, or light levels. Blindsight always has a specific range limit, and provides no benefit beyond that range. However, it only grants knowledge of location, not actual sight, so does not mitigate any [miss chances](#) that would apply. It also does not mitigate [cover](#) or otherwise allow sensing through objects that block [line of effect](#). Blindsight does not require using eyes.

Blindsight: A creature with blindsight can perceive its surroundings perfectly regardless of concealment, invisibility, or light levels. It does not need to use its eyes to gain this benefit. This allows the creature to ignore all [miss chances](#) caused by those effects. Blindsight always has a specific range limit, and provides no benefit beyond that range. It also does not mitigate [cover](#) or otherwise allow sensing through objects that block [line of effect](#). Blindsight does not require using eyes.

Darkvision: A creature with darkvision can see perfectly in both complete darkness and [dim illumination](#) just like a human does in [bright illumination](#). Darkvision always has a specific range limit, and provides no benefit beyond that range. As long as a creature with darkvision is in [bright illumination](#) or [brilliant illumination](#), their darkvision stops working. The darkvision [briefly](#) stays disabled even after they leave the lit area. Darkvision requires using eyes, and is disabled while you are [dazzled](#) ([20% miss chance, no special vision](#)).

Lifesense: Lifesense functions like [blindsight](#), except that it only grants knowledge of the location of living things. This includes both creatures and non-creatures, such as plants.

Lifesight: Lifesight functions like [blindsight](#), except that it can only see living things. This includes both creatures and non-creatures, such as plants.

Low-light Vision: A creature with low-light vision can see perfectly in [dim illumination](#), just like a human does in [bright illumination](#). This provides no benefit in areas of complete darkness. Low-light vision requires using eyes, and is disabled while you are [dazzled](#) ([20% miss chance, no special vision](#)).

Scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks. In addition, it is able to follow scent-based tracks (see Tracking, page ??).

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. That channel remains open until the telepathic creature [dismisses](#) it. The target does not have to be willing to receive telepathic communication in this way. While this channel is open, the telepathic creature can cause the target to

“hear” the telepathic creature’s voice inside the target’s head. If the target attempts to mentally reply while the channel is open, the telepathic creature can similarly “hear” the reply in its head as if the target was speaking. This does not generally grant the ability to detect any other thoughts, though exceptionally stupid targets may accidentally broadcast their private thoughts.

Telepathic communication uses words, so it still requires a shared language to be intelligible, even though the words are only imagined. A telepathic creature may attempt to telepathically communicate with creatures without a language, though this is generally unproductive. A skilled telepath can customize the mental “voice” it projects in the same way that a creature can attempt to disguise or alter its voice when speaking.

Tremorsense: Tremorsense functions like [blindsight](#), except that it requires an uninterrupted path through solid objects instead of [line of effect](#). This makes it incapable of sensing flying creatures, but it ignores [cover](#) and can even sense through solid obstacles that are no more than half a foot thick.

Tremorsight: Tremorsense functions like [blindsight](#), except that it requires an uninterrupted path through solid objects instead of [line of effect](#). This makes it incapable of seeing flying creatures, but it ignores [cover](#) and can even see through solid obstacles that are no more than half a foot thick.

Traits

Amphibious: An amphibious creature can hold its breath ten times longer than normal (see Endurance, page 22).

Animal: Animals are simple, mundane mortals. They have flesh, blood, skin, and bones, and their bodies are made from organic matter. They cannot have magical ✨ abilities, and cannot have an Intelligence above -8. The Creature Handling skill is more effective on animals, as indicated in that skill's description.

Beast: Beasts are more typically more complex than animals, with a maximum Intelligence of -5. Unlike animals, they can have magical ✨ abilities. They have flesh, blood, skin, and bones, and their bodies are made from organic matter. Beasts are typically found in the wilderness, and seem to naturally avoid civilized areas.

Construct: A construct is a creature that is made of nonsapient matter. Its inanimate body is given a semblance of life and sentience by some form of magic. Like other creatures, they can move and follow instructions. However, they lack agency and cannot make the independent decisions. They are **mindless**, **nonliving**, and **soulless**. They do not need to eat, drink, or sleep.

Constructs are not affected by the Medicine skill, and do not normally remove **vital wounds** when they take a **long rest**. Instead, their vital wounds must be repaired manually. This functions like the **accelerate recovery** ability from the Medicine skill, except that it uses an appropriate Craft skill and raw materials appropriate to the construct's construction.

Fey: Fey are intrinsically magical ✨ creatures that are **vulnerable** (-4 defenses) to cold iron weapons.

Floating: A floating creature is only affected weakly by gravity. It does not fall while it is able to use a **fly speed**, and it is unable to **glide**. This does not increase its **height limit** for any **fly speed** it may have. A floating creature above the height limit for its fly speed falls down until its fly speed becomes functional again, which does not cause it to take **falling damage**. Some creatures can freely choose whether they float, potentially allowing them to glide.

Humanoid: A humanoid is an intelligent creature with two arms and two legs. Humanoids can have magical abilities, but are usually not intrinsically magical. They have flesh, blood, skin, and bones, and their bodies are made from organic matter. Most civilized creatures and societies are predominantly humanoid.

Ghost: A ghost is the soul of a deceased creature that lingered after death instead of proceeding to its proper afterlife. Ghosts are **incorporeal** and **impervious** (+4 defenses) to **Cold** and **Earth** abilities. However, they are **vulnerable** (-4 defenses) to **Fire** abilities. Despite being incorporeal, they are affected normally by even **mundane** Fire effects.

Immortal: An immortal creature can never die of old age. Most immortal creatures can still be killed and need to take actions to sustain their life, such as eating and drinking. Some immortal creatures completely cease aging once they reach maturity, while others continue to grow or change over time without limit.

Incorporeal: An incorporeal creature does not have a physical

body. It is both **intangible** and **floating**. In addition, it can enter or pass through solid objects. It must remain adjacent to the object's exterior at all times.

While an incorporeal creature is inside of an object, it can choose whether it is completely enveloped or partially contained. If it is completely enveloped, it does not have **line of sight** or **line of effect** outside of the object, limiting its ability to attack. If it is partially contained, it has **cover**, but can otherwise attack and be attacked normally.

Indwelt: An indwelt is a creature that is made of nonsapient matter. Its inanimate body was awakened to life by connection to an external soul. Unlike constructs, indwelt have agency and true intelligence.

The soul of an indwelt has no connection to the matter that composes its body. This contrasts with undead, which always maintain a connection between a body and its original soul. As a result, an indwelt's connection to its physical body is weak. If an indwelt is killed, it can be resurrected, but its previous body is not considered its corpse in the same way that a human's dead body is. This means it cannot be resurrected by magic that uses the corpse of the deceased creature.

Indwelt are alive if their base matter is alive, but not if their base matter is dead or inorganic. If they are alive, they need to eat, drink, and sleep.

Intangible: An intangible creature has a physical body that is gaseous or otherwise difficult to touch. It cannot be **touched**, and is never considered to be **squeezing** (-2 *Armor and Ref*). It is **immune** to **mundane**, **Creation**, and **Manifestation** abilities. It gains a +5 bonus to Stealth and ignores the effects of abilities that only work if it has a corporeal body. This includes all **Brawling** abilities, **difficult terrain**, being detected by **tremorsense**, setting off pressure plates, and so on. It can move freely through spaces occupied by enemies, but cannot pass through solid objects.

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

Invisible: An invisible creature or object cannot be seen with light. Creatures unable to see an invisible creature are at least **partially unaware** (-2 defenses) of its attacks, and they can be fully **unaware** (-5 defenses) as normal depending on their level of awareness. Attackers suffer a 50% **miss chance** with targeted attacks even if they know the location of the invisible creature. See Awareness, page ??, and Stealth, page ??, for how to identify invisible creatures.

Legless: A legless creature has no legs. Legless creatures cannot jump, but they are immune to being **prone** (*half speed*, -2 *Armor and Ref*).

Living: A living thing has life, which means that it can change and adapt over time. Most creatures are living, but **animates** and **undead** are not. Since most creatures are living, this trait is

normally omitted from monster descriptions.

Mindless: A mindless creature lacks a normal mind. It does not have Intelligence or Willpower attributes, and has no Mental defense. Any attacks against it that would normally use its Mental defense use its Fortitude defense instead. It uses its Strength to determine its magical power instead of its Willpower.

Unlike a simple-minded creature, a mindless creature cannot normally be given instructions or communicated with in any meaningful way. They still act autonomously, but in a way that is entirely instinctual, without the ability to form thoughts or plan ahead. Some magic can influence or control mindless creatures, but that magic works on different principles than ordinary mind-influencing magic. A mindless creature has no soul, so if it dies, it cannot be resurrected. Mindless creatures are immune to Compulsion and Emotion abilities.

Multipedal: A multipedal creature typically uses more than four legs to move. Multipedal creatures gain a +10 foot bonus to their speed and a +5 bonus to the Balance skill.

Nonliving: A nonliving creature or object is neither alive nor undead. It does not need to eat, drink, or sleep.

Planebound: A planebound creature cannot leave a specific plane by any means. Effects which would cause it to leave that plane have no effect on that creature. Most planebound creatures are planeforged creatures from that plane.

Plant: A plant is alive, but it does not have flesh or blood. Plants are vulnerable (-4 defenses) to Fire abilities. Some plants are creatures, but most plants are living objects.

Quadrupedal: A quadrupedal creature typically uses four legs to move. Quadrupedal creatures gain a +10 foot bonus to their speed.

Simple-Minded: A simple-minded creature has an incompletely functioning mind. It can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. Simple-minded creatures are immune to Emotion abilities. However, they are vulnerable (-4 defenses) to Compulsion attacks.

Sightless: A sightless creature cannot see, and typically lacks eyes. It is permanently blinded (50% miss chance, -2 defenses). Most sightless creatures have special senses, such as blindsight, that allow them to attack and defend themselves normally.

Soulless: A soulless creature does not have a soul. Although it may have a mind capable of intelligent thought and emotion, its opinions and thinking patterns are utterly fixed, without possibility of change. If it dies, it cannot be resurrected.

Creature Types

Each creature has a type. Unlike traits, which are defined above, creature tags are intrinsic properties of a creature that cannot be granted or removed temporarily by any means. Each creature type has a defined narrative implication, and some creature types have special effects that are relevant in combat.

Unless otherwise noted in a creature's type or description, it is a living creature with a body, mind, and soul. It needs to eat, drink, and sleep, and it dies of old age eventually.

Aberration: Aberrations have souls that are owned by the Precursors in the Eternal Void. When an aberration dies, its soul does not splinter, and neither Nature nor ordinary deities can claim any reward. Instead, the soul slowly drifts through the Astral Plane for centuries until it finally returns to the Eternal Void.

Mortal: A mortal is a creature with a body made from the composite essence of many planes and a soul. Most creatures in the universe are mortals, including all of the common species.

Dragon: A dragon is a powerful magical creature with four legs and two wings. Dragons are immortal creatures that can feed on magic and valuable metals, including gold. They are known for their vast hoards of wealth. Since dragons never stop growing in size or strength, elder dragons are some of the most powerful creatures in existence.

Planeforged: A planeforged is a creature that is made from the concentrated planar essence of only one or two planes. It is nonliving. When a planeforged with a soul dies, its soul generally does not splinter. Instead, the soul returns intact to its home plane, where it may reform a new body if it still has the necessary willpower. Some planeforged are planebound, including the bodies of dead souls in their afterlife.

Undead: Undead are creatures that are made from the corpse or spirit of a dead creature. They are animated by some part of the soul of the original creature.

Although undead are nonliving, they are affected in unusual ways by effects that directly manipulate life energy. They can be targeted as if they were living allies by magical ✨ effects that would cause living creatures to regain hit points. Whenever they would regain hit points from an ability that normally only affects living creatures, they instead take damage equal to the hit points that they would have regained, ignoring any hit point maximum the ability would normally have.

Any other effects beyond simple hit point recovery are ignored. For example, if a cleric uses their divine aid ability to heal an undead creature, the undead would take damage, but it would not gain any bonus to its defenses.

Appendix C

Ship Combat

Normally, combat that happens on ships is resolved through local-scale combat rules. These rules work best if boarding actions are common, and if the main threat comes from other characters. If you aren't running a full naval campaign, these rules are generally fine, and most GMs will just handwave the initial exchange of fire between ships before they get in range for boarding actions. However, it can be useful to have more comprehensive rules for ship combat, where ships themselves frequently deal and suffer damage.

This chapter presents optional rules to govern ship-based combat. They are designed to still emphasize the importance of individual player actions. It is primarily intended for naval campaigns where the players are important crew members and ship combat is expected to be common. These rules could also be used for other types of vehicles, such as flying ships in the Astral Plane or zeppelins.

Ship Statistics

Ships use the same basic framework for calculating their statistics as monsters. A ship has a level that indicates its general power. This represents the sophistication of its construction, how advanced its weapons are, the general competence of its crew, and so on.

A ship's level determines its hit points, accuracy, defenses, and power, as indicated in the table below. Ships have the same roles as monsters (see Monster Roles, page ??). Unlike monsters, ships do not naturally increase their attributes with level. Instead, their attributes increased based on their crew. For details, see Ship Attributes, page 156.

Ship Hit Points

Ships have hit points, just like characters. A ship's base hit points are based on its level, as listed in Table C.1: Ship Statistics, page 154. In addition, a ship gains a bonus based on its Constitution, as listed in Ship Attributes, page 156. Armor can also increase a ship's hit points as listed in Ship Armor, page 157. Ships do not have an [injury point](#) and cannot be injured.

Elite Ships

Table C.1: Ship Statistics

Level	Item Rank (Cost)	Durability	Bonus ¹	Special
1st	1 (40 gp)	+0	—	—
2nd	1 (40 gp)	+1	+1	—
3rd	1 (40 gp)	+2	+1	—
4th	2 (200 gp)	+2	+2	HP: 2x durability
5th	2 (200 gp)	+3	+2	+1 power
6th	2 (200 gp)	+4	+3	—
7th	3 (1,000 gp)	+4	+3	HP: 3x durability, +1 defenses
8th	3 (1,000 gp)	+5	+4	—
9th	3 (1,000 gp)	+6	+4	—
10th	4 (5,000 gp)	+6	+5	HP: 4x durability
11th	4 (5,000 gp)	+7	+5	+1 power
12th	4 (5,000 gp)	+8	+6	—
13th	5 (25,000 gp)	+8	+6	HP: 6x durability, +1 accuracy
14th	5 (25,000 gp)	+9	+7	—
15th	5 (25,000 gp)	+10	+7	—
16th	6 (125,000 gp)	+10	+8	HP: 8x durability
17th	6 (125,000 gp)	+11	+8	+1 power
18th	6 (125,000 gp)	+12	+9	—
19th	7 (625,000 gp)	+12	+9	HP: 10x durability, +1 defenses
20th	7 (625,000 gp)	+13	+10	—
21st	7 (625,000 gp)	+14	+10	+1 accuracy

1. This bonus applies to the ship's [accuracy](#), [magical ⚔ power](#), [mundane power](#), and [defenses](#). Intelligent ships also add this bonus to their [trained skills](#).

Some ships are designated “elite” ships. Elite ships are approximately four times as strong as an ordinary ships. They have a number of benefits and modifiers which make them superior to ordinary ships:

- Elite ships gain a +2 bonus to their [power](#) and all [defenses](#).
- Elite ships have three times the [hit points](#) of standard ships.
- Elite ships can take an additional [elite action](#) each round, just like elite monsters.
- Elite ships automatically remove [conditions](#), just like elite monsters (see Monster Conditions, page 34).

Ship Resources and Strain

Ships do not have normal resources like characters do, such as fatigue and insight points. However, ships do have a strain level. This functions similarly to a character's fatigue level. Some crew roles have special abilities that can increase a ship's strain level in exchange for beneficial effects (see Crew Roles, page 159).

A ship's strain tolerance is equal to its Strength + its Willpower. Ships take a penalty to their accuracy and defenses equal to their strain level – their strain tolerance.

Taking Ship Damage

Ships suffer damage and vital wounds much like characters do.

Ship Vital Wounds

Ships gain vital wounds just like characters (see Vital Wounds, page ??). However, ships have different vital wound effects.

Table C.2: Ship Vital Wound Effects

Vital Roll	Effect
0 or less	The ship gains a leak (see Taking On Water, page 155)
1	The ship takes a -2 penalty to future vital rolls
2	The ship's weapons take a -1 penalty to accuracy
3	The ship has a -10 foot penalty to its speed with all movement modes
4	The ship's turning cost increases by 10 feet
5	The ship takes a -1 penalty to all defenses
6	The ship takes a -2 penalty to its Brawn defense
7	The ship takes a -2 penalty to its Fortitude defense
8	The ship takes a -2 penalty to its Reflex defense
9	The ship takes a -2 penalty to its Mental defense
10 or more	No extra vital wound effect

Taking On Water

Damaged ships can begin taking on water through leaks. This will eventually sink the ship without intervention by its crew. However, even a hole in the hull is not necessarily fatal to a ship. With constant effort to remove excess water, a crew can often keep a ship afloat long enough to repair it or reach dry land.

Time to Sink

A Medium ship with a leak becomes unusable after one minute. After that point, the crew cannot perform any ship tasks, and the ship is immobile in the water except for natural drifting. It generally takes another minute for the ship to fully sink. For each size category larger than Medium, the time required for the ship to become unusable and sink increases, as described below:

- Medium: Ten minutes
- Large: Thirty minutes
- Huge: One hour
- Gargantuan: Two hours
- Colossal: Four hours

- Galleon: Eight hours
- Titan: One day

Each additional leak multiplies the rate that the ship sinks. For example, a ship with three leaks would sink three times faster.

Bailing the Ship

A ship's crew can remove water from the ship to keep it from sinking. In general, it takes one quarter of the ship's minimum crew, working constantly, to counteract incoming water from one leak. This simply maintains the amount of water currently in the ship. With twice that many crew dedicated to the task of bailing, existing water in the ship can be removed at the same rate that a leak would add water in, allowing the crew to catch up on existing leaks.

Repairing Ships

Unlike characters, ships do not automatically heal over time. Significant ship damage can be both time-consuming and expensive to repair.

Ships are assumed to have one repair crew that can only perform one repair task at a time. For large ships, that repair crew may have many members, but they can still only perform one repair task at a time. A skilled fixer can reduce repair times (see Crew Roles, page 159). At the GM's discretion, a relevant Craft skill check by a crew member can also reduce repair times.

Short Repair

The repair crew of a ship can execute a short repair with one hour of work and no significant material cost. This sets the ship's strain level to zero.

Long Repair

The repair crew of a ship can execute a long repair with eight hours of work. This requires a relevant Craft *extended check* with a difficulty value equal to $5 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful long repair fully restores the ship's hit points and sets its strain level to zero.

A long repair costs materials worth one consumable item with a rank that is two ranks lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal to one hundredth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Vital Repair

The repair crew of a ship can execute a vital repair with 24 hours of work. This requires a relevant Craft *extended check* with a difficulty value equal to $10 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful vital repair removes one vital wound.

A vital repair costs materials worth one consumable item with a rank that is one rank lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal to one twentieth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Ship Attributes

Unlike characters, ships normally have no Intelligence attribute. However, they have Strength, Dexterity, Constitution, Perception, and Willpower attributes. These represent slightly different narrative concepts than they do for characters.

In general, a ship's attributes represent a combination of its physical properties and the effectiveness of its crew. A highly advanced ship may still have low attributes when its crew is inexperienced or incompetent.

Extremely rare magical ships may have an animating mind that can control the ship. For details, see Intelligent Ships, page 156.

Attribute Descriptions

Strength

Strength measures the power of a ship's physical weapons. Ships with a high Strength have more damaging weapons, and a crew capable of keeping those weapons working effectively. Ships with a low Strength have ineffective weaponry, or a crew that services those weapons poorly. Strength has the following effects on ships:

- Ships add their Strength to their [mundane power](#).
- Ships add their Strength to their strain tolerance.
- Ships add their Strength to their Brawn defense.

Unlike characters, a ship's Strength does not affect its carrying capacity. That is calculated entirely from its physical size and shape.

Dexterity

Dexterity measures a ship's agility. Ships with a high Dexterity can turn more sharply to avoid incoming fire and may be faster in short bursts. Ships with a low Dexterity are lumbering and slow to change direction, making them easy targets. Dexterity has the following effects on ships:

- Ships add their Dexterity to their Armor defense. This bonus can be reduced if the ship has medium or heavy armor (see [Ship Armor](#), page 157).
- Ships add their Dexterity to their Reflex defense.

As with characters, a ship's Dexterity does not affect its overall speed, simply its combat maneuverability.

Constitution

Constitution measures a ship's general toughness. Ships with a high Constitution are heavily reinforced and well crafted from sturdy materials. Ships with a low Constitution fall apart more easily, either because their construction is poor or because they

were made from weak materials. Constitution has the following effects on ships:

- Ships add their Constitution to their hit points. At level 4, this bonus increases to twice the ship's Constitution. At level 7, this bonus increases to three times the ship's Constitution. At level 10, this bonus increases to four times the ship's Constitution. At level 13, this bonus increases to six times the ship's Constitution. At level 16, this bonus increases to eight times the ship's Constitution. At level 19, this bonus increases to ten times the ship's Constitution.
- Ships add their Constitution to their Fortitude defense.

Perception

Perception measures a ship's awareness and precision. Ships with a high Perception have effective lookouts, excellent gunners, and weapons which are capable of swiftly repositioning for precise attacks. Ships with a low Perception are either unable to effectively observe their surroundings or unable to react effectively to those observations. Perception has the following effects on ships:

- Ships add their Perception to their level to determine their [accuracy](#) with almost all attacks (see Accuracy, page ??).

Willpower

Willpower measures the morale and emotional steadiness of a ship's crew. Ships with a high Willpower are better able to resist setbacks and frightening encounters. Ships with a low Willpower may panic and be driven off easily. Willpower has the following effects on ships:

- Ships add their Willpower to their Mental defense.
- Ships add their Willpower to their strain tolerance.

Willpower is the attribute which is most affected by a ship's current crew.

Determining Ship Attributes

As with characters, ships can use a predefined attribute array or use an 8-point point buy to calculate attributes, just like player characters. A ship's attributes can be further increased by crew roles and ship enhancements (see [Crew Roles](#), page 159, and [Ship Enhancements](#), page 158). However, normal ships do not have an Intelligence value, so you can't increase a ship's Intelligence unless it is specifically an intelligent ship.

Intelligent Ships

Intelligence measures a ship's capability for thought and internal control. Normal ships have no Intelligence, and a ship's crew does not affect its Intelligence.

Intelligent ships have a number of skill points equal to $3 + \text{their Intelligence}$. These trained skills apply to any ship-related checks that the ship might make. Ships cannot make skill checks for skills that they are not trained in. For example, a ship that was trained in Awareness could be its own lookout, but a ship without Awareness trained would not be able to independently perceive its external surroundings.

In addition, each point of intelligence above -5 contributes a number of effective crew members to the ship's operation equal to a quarter of the ship's minimum crew requirements. For example, a ship with an Intelligence of 0 would require no crew members to meet its minimum for navigation. A ship with an Intelligence of 4 would have a total automatic crew count equal to twice its minimum crew.

Ship Size

A ship's size does not directly affect its statistics. However, it has many effects on the ship's functionality. Larger ships are much more capable than smaller ships. Some of these effects are listed below in Table C.3: Ship Size. In addition, advanced ship weapons often require a minimum ship size (see Ship Weapons, page 157).

Some ships can be larger than most creatures and objects are usually defined. To track ship size beyond the limits of Colossal, additional Galleon and Titan categories are listed below. As usual, each size category represents a doubling of each dimension, and an eightfold increase in weight. Titan ships are unlikely to be present at all in many universes, and they require extensive magical reinforcement to function. The GM can decide whether their world is advanced enough to construct such monstrosities.

Some examples of ships of a given size are given below. Since ships are typically named for their function and structure, not their size, this is only a rough guide.

- Medium: Single-person kayak
- Large: Canoe, lifeboat
- Huge: Dinghy, outrigger canoe, punt, skiff
- Gargantuan: Felucca, small longship
- Colossal: Keelboat, large longship

Ship Movement

This section defines the rules that ships use to move, which are not identical to character movement. Real ships have a great deal of momentum, and their movement speed and direction cannot be quickly adjusted. This is too much of a hassle to represent fully, so Rise uses significantly simplified ship movement mechanics. However, ships still have more movement constraints than characters, including a concept of ship heading.

Ship Heading

A ship's heading always points in one of the eight standard cardinal directions: north, northeast, east, and so on. Forward-moving ships can only move within a 90 degree cone centered on their heading. For example, a ship with a heading of north could travel northwest or northeast, but not west or east.

Turning

A ship can change its heading by turning. Each ship has a turning cost based on its size. That cost is the number of feet that a ship must spend out of its movement to turn by 45 degrees. A ship

can pay its turning cost twice, allowing it to rotate more quickly while typically making little or no forward progress.

Reversing

A ship can travel in reverse, allowing it to move within a 90 degree cone centered around the opposite direction of its heading. This has two restrictions. First, the ship must have not used more than half its movement during the previous round to travel forward. Second, the ship's speed is halved while travelling in reverse.

Movement Timing

Ships automatically move up to their movement speed during the movement phase. They cannot move during the action phase.

Ship Armor

Like characters, ships can have varying degrees of armor. Typically, even a heavily armored ship will not be literally covered in metal sheets. Instead, ship armor represents a heavily reinforced hull and extra layers of bracing and redundant infrastructure.

There are three types of ship armor.

- Light armor: Lightly armored ships are the default. They gain no special benefits or penalties.
- Medium armor: Ships with medium armor gain a +2 bonus to Armor defense. In addition, they have 50% more hit points than a normal ship. However, they add only half their Dexterity bonus to their Armor defense. In addition, their movement speed is calculated as if they were one size category smaller (see Ship Size, page 157). Only Huge and larger ships can have medium armor.
- Heavy armor: Ships with heavy armor gain a +3 bonus to Armor defense. In addition, they have twice the hit points of a normal ship. However, they do not add their Dexterity bonus to their armor defense. In addition, their movement speed is calculated as if they were two size categories smaller (see Ship Size, page 157). Only Gargantuan and larger ships can have heavy armor.

Ship Weapons

Ships depend on having powerful weapons even more than martial characters do. They use weapon upgrades as their primary method of scaling damage rather than maneuvers or other special attacks. The number of weapons a ship can have is limited based on its size, as seen in Table C.3: Ship Size, page 158.

There are two ways that a GM can choose to use ship weapons. Real siege weapons used on ships had high crew requirements, slow firing rates, and extreme range. In practice, this can reduce ship combat to a slog of tracking reload times across multiple weapons and carefully maneuvering ship range to make the best use of varying weapon types. For GMs who want more realistic and unique ship combat, use the weapons listed in Table C.5: Realistic Ship Weapons, page 159. For GMs who want ship com-

Table C.3: Ship Size

Size	Min Level	Elite?	Crew ¹	Armor	Weapons	Space	Speed	Turning Cost	Cargo	Item Rank
Medium	1	No	1	Light	—	5 ft.	30 ft.	10 ft.	Small x2	—
Large	1	No	1—2	Light	1	10 ft.	30 ft.	15 ft.	Medium x2	—
Huge	4	Either	1—5	Light or medium	2	20 ft.	40 ft.	20 ft.	Large x2	+1 ²
Gargantuan	7	Either	2—20	Any	3	40 ft.	50 ft.	30 ft.	Huge x2	+1 ²
Colossal	10	Yes	10—100	Any	4	80 ft.	60 ft.	40 ft.	Gargantuan x2	+3
Galleon	13	Yes	50—500	Any	6	160 ft.	80 ft.	60 ft.	Colossal x2	+3
Titan	16	Yes	100—1000	Any	8	320 ft.	100 ft.	80 ft.	Galleon x2	+4

1. This range indicates the number of crew members that meaningfully contribute to the ship's functions, not the ship's maximum carrying capacity including passengers and cargo. It is either difficult or impossible to adequately control a large ship with less than the minimum crew listed here. Individual ships may have higher minimum crew requirements or lower maximum allowable crew based on their structure, at the GM's discretion.

2. If the ship is Elite, increase its item rank by an additional +1.

bat to feel simpler and more similar to regular combat, use the weapons listed in Table C.4: Simplified Ship Weapons, page 159.

The simplified ship weapons listed in the table normally attack Armor defense. Magical simplified ship weapons use the same statistics as regular ship weapons, except that they have the **Fixed** (200) and **Mystic** tags instead of **Projectile** (200/600). In addition, they can attack Brawn, Fortitude, Reflex, or Mental defense instead of Armor defense.

Ship Weapon Tags

Some weapon tags only apply to ship weapons.

Fixed: This weapon has a single fixed range limit. That number is given in parentheses, such as Fixed (200), and represents a number of feet of range. The weapon never suffers a longshot penalty, but it cannot be used at all outside of its listed range.

Mystic: This weapon can only be crewed by creatures capable of casting spells. The minimum spell rank of each creature must be no more than two lower than this weapon's item rank.

Slow Load: This weapon requires multiple rounds to load before it can fire for the first time. The number of rounds required to finish loading before it can be fired is indicated in its description. For example, a weapon with Slow Load (1) could be fired every other round. Only rounds where the weapon is being fully crewed count towards this load time. If the weapon is not fired during the round after its loading time is completed, the loading is wasted, and the weapon must be loaded again before it can fire.

Slow Reload: This weapon requires multiple rounds to after being fired. The number of rounds required to finish reloading is indicated in its description. For example, a weapon with Slow Reload (1) could be fired every other round. Only rounds where the weapon is being fully crewed count towards this reload time. The weapon can sustain its load for an arbitrary amount of time in combat before being fired.

Ship Enhancements

Ships can have enhancements to improve their functionality other than weapons and armor. These enhancements are listed in Table C.6: Ship Enhancements.

A ship can have a total number of enhancements equal to its item rank. It can have any number of enhancements with the same name. However, all bonuses from ship enhancements are **enhancement bonuses**, so bonuses to the same statistic do not stack.

Ships Fighting Non-Ships

In some cases, ships might enter combat against non-ship foes. Ships take one tenth of the normal damage from non-ship attacks, rounded down as usual, so minor attacks will not even scratch them. Since ships are not creatures and are not alive, many special attacks have no effect on them. They also cannot gain conditions from non-ship attacks by any means.

Ship Weapons

Ship weapons deal triple damage to non-ship targets, and gain the **Massive** weapon tag based on the ship's size:

- Huge: **Massive** (10)
- Gargantuan **Massive** (15)
- Colossal **Massive** (20)
- Galleon **Massive** (25)
- Titan **Massive** (30)

Massive: This weapon hits everything in a cube-shaped area. Attacks with it are not **targeted**, so they are not affected by **miss chances**. A miss with a Massive weapon still deals half damage. Massive weapons have a measurement that indicates the length of each side of the cube in feet, such as **Massive** (10).

Ships and Gunpowder

In general, Rise avoids the use of guns and gunpowder. Those inventions do not fit into the traditional fantasy setting that Rise is built on, which emphasizes swords and bows and magic. For similar reasons, the ranged weapons of ships can be defined entirely with non-gunpowder weaponry common in the ancient world. These would include ballistas, catapults, scorpions, and similar siege weaponry.

However, narrative tropes for ships and naval campaigns often have a more technology-heavy basis, with cannons and full broad-

Table C.4: Simplified Ship Weapons

Name	Damage	Targeting	Tags	Ship Size	Item Rank (Cost)
Rock sling	1d6 + 1 per 2 power	One target	Projectile (200/600)	Medium	2 (200 gp)
Scorpion	1d8 + 1 per 2 power	One target	Projectile (200/600)	Large	3 (1,000 gp)
Ballista	1d8 + 1 per power	One target	Projectile (200/600)	Huge	4 (5,000 gp)
Catapult	1d10 plus 1d6 per 3 power	One target	Projectile (200/600)	Gargantuan	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Gargantuan	6 (125,000 gp)
Trebuchet	2d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Colossal	7 (625,000 gp)

Table C.5: Realistic Ship Weapons

Name	Damage	Defense	Tags	Crew	Ship Size	Item Rank (Cost)
Rock sling	1d8 + 1 per power	Armor	Projectile (60/180), Slow Reload (1)	1	Medium	2 (200 gp)
Springald	1d6 + 1 per 2 power	Armor	Projectile (120/360), Slow Reload (1)	1	Large	2 (200 gp)
Lightning caller ⚡	3d6	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	3 (1,000 gp)
Scorpion	1d8 + 1 per power	Armor	Projectile (200/600), Slow Reload (2)	1	Huge	3 (1,000 gp)
Onager	1d8 + 1 per power	Armor	Projectile (300/900), Slow Reload (3)	8	Gargantuan	3 (1,000 gp)
Torsion ballista	1d8 per 3 power	Armor	Projectile (300/900), Slow Load (2)	3	Huge	4 (5,000 gp)
Flame caller ⚡	4d6	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	4 (5,000 gp)
Acid caller ⚡	5d10	Fortitude Acid,	Fixed (200), Mystic, Slow Load (1)	3	Large	5 (25,000 gp)
Polybolos	1d8 + 1 per power	Armor	Projectile (90/270)	3	Huge	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	Armor	Projectile (300/900), Slow Reload (2)	20	Gargantuan	5 (25,000 gp)
Storm caller ⚡	5d10	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	6 (125,000 gp)
Trebuchet	1d6 plus 1d6 per 2 power	Armor	Projectile (400/1200), Slow Reload (3)	10	Gargantuan	6 (125,000 gp)
Meteor caller ⚡	7d10	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	7 (625,000 gp)

Table C.6: Ship Enhancements

Name	Effect	Item Rank (Cost)
Reinforced hull	+1 to Armor defense	2 (200 gp)
Improved attribute	+1 to any attribute	3 (1,000 gp)
Mystic shielding	+1 to non-Armor defenses	3 (1,000 gp)
Reinforced hull+	+2 to Armor defense	4 (5,000 gp)
Mystic shielding+	+2 to non-Armor defenses	5 (25,000 gp)
Improved attribute+	+2 to any attribute	6 (125,000 gp)
Reinforced hull++	+3 to Armor defense	6 (125,000 gp)
Mystic shielding++	+3 to non-Armor defenses	7 (625,000 gp)

sides. These stories tend to draw inspiration from the Age of Sail and Golden Age of Piracy rather than medieval folklore. It can feel intuitively plausible to have cannons used as ship weaponry even when guns are never used by individuals.

The default names for ship weapons assume that gunpowder is not being used. If technology has advanced to the point that gunpowder weapons are possible, you can assume that hull reinforcement has also increased at the same rate. All the GM has to do for ship vs ship combat is change the name of the weapons to match their preferred technology level. More advanced weaponry is more generally effective against non-ship targets, however. If you use gunpowder-based ship weapons, they deal double damage against non-ship targets.

Crew Roles

Ships depend on their crew to function. There are many jobs that are necessary to make large ships function, including sailors, rowers, cooks, pages, and more. Fully defining life on a ship is outside the scope of this brief introduction to ship combat. However, some roles have outsized influence on the ship's effectiveness, such as the ship's captain and pilot. These roles provide a way for player characters to meaningfully influence the outcome of ship battles, even if their personal combat talents are irrelevant at those scales.

Each crew role defined here functions like a class archetype, with seven progression ranks. A character can have any number of crew roles, but they can only fulfill one role at a time on a ship.

In general, your highest crew role rank should not be significantly higher or lower than your highest rank in a class archetype, but they do not have to be kept exactly in sync. The GM can decide whether your crew role rank increases in lockstep with your class archetype rank, or whether it increases based on other factors. This could include practice and time spent on a ship, or money spent to buy ship improvements necessary to improve your crew role rank.

Crew role ranks are limited by ship quality. Even the best pilot cannot dodge incoming fire with ease on a lifeboat. The maximum crew role rank for all crew on a ship is equal to the ship's item rank (see Wealth and Item Ranks, page ??).

A sufficiently large ship can have more than one member of each crew role. This does not mean that the ship literally has multiple captains or pilots. Instead, the ship would have a hierarchy. It might have a boatswain and boatswain's mate, or a pilot and pilot's mate, with both characters able to fully use their crew role abilities. Colossal ships can have two people for each crew role, Galleon ships can have three, and Titan ships can have four.

Boatswain

This role is responsible for coordinating the ship's crew. It involves tracking everything that is happening on the ship and knowing where and how to intervene.

Rank 1 – Ensure Competence

Whenever a crew member on the ship makes a ship-related check that you are aware of, you can increase your fatigue level by two. If you do, that creature gains the benefit of the *desperate exertion* ability on that check (see Desperate Exertion, page ??). It still cannot apply that ability twice to the same check.

Rank 2 – Specialized Encouragement

Specialized Encouragement	Standard action
<p>You choose one of the following benefits:</p> <ul style="list-style-type: none"> Evasion: The ship <i>briefly</i> gains a +1 bonus to all defenses. Travel: The ship <i>briefly</i> gains a +10 foot bonus to its movement speed. Weapons: Attacks with the ship's weapons <i>briefly</i> gain a +1 accuracy bonus. Desperate Rally: The ship <i>briefly</i> gains the Evasion, Travel, and Weapons benefits from this ability. However, it increases its strain level by one. <p>You can only use this ability while you are in an appropriate location so that relevant crew can see or hear you. Changing which your location to be able to provide a different benefit with this ability typically takes one full round of movement for each size category by which the ship is larger than Huge. Specific ships may be easier or more difficult to navigate, at the GM's discretion. You cannot provide more than one benefit with this ability at once, even if you are perfectly located on the ship.</p>	

Rank 3 – Collective Effort

Each other crew member who can see or hear you gains a +1 bonus to ship-related checks. If you are trained in a skill that a crew member is using to make a check, they gain a +2 bonus from this ability instead of +1.

Rank 4 – Encouraging Presence

The ship gains a +1 bonus to its Willpower.

Rank 5 – Ensure Competence+

When you use this ability to affect a creature other than yourself, you only increase your fatigue level by one.

Rank 6 – Specialized Encouragement+

The bonuses you provide from this ability increase:

- Evasion: The defense bonus increases to +2.
- Travel: The ship's turning cost is reduced by 10 feet, to a minimum of 10 feet.
- Weapons: The accuracy bonus increases to +2.

Rank 7 – Collective Effort+

The bonus increases to +2, or to +4 for skills that you are trained in.

Fixer

This role is responsible for maintaining the ship's physical infrastructure. It represents a combination of carpentry, caulking, and similar repair jobs. In order to take this role on a ship, you must have at least one Craft skill relevant to the ship's construction.

Rank 1 – Quick Patch

As a standard action, you can attempt to patch the ship's defenses. This requires a Craft check relevant to the ship. The difficulty value is equal to $5 + 5$ for each time that you have used that same Craft skill with this ability since the ship's last short repair. Success means that the ship regains hit points equal to three times your rank in this crew role.

Rank 2 – Temporary Seal

You can make a Craft check relevant to the ship to temporarily stop a leak in a ship without expensive materials. The difficulty value is equal to $10 + 10$ for each time that you have used that same Craft skill with this ability since the ship's last vital repair. Success means that the leak is stopped for one hour. This does not remove the vital wound, and you can only use this ability to affect one leak on the ship. Normally, this check requires one minute of work. For every 5 points by which you succeed, the time required is halved.

Rank 3 – Rapid Repair

When you participate in repairing a ship, the repairs take half the normal time. This affects short repairs, long repairs, and vital repairs.

Rank 4 – Sturdy Reinforcement

The ship gains a +1 bonus to its Constitution.

Rank 5 – Quick Patch+

The hit points regained increases to four times your rank in this crew role.

Rank 6 – Temporary Seal+

You can use this ability to affect two leaks on the ship, rather than only one.

Rank 7 – Efficient Repair

When you participate in repairing a ship, the cost of that repair is reduced by one item rank. If you are using gold pieces, this roughly translates to a repair cost that is one fifth of the normal price.

Gunner

This role is responsible for aiming and firing ship weaponry. For complex weapons such as ballistas, they also direct the work of other crew members who are physically loading and aiming the weapons.

Rank 1 – Skilled Shot

Ship weapons you fire gain a +1 accuracy bonus.

Rank 2 – Customized Shot

Whenever you fire a ship weapon, you can choose one of the following effects.

- Arcing Shot: The [longshot penalty](#) for the attack is reduced by 2.
- Desperate Shot: The attack [rerolls](#) its attack roll once, and it gains a +2 accuracy bonus. However, the ship's [strain level](#) increases by one.
- Direct Shot: The attack deals double damage. However, the attack suffers a -1 accuracy penalty, and its range limits are halved.
- Overloaded: The attack deals double damage. This can only be used with ship weapons that do not have the [Slow Load](#) weapon tag (see [Ship Weapon Tags](#), page 158). If the weapon has the [Slow Reload](#) weapon tag, it takes twice as long to reload after this attack. Otherwise, it gains [Slow Reload](#) (1) until it has been reloaded.

Rank 3 – Weapons Coordination

As a [minor action](#), you can choose one ship weapon whose crew can see or hear you. That weapon gains your benefits from this crew role this round as if you were the one firing it. You cannot apply this ability to a weapon that is already benefiting from another gunner's effects. This ability has the [Swift](#) tag.

Rank 4 – Mighty Weaponry

The ship gains a +1 bonus to its Strength.

Rank 5 – Skilled Shot+

The accuracy bonus increases to +2.

Rank 6 – Customized Shot+

The benefits from this ability improve.

- Arcing Shot: The longshot penalty is fully removed.
- Desperate Shot: You reroll twice times instead of once.
- Direct Shot: The accuracy penalty is removed.
- Overloaded: The attack also rerolls damage once, keeping the higher result.

Rank 7 – Weapons Coordination+

When you use this ability, you can choose any number of ship weapons whose crew can see or hear you.

Lookout

This role is responsible for observing and reporting the ship's surroundings. It includes watching out for hazardous terrain, enemy ships, and similar dangers or opportunities.

Rank 1 – Vantage Point

You gain a +3 bonus to Awareness and Survival checks while in a crow's nest, or other equivalent location on the ship designed for a lookout.

Rank 2 – Detailed Scouting

If you look at a ship for one minute, you can make an Awareness check. The difficulty value is normally equal to 5, modified as normal for distance and vision conditions. If the ship is specifically designed to conceal its true nature, the difficulty value can increase to 10 or higher, at the GM's discretion. Success means you learn whether one of the following things is true. For every 5 points by which you succeed, you learn an additional piece of information.

- If the ship's item rank is greater than your ship's item rank.
- If the highest item rank among the ship's weapons is greater than the highest item rank among your ship's weapons.
- If the ship is elite.
- If the ship is mostly full of cargo.
- If the ship has more than half its maximum crew.
- If the ship has any vital wounds.

Rank 3 – Far-Sighted Weapons

All ship weapons that can see or hear you reduce their [longshot penalty](#) by 1.

Rank 4 – Clear Sighted

The ship gains a +1 bonus to its Perception.

Rank 5 – Vantage Point+

The skill bonuses increase to +6.

Rank 6 – Far-Sighted Weapons+

The longshot penalty reduction increases to 2.

Rank 7 – Detailed Scouting+

Using this ability does not take any time. It happens automatically whenever you see a ship. In addition, you automatically learn all pieces of information if the check succeeds, regardless of how much you succeed by.

Pilot

This role is responsible for steering the ship. They generally stay at the ship's wheel, but they may also direct the cut of sails or the direction of rowing.

Rank 1 – Desperate Sprint

As a standard action, you can increase the ship's strain level by one. If you do, the ship moves up to its speed during this action phase. Any ship can only be affected by this ability once per round.

Rank 2 – Evasive Maneuvers

As a standard action, you can choose one enemy ship you are aware of. Your ship gains a +1 bonus to its Armor and Reflex defenses against that enemy ship this round. This ability has the *Swift* tag.

Rank 3 – Hard Turn

The ship's turning speed is reduced by 10 feet, to a minimum of 10 feet. In addition, whenever the ship moves, you can increase the ship's strain level by one. If you do, the ship turns up to 90 degrees without spending any movement.

Rank 4 – Agile Pilot

The ship gains a +1 bonus to its Dexterity.

Rank 5 – Evasive Maneuvers+

You can choose a second enemy ship at the same time.

Rank 6 – Hard Turn+

The turning speed reduction increases to 20 feet.

Rank 7 – Desperate Sprint+

When you use this ability, the ship also doubles its movement speed during the next movement phase.

Warder

This role is responsible for directly protecting the ship from danger with magic.

In order to take this role on a ship, you must be able to cast spells. At the GM's discretion, you may also need to have access to mystic spheres that can plausibly be used to protect the ship. Most mystic spheres which have spells that affect objects can be used to justify this role. However, highly specialized mystic spheres like *enchantment* or *vivimancy* may not be sufficient.

Rank 1 – Active Defense

As a standard action, you can give the ship a +2 bonus to all defenses during the current round. This ability has the *Swift*, page 148 tag. It has no effect if the ship is already protected by another warder using this ability.

Rank 2 – Specialized Ward

As a standard action, you can activate one of the following effects. This ability has the *Sustain* (minor) tag.

- Desperate Fortification: Whenever the ship would take damage, that damage is halved. At the end of each round, if the ship took damage in excess of your rank in this crew role that round, it increases its strain level by two.
- Enhance Armor: The ship gains a +1 enhancement bonus to its Armor defense.
- Enhance Resilience: The ship gains a +2 enhancement bonus to its Brawn and Fortitude defenses.
- Mystic Ward: The ship gains a +2 enhancement bonus to all defenses against magical ✨ attacks.

Rank 3 – Ship of Magic

You gain a +1 accuracy with magical ✨ abilities, including magical ship weapons, while on the ship. In addition, whenever you participate in a ritual on the ship, you can increase the ship's strain level by one. If you do, the fatigue cost required to perform the ritual is reduced by an amount equal to twice your rank in this crew role.

Rank 4 – Permanent Ward

The ship gains a bonus to its maximum hit points equal to four times your rank in this crew role.

Rank 5 – Active Defense+

The defense bonus increases to +3.

Rank 6 – Ship of Magic+

The accuracy bonus increases to +2. In addition, the fatigue cost reduction increases to three times your rank in this crew role.

Rank 7 – Specialized Ward

The benefits from this ability improve.

- Desperate Fortification: The threshold for gaining fatigue increases to three times your rank in this crew role.
- Enhance Armor: The bonus increases to +2.
- Enhance Resilience: The bonuses increase to +4.
- Mystic Ward: The bonus increases to +4.