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Appendix F

Monsters

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 Mechanics

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

Level

Each monster has a level that indicates its approximate strength. This has all of the same effects as the level for a player character, except that monsters do not gain any of the benefits described in Table 1.8: Character Advancement (page 29).

Challenge Rating

Each monster has a **challenge rating** that indicates its approximate strength within its level. A monster's challenge rating ranges from 1/2 to 4. This has several effects on the monster's statistics, and is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page 233).

Vital Wounds: Monsters do not normally make **wound rolls** like player characters do. Instead, once a monster takes at least as many **vital wounds** as its **challenge rating**, it is defeated. Defeated monsters may be unconscious, dead, or merely flee the fight at the discretion of the Game Master.

Monsters that can survive **vital wounds** do not normally make **wound rolls**. Some monsters have specific mechanics for what happens if they gain **vital wounds**. Unless otherwise specified on the monster's description, **vital wounds** have no negative effects on monsters.

Half CR Monsters: A monster with a challenge rating of 1/2 has no **hit points** or **damage resistance**. In addition, its **wound resistance** is one quarter of its normal value after taking into account all other modifiers.

Action Points: For each challenge rating a monster has above 1, it gains an **action point**.

Accuracy and Defense Bonuses: For each challenge rating a monster has above 1, it gains a +1 bonus to **accuracy**, **defenses**, and **power**.

Attributes

Each of a monster's starting attributes can range from -9 to 3, as appropriate for the type of monster. A monster's attributes scale with level in the same way as character attributes. A monster can also have up to two attributes starting at 4 or 5. In general, a monster with higher starting attributes will be slightly stronger, but not all monsters need to start with the same starting attribute total.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield an easier encounter.

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

Aberrations

Aboleth**Level 12 [CR 4]**

Huge aberration

HP 10; **AD** 20; **Fort** 25; **Ref** 19; **Ment** 26**DR** Physical 20; **Energy** 29**WR** Physical 54; **Energy** 63**Strike:** Tentacle +17 (6d10)**Speed** 50 ft.; **Space** 15 ft.; **Reach** 15 ft.**Awareness** +3**Attributes:** Str 15, Dex -1, Con 15, Int 14, Per 7, Wil 15**Accuracy** 17; **Power** 18*Mind Crush*

Target: One creature within Long (300 ft.) range

The aboleth makes a +17 attack vs. Mental against the target.

Hit: The target takes 8d10 damage and is **confused** as a **condition**.*Critical Hit:* The aboleth can spend an action point to attune to this ability. If it does, the target is dominated by the aboleth as long as the ability lasts. Otherwise, the target takes double the damage of a non-critical hit.*Psionic Blast*

Targets: Each enemy in a Large (50 ft.) cone from the aboleth

The aboleth makes a +17 attack vs. Mental against each target.

Hit: Each target takes 6d10 damage and is **dazed** as a **condition**.**Psionic Barrier:** The aboleth gains a bonus equal to its level to **resistances** against **energy damage**.**Rituals:** The aboleth can learn and perform arcane rituals of up to 5th level.**Slime:** Whenever a creature takes damage from the aboleth's tentacle, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **nauseated**, and the secondary effect inflicts a **vital wound** with a special effect and ends the poison.Instead of making a **wound roll** for the **vital wound**, the target's skin is transformed into a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water every 10 minutes or it will lose a **hit point**. This effect lasts until the **vital wound** is removed.**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str 5, Dex 0, Con 5, Int -8, Per 0, Wil -1**Accuracy** 4; **Mundane Power** 6; **Magical Power** 4**Brown Bear****Level 5 [CR 2]**

Large animal

HP 10; **AD** 10; **Fort** 16; **Ref** 11; **Ment** 9**DR** 6**WR** 24**Strike:** Bite +7 (2d10)**Speed** 40 ft.; **Space** 10 ft.; **Reach** 10 ft.**Awareness** +0**Attributes:** Str 8, Dex 0, Con 8, Int -8, Per 0, Wil -1**Accuracy** 7; **Mundane Power** 9; **Magical Power** 6**Colossal Centipede****Level 13 [CR 4]**

Colossal animal

HP 11; **AD** 21; **Fort** 28; **Ref** 21; **Ment** 21**DR** Physical 22; **Energy** 19**WR** Physical 60; **Energy** 57**Strike:** Bite +18 (7d10)**Speed** 70 ft.; **Space** 30 ft.; **Reach** 30 ft.**Awareness** +0**Attributes:** Str 17, Dex -1, Con 17, Int -9, Per 0, Wil 0**Accuracy** 18; **Mundane Power** 20; **Magical Power** 16**Dire Beetle****Level 7 [CR 2]**

Large animal

HP 10; **AD** 12; **Fort** 18; **Ref** 12; **Ment** 12**DR** Physical 11; **Energy** 8**WR** Physical 33; **Energy** 30**Strike:** Bite +9 (4d6)**Speed** 40 ft.; **Space** 10 ft.; **Reach** 10 ft.**Awareness** +0**Attributes:** Str 10, Dex -1, Con 10, Int -9, Per 0, Wil 0**Accuracy** 9; **Mundane Power** 11; **Magical Power** 8**Dire Wolf****Level 5 [CR 2]**

Large animal

HP 8; **AD** 13; **Fort** 14; **Ref** 14; **Ment** 10**DR** 6**WR** 24**Strike:** Bite +8 (2d10)**Speed** 40 ft.; **Space** 10 ft.; **Reach** 10 ft.**Awareness** +3**Attributes:** Str 8, Dex 7, Con 6, Int -7, Per 6, Wil 0**Accuracy** 8; **Mundane Power** 9; **Magical Power** 6**Animals****Black Bear****Level 3 [CR 2]**

Medium animal

HP 9; **AD** 7; **Fort** 12; **Ref** 8; **Ment** 6**DR** 4**WR** 19**Strike:** Bite +4 (2d8)

Gargantuan Centipede**Level 10 [CR 4]**

Gargantuan animal

HP 10; **AD** 17; **Fort** 23; **Ref** 17; **Ment** 17
DR Physical 16; **Energy** 13
WR Physical 44; **Energy** 41
Strike: Bite +14 (5d10)
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Awareness +0
Attributes: Str 13, Dex -1, Con 13, Int -9, Per 0, Wil 0
Accuracy 14; **Mundane Power** 16; **Magical Power** 13

Pony**Level 2 [CR 1]**

Medium animal

HP 4; **AD** 5; **Fort** 10; **Ref** 6; **Ment** 4
DR Physical 1; **Energy** 0
WR Physical 15; **Energy** 14
Strike: Bite +2 (1d10)
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Awareness +0
Attributes: Str 2, Dex 0, Con 4, Int -7, Per 0, Wil -1
Accuracy 2; **Power** 2

Giant Wasp**Level 6 [CR 2]**

Large animal

HP 7; **AD** 16; **Fort** 14; **Ref** 16; **Ment** 9
DR Physical 10; **Energy** 7
WR Physical 30; **Energy** 27
Strike: Stinger +9 (2d10)
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Awareness +3
Attributes: Str 4, Dex 9, Con 4, Int -8, Per 7, Wil -2
Accuracy 9; **Power** 7

Poison Sting: Whenever a creature takes damage from the giant wasp's stinger, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **sickened**, and the terminal effect makes it **paralyzed**.

Roc**Level 9 [CR 4]**

Gargantuan animal

HP 9; **AD** 18; **Fort** 21; **Ref** 19; **Ment** 15
DR 8
WR 34
Strike: Bite +13 (4d10)
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Awareness +0
Attributes: Str 12, Dex 10, Con 11, Int -7, Per 0, Wil -1
Accuracy 13; **Mundane Power** 15; **Magical Power** 12

Spider, Colossal**Level 12 [CR 4]**

Colossal animal

HP 6; **AD** 25; **Fort** 22; **Ref** 25; **Ment** 20
DR Physical 20; **Energy** 17
WR Physical 54; **Energy** 51
Strike: Bite +20 (6d10)
Speed 70 ft.; **Space** 30 ft.; **Reach** 30 ft.
Awareness +7
Attributes: Str 15, Dex 15, Con 0, Int -9, Per 15, Wil 0
Accuracy 20; **Mundane Power** 18; **Magical Power** 15

Poison Sting: Whenever a creature takes damage from the spider's bite, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **sickened**, and the terminal effect makes it **paralyzed**.

Huge Centipede**Level 7 [CR 4]**

Huge animal

HP 9; **AD** 14; **Fort** 19; **Ref** 14; **Ment** 14
DR Physical 11; **Energy** 8
WR Physical 33; **Energy** 30
Strike: Bite +11 (4d8)
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Awareness +0
Attributes: Str 9, Dex -1, Con 9, Int -9, Per 0, Wil 0
Accuracy 11; **Mundane Power** 12; **Magical Power** 10

Large Centipede**Level 4 [CR 4]**

Large animal

HP 8; **AD** 10; **Fort** 14; **Ref** 10; **Ment** 10
DR Physical 8; **Energy** 5
WR Physical 24; **Energy** 21
Strike: Bite +7 (2d10)
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Awareness +0
Attributes: Str 5, Dex -1, Con 5, Int -9, Per 0, Wil 0
Accuracy 7; **Mundane Power** 8; **Magical Power** 7

Spider, Gargantuan**Level 9 [CR 4]**
Gargantuan animal

HP 6; **AD** 21; **Fort** 18; **Ref** 21; **Ment** 16
DR Physical 14; **Energy** 11
WR Physical 40; **Energy** 37
Strike: Bite +15 (4d10)
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Awareness +5
Attributes: Str 11, Dex 12, Con 0, Int -9, Per 11, Wil 0
Accuracy 15; **Mundane Power** 14; **Magical Power** 12

Poison Sting: Whenever a creature takes damage from the spider's bite, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **sickened**, and the terminal effect makes it **paralyzed**.

Spider, Huge**Level 6 [CR 4]**
Huge animal

HP 6; **AD** 17; **Fort** 15; **Ref** 17; **Ment** 13
DR Physical 10; **Energy** 7
WR Physical 30; **Energy** 27
Strike: Bite +12 (4d6)
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Awareness +4
Attributes: Str 7, Dex 8, Con 0, Int -9, Per 8, Wil 0
Accuracy 12; **Mundane Power** 10; **Magical Power** 9

Poison Sting: Whenever a creature takes damage from the spider's bite, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **sickened**, and the terminal effect makes it **paralyzed**.

Spider, Large**Level 3 [CR 4]**
Large animal

HP 6; **AD** 13; **Fort** 11; **Ref** 13; **Ment** 9
DR Physical 7; **Energy** 4
WR Physical 22; **Energy** 19
Strike: Bite +7 (2d8)
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Awareness +2
Attributes: Str 2, Dex 5, Con 0, Int -9, Per 4, Wil 0
Accuracy 7; **Power** 6

Poison Sting: Whenever a creature takes damage from the spider's bite, if the attack result beat the target's Fortitude defense, the damaged creature becomes **poisoned**. The poison's primary effect makes the target **sickened**, and the terminal effect makes it **paralyzed**.

Vampire Eel**Level 6 [CR 2]**
Large animal

HP 8; **AD** 15; **Fort** 15; **Ref** 15; **Ment** 10
DR Physical 8; **Energy** 6
WR Physical 28; **Energy** 26
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Awareness +0
Attributes: Str 8, Dex 8, Con 7, Int -8, Per 0, Wil -1
Accuracy 8; **Mundane Power** 9; **Magical Power** 7

Wolf**Level 2 [CR 1]**
Medium animal

HP 3; **AD** 7; **Fort** 8; **Ref** 8; **Ment** 4
DR 3
WR 17
Strike: Bite +2 (1d10)
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Awareness +0
Attributes: Str 2, Dex 3, Con 2, Int -7, Per 0, Wil -1
Accuracy 2; **Power** 2

Raven**Level 1 [CR 1]**
Tiny animal

HP 1; **AD** 7; **Fort** 2; **Ref** 8; **Ment** 4
DR 0
WR 13
Strike: Talon +2 (1d8)
Speed 20 ft.; **Space** 2-1/2 ft.; **Reach** 0 ft.
Awareness +1
Attributes: Str -8, Dex 3, Con -4, Int -6, Per 2, Wil 0
Accuracy 2; **Power** 1

Animates

Air Elemental, Elder**Level 11 [CR 4]**

Huge animate

HP 7; AD 24; Fort 21; Ref 25; Ment 20**DR** Physical 13; Energy 12**WR** Physical 44; Energy 43**Strike:** Slam +18 (4d10)**Speed** 50 ft.; **Space** 15 ft.; **Reach** 15 ft.**Awareness** +6**Attributes:** Str 6, Dex 15, Con 6, Int 0, Per 13, Wil 0**Accuracy** 18; **Power** 14*Whirlwind*Targets: Each **enemy** within reach

The air elemental makes a +18 **strike** vs. Armor with its slam against each target.

Hit: Each target takes 4d10 damage.

Air Elemental, Large**Level 5 [CR 2]**

Large animate

HP 7; AD 14; Fort 12; Ref 15; Ment 11**DR** Physical 4; Energy 3**WR** Physical 22; Energy 21**Strike:** Slam +8 (2d8)**Speed** 40 ft.; **Space** 10 ft.; **Reach** 10 ft.**Awareness** +3**Attributes:** Str 3, Dex 8, Con 3, Int -2, Per 6, Wil 0**Accuracy** 8; **Power** 6*Whirlwind*Targets: Each **enemy** within reach

The air elemental makes a +8 **strike** vs. Armor with its slam against each target.

Hit: Each target takes 2d8 damage.

Air Elemental, Huge**Level 8 [CR 2]**

Huge animate

HP 7; AD 17; Fort 15; Ref 18; Ment 14**DR** Physical 7; Energy 6**WR** Physical 31; Energy 30**Strike:** Slam +11 (2d10)**Speed** 50 ft.; **Space** 15 ft.; **Reach** 15 ft.**Awareness** +4**Attributes:** Str 5, Dex 11, Con 5, Int -2, Per 9, Wil 0**Accuracy** 11; **Power** 9*Whirlwind*Targets: Each **enemy** within reach

The air elemental makes a +11 **strike** vs. Armor with its slam against each target.

Hit: Each target takes 2d10 damage.

Humanoids**Cultist****Level 2 [CR 1]**

Medium humanoid

HP 3; AD 2; Fort 6; Ref 6; Ment 8**DR** 0**WR** 14**Strike:** Club +2 (1d10)**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str -1, Dex 0, Con 0, Int -1, Per 0, Wil 3**Accuracy** 2; **Mundane Power** 2; **Magical Power** 3*Inflict Wounds*

Target: One creature within Medium (100 ft.) range

The cultist makes a +2 attack vs. Fortitude against the target.

Hit: The target takes 2d6 damage.

Lizardfolk, Elite**Level 10 [CR 2]**

Medium humanoid

HP 8; AD 12; Fort 18; Ref 16; Ment 16**DR** Physical 14; Energy 10**WR** Physical 42; Energy 38**Strike:** Spear +12 (4d8)**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str 12, Dex 0, Con 11, Int 0, Per 0, Wil 0**Accuracy** 12; **Mundane Power** 13; **Magical Power** 11

Lizardfolk, Grunt**Level 10 [CR 1]**

Medium humanoid

HP 4; AD 11; Fort 17; Ref 15; Ment 15**DR** Physical 14; Energy 10**WR** Physical 42; Energy 38**Strike:** Spear +11 (4d6)**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str 11, Dex 0, Con 11, Int 0, Per 0, Wil 0**Accuracy** 11; **Mundane Power** 11; **Magical Power** 10**Orc, Elite****Level 8 [CR 1]**

Medium humanoid

HP 3; AD 9; Fort 13; Ref 13; Ment 13**DR** Physical 9; Energy 6**WR** Physical 33; Energy 30**Strike:** Greataxe +9 (4d8)**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str 10, Dex 0, Con 0, Int 0, Per 0, Wil 0**Accuracy** 9; **Mundane Power** 10; **Magical Power** 8*Power Smash*Target: One creature or object within **reach**

The orc makes a +7 **strike** vs. Armor with its greataxe against the target.

Hit: The target takes 5d10 damage.

Pyromancer**Level 2 [CR 1]**

Medium humanoid

HP 3; AD 2; Fort 7; Ref 6; Ment 8**DR** 0**WR** 14**Strike:** Club +2 (1d10)**Speed** 30 ft.; **Space** 5 ft.; **Reach** 5 ft.**Awareness** +0**Attributes:** Str -1, Dex 0, Con 2, Int -1, Per 0, Wil 3**Accuracy** 2; **Mundane Power** 2; **Magical Power** 3*Fireball*

Targets: Everything in a Small (10 ft.) radius within Close (30 ft.) range

The pyromancer makes a +2 attack vs. Armor against each target.

Hit: Each target takes 1d10 fire damage.