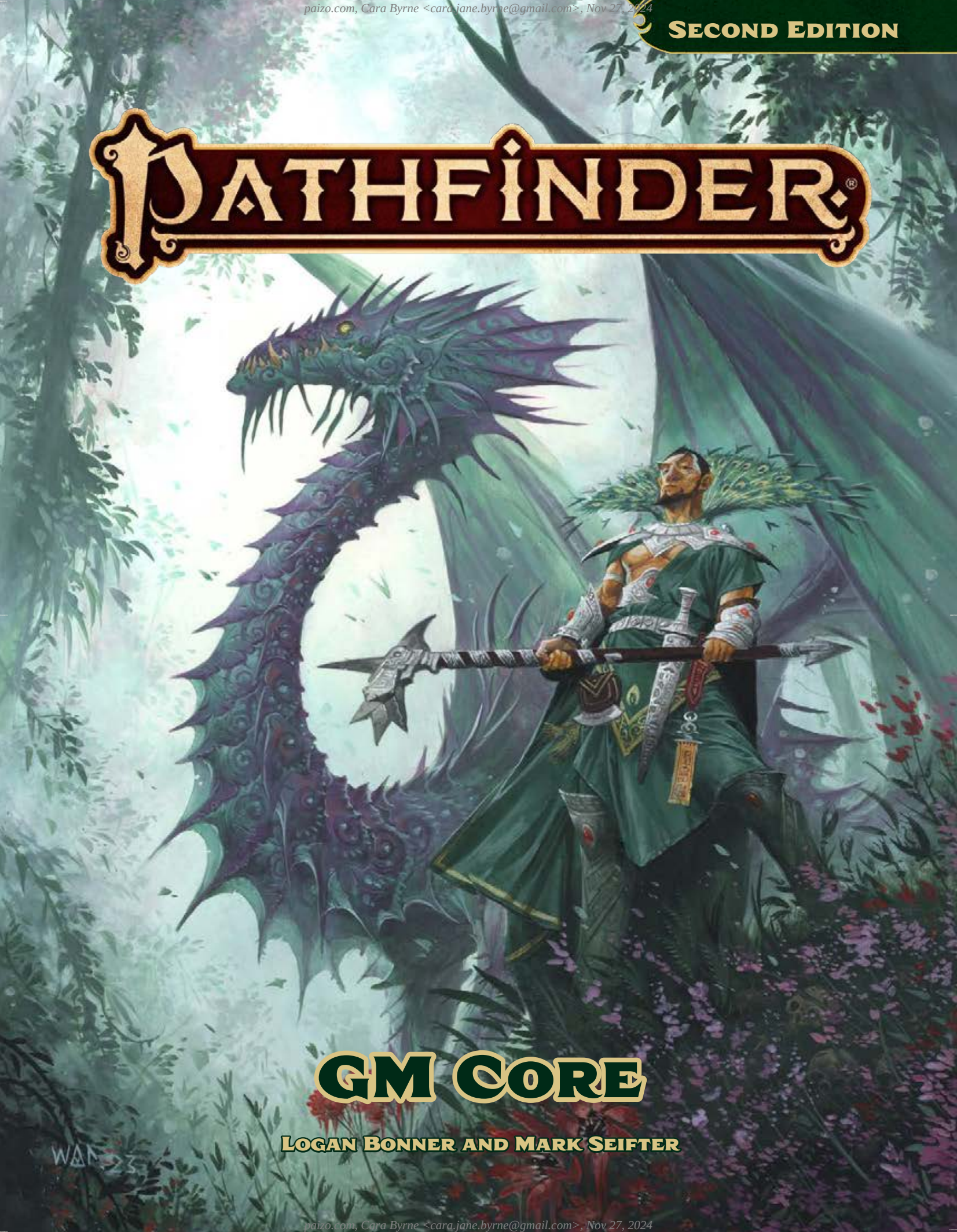
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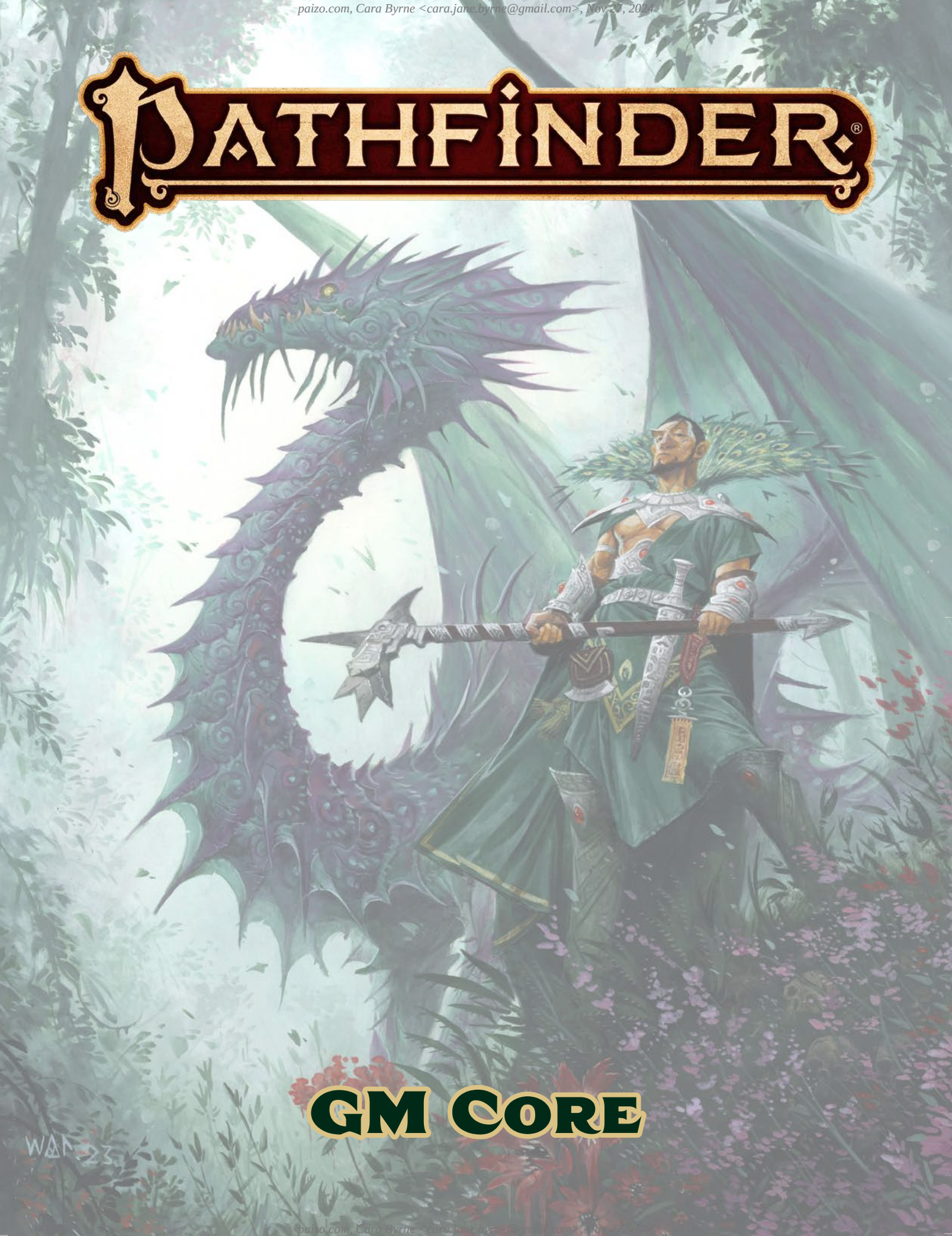
GM Core

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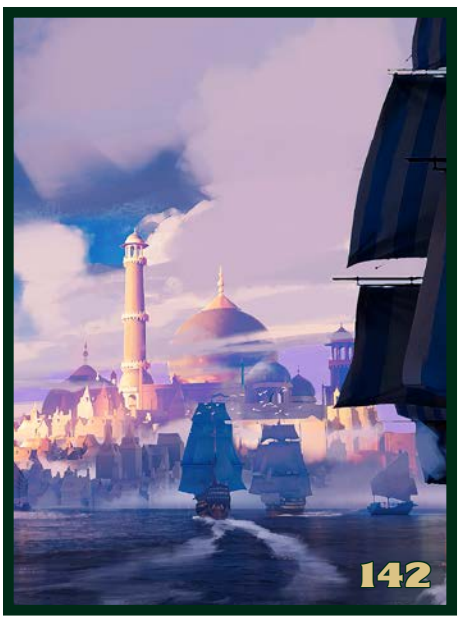
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Introduction

The focus of every Pathfinder game is the player characters—they're the stars of the show and appear in every scene that plays out in-game. But what about those scenes? What stories are being told? What old legends are being discovered, and what new ones are being forged? Who are the villains, the allies, the traitors, the lovers, the monsters, and the gods? Who runs the world? When you're the Game Master, that's all up to you!

The Game Master

In Pathfinder, the Game Master (often abbreviated as GM) is the player in charge of the story and the world the other players are exploring. When you're the GM, you take on the rewarding role of crafting fun experiences for a group of your friends. Your responsibilities include...

- Telling the story of the group's adventures in a compelling and consistent way.
- Fleshing out the world in which the game takes place, emphasizing the fantastical while grounding it enough in the real world to feel believable.
- Entertaining the players and yourself with novel concepts and rewarding creative ideas with interesting outcomes.
- Preparing for game sessions by building or studying adventures and creating characters and plots.
- Improvising the reactions of nonplayer characters (NPCs) and other forces in the world as the players do unexpected things.
- Making rules decisions to ensure fairness and keep the game moving forward.

Though the word "master" is in the GM's title, it's not a role that requires—or even benefits from—absolutism. Pathfinder is a collaborative experience, and while your role as the Game Master is one of adjudicator or moderator, it doesn't mean you control everything at the table, especially not the players and their characters. Nor does the role require mastery, either of the rules or the setting. You'll need to understand the game, but you don't need to have every rule memorized. When everyone shares the goal of having fun and telling a story together, the details will fall into place.

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How to Use This Book

GM Core is one of the central rule books for Pathfinder, and it provides guidance on building and running whatever fantastic stories you wish to tell. The book also gives information on the Age of Lost Omens—the setting of Pathfinder—as well as rules variants and tools you can use to customize the game. Lastly, the book contains the magical items and other treasure that you can place throughout your adventure to reward your PCs for their victories. Tips and advice for running a smooth game are included as well!

Pathfinder as a game is all about customization, and this book provides you as the Game Master ways to customize your game just as a player customizes their character. The toolbox nature of *GM Core* makes it easy to select whatever parts you need for the game you're running at any time, especially in the Building Games and Subsystems chapters. As with any toolbox, you won't need to use everything at once!

Choosing Your Tools

No two Game Masters are the same. Perhaps you're a veteran GM who's looking for new ways to tailor your game to suit your interests and those of your players. Or perhaps you're a brand-new GM looking for guidance to feel comfortable leading a game of your own. Maybe you've been a GM for years, but this is your first time running a Pathfinder game. No matter where you are as a Game Master, this book is a valuable tool that can help you tell the stories you want to tell with your players.

I'm a New Game Master

You'll find a wealth of information to help you feel confident in running your games. Chapter 1: Running Games can help you better understand how to run a game in different modes of play, set DCs, give out rewards, adjudicate the rules quickly and fairly, and adapt when special circumstances or problems crop up at your table. This chapter also contains advice on using and determining rarity in your game, working with your players to create a collaborative story, and adapting your game to meet the needs of the players at your table.

I'm Running a Published Adventure

You'll find guidance in Chapter 1 specifically for running published adventures, and most of the advice in that chapter about running a game applies to published adventures. The information in Chapter 3 gives you a primer on the Age of Lost Omens setting, introducing the world and its nations, peoples, and history that you'll find featured in Pathfinder's published stories. A number of adventures—especially scenarios in the Pathfinder Society Organized Play program and Pathfinder Adventure Path volumes—use the subsystems in Chapter 4. The Victory Points subsystem is the most fundamental of these, but many adventures also use the other subsystems found there for things like vehicles, chases, and influence.

REMEMBER THE FIRST RULE

The first rule of Pathfinder is that **this game is yours**. The rest of the rules exist for you to use to tell the stories you want to tell and share exciting adventures with your friends. There are plenty of rules in this book, but none of them override that first rule. Take the rules that help you make the game you want, change those that don't do quite what you need them to, and leave the ones that aren't helping. It's your game. There's no right or wrong way to GM so long as everyone is having fun—and that includes you!

CAMPAIGNS, ADVENTURES, AND ENCOUNTERS

The rules and advice in this book frequently refer to three main structures of a game. A **campaign** is your group's game as a whole, a serialized story consisting of one or more adventures. Each **adventure** tells a single story arc with a beginning, middle, and end; it includes many interactions, challenges, and encounters. An **encounter** is a single showdown or contest between the player characters and their foes or other nonplayer characters.

I'm Making My Own Adventure

If you are looking to create your own Pathfinder adventures, Chapter 2 provides you design guidance ranging from the broad strokes of building an entire campaign, to individual adventures, to the particular considerations of any given encounter. This chapter also provides a toolbox you can use to build the creatures, hazards, items, and other elements you want to use in your adventures.

If you plan to set your adventures in a world of your own design, the world-building section of Chapter 2 can guide that process and help you establish the details you'll need to ensure your setting is a vibrant backdrop for fantastic stories. You can also use the information on nations, settlements, and planes in Chapter 3 to detail those parts of your world.

I Need Items!

New and experienced GMs alike will find the treasures in Chapter 5 of great interest, whether you're looking up what a reward in a published Pathfinder adventure might be or searching for just the right piece of magical gear to give your players after a quest. Persistent items like magical weapons and armor can serve as longstanding parts of a player's kit, and consumable items like potions or talismans can inject fun one-off effects into your party. Lastly, the chapter contains highly narrative items that can play a role in campaigns all on their own, from artifacts and cursed items to powerful relics that grow alongside your players.

In many campaigns, you can let players freely peruse this chapter to find items they like. This is especially true when players craft magic items or have broad access to magic item shops in Absalom or a similar location.

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Chapter 1: Running the Game

As Game Master, you run each session of Pathfinder, providing the link between the players and the world of the game. It's up to you to set the scene as the player characters battle monsters, interact with other people, and explore new locations.

This chapter provides the tools you need to shoulder those responsibilities. The following sections break down the various components of a campaign, discuss the different modes of play and how to set DCs for the tasks the PCs attempt, provide different ways of rewarding player characters, and describe aspects of the environment that might affect an adventuring party.

A Welcoming Environment

The role of Game Master comes with the responsibility of ensuring you and the rest of the players have a rewarding, fun time during the game. Games can deal with difficult subjects and have stressful moments, but fundamentally Pathfinder is a leisure activity. It can remain so only if the players follow a social contract and respect one another.

Players with physical or mental disabilities might find themselves more challenged than abled players. Work with your players to ensure they have the resources and support they need. Additionally, be on the lookout for inappropriate behavior, whether intentional or inadvertent, and pay careful attention to players' body language during the game. If you notice a player becoming uncomfortable, you are empowered to pause the game, take it in a new direction, privately check in with your players during or after the session, or take any other action you think is appropriate.

If a player tells you they're uncomfortable with something in the game, whether it's content you've presented as the GM or another player's or PC's actions, listen carefully to that player and take steps to ensure they can once again have fun during your game. If you're preparing prewritten material and you find a

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character or a situation inappropriate, you are fully empowered to change any details as you see fit. You also have the authority (and responsibility) to ask players to change their behavior—or even leave the table—if what they're doing is unacceptable or makes others feel uncomfortable. It's never appropriate to make the person who is uncomfortable responsible for resolving a problem. It's okay if mistakes happen. What's important is how you respond and move forward.

Gaming is for everyone. Never let those acting in bad faith undermine your game or exclude other players. Your efforts are part of the long-term process of making games and game culture welcoming to all. Working together, we can build a community where players of all identities and experiences feel safe.

Objectionable Content

Before a campaign begins, check in with your players—as a group or individually—to find out what types of content they want to allow in the game and which topics they would prefer to avoid. Because the story unfolds in real time, it's essential that you discuss these topics before the game starts, often in a session zero (see page 9). These discussions are intended to keep players safe, so it's not okay to ask why someone wants a type of content banned. If someone wants it banned, ban it—no questions asked.

It can help to start with a rating, like those used for movies or video games. Pathfinder games often include violence and cruelty. What's the limit on how graphically these concepts should be described? Can players swear at the table? Does anyone have phobias they don't want to appear in the game, such as spiders or body horror?

After you figure out the limits on objectionable content, you have four important tasks:

- Clearly convey these limits to the other players.
- Ensure you and the players abide by the boundaries.
- Act immediately if someone becomes uncomfortable about content during a session, even if it wasn't already banned in a prior discussion. Once the issue is resolved, move on.
- Resolve the issue if any player deliberately pushes these boundaries, tries to find loopholes, tries to renegotiate the limits, or belittles people for having a different tolerance to objectionable content.

The Pathfinder Baseline

You might find that your players don't have much to say on the topic of objectionable content and just assume that general societal mores will keep the most uncomfortable topics out of the game. That's not always enough, as that approach relies on shared assumptions that aren't always accurate. The following is a set of basic assumptions that works for many groups, which you can modify to fit your preferences and those of the other players.

TOOLS FOR RESPONSIBLE PLAY

Consent and comfort are important topics for roleplaying games, and many designers have created techniques to facilitate responsible play. Some methods you can use are lines and veils, developed by Ron Edwards, and the X-Card, developed by John Stavropoulos.

Lines and Veils

The terms "line" and "veil" can give your table a common vocabulary for the concepts described in this section. A line is a hard limit to the actions players might take, such as "We're drawing a line at torture." The group agrees not to cross a line and omits that content from the game. A veil indicates something that shouldn't be described in detail. The scene fades to black, or the group moves on to discuss a different topic, though whatever the veil is drawn across still happens. For example, you might say, "We'll draw a veil as those characters head into the bedroom." Players might find they need to modify their lines and veils as play continues.

The X-Card

Draw an "X" on a card, and you've got an X-Card. Place it on the table at the start of the session. Any player can silently reject content they find upsetting by tapping the X-Card; whoever is speaking then rewinds a bit and continues on, excising the content. As with setting the basic campaign guidelines, there are no questions asked, no judgment, and no argument when someone taps the X-Card. You can, however, ask for clarification if you need it, such as "How far back should I rewind?" Some groups instead make an X with their hands, say "Let's X that out," or use some other method. Either way, follow up with the player privately after the game to see if the guidelines need to be revised. You can find more details at **tinyurl.com/x-card-rpg**.

- Bloodshed, injuries, and even dismemberment might be described. However, excessive descriptions of gore and cruelty should be avoided.
- Romantic and sexual relationships can happen in the game, but players should avoid being overly suggestive. Sex always happens "off-screen." Because attempts at initiating a relationship between player characters can be uncomfortably similar to one player hitting on another, this should generally be avoided (and is entirely inappropriate when playing with strangers).
- Avoid excessively gross or scatological descriptions.

The following acts should never be performed by player characters:

- Torture
- Rape, nonconsensual sexual contact, or sexual threats
- Harm to children, including sexual abuse
- Owning slaves or profiting from the slave trade
- Reprehensible uses of mind-control magic

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Collaboration During Play

As Game Master, you have the final say on how the world and rules function and how nonplayer characters act. This rule's purpose is to make the game run smoothly, with one guiding hand ensuring consistency. It's not intended to make one player into a dictator over the rest of the group. Collaboration is vital to roleplaying games!

How you implement collaboration in a game depends on what your players are interested in. In some groups, players enjoy adding details to the world and to the nonplayer characters. In others, players want to feel like the world is outside their control, and the only decisions they get to make are those made by their own characters. Both are fun and acceptable ways to play.

You are encouraged to collect input from your players before you start, asking what storytelling genres they'd like to emphasize, which areas of the world they want to play in, the types of enemies they'd like to face, or which published adventure they want to play. A good campaign includes some back-and-forth at the beginning as the players figure out what characters they want to play and you figure out what sort of adventure would be most enjoyable for the group. The results can range from building an adventure entirely to fit the characters to choosing a specific published adventure, having the players make their characters, and then adapting the beginning of that adventure so that all the player characters have a reason to be involved.

As you play, opportunities to collaborate will occur again and again. When players throw out suggestions or come up with specific theories about the events of the campaign, they're telling you what they'd like to see in the game. Try to find ways to incorporate their suggestions, but with enough of a twist that each still includes something unexpected. Remember that as the Game Master, you're a player too—don't forget to include content that you're excited to see as well!

Villains might engage in such acts, but they won't happen "on-screen" or won't be described in detail. Many groups choose to not have villains engage in these activities at all, keeping these reprehensible acts out of mind entirely.

Social Spillover

As important as it is to take care of yourself and the other players in your game, be mindful of your group's impact on the other people around you. If you're playing in a space that's not your own, respect your hosts. If you're playing in public, consider the comfort of the people around you, not just what your group is comfortable with. It's easy to get caught up in a game, as we get sucked into the microcosm of an imagined world, but don't ignore the real world around you. Be aware when you're making too much noise, leaving a mess, alarming passersby with graphic descriptions of violence, or even just giving the cold shoulder to curious spectators witnessing RPG play for the first time.

Preparing Adventures

An adventure is a self-contained collection of story elements, characters, and settings that form the basis for the story you and the other players tell. Think of the adventure as an outline for your story. You'll have major beats you want to include, some consistent characters, and themes you want to convey, but all sorts of things can change during the process of turning the outline into a completed story.

You might use a published adventure from Paizo or another company, or you might construct your own adventure as you prepare for your game sessions.

Published Adventures

Prewritten adventures include background information and nonplayer characters needed for the story, plus all the locations, maps, and monster groups necessary for both exploration and encounters. Prewritten adventures can speed up your preparation, since you can simply read the relevant sections of the adventure before a game, and you don't have to create everything from scratch. A published adventure already includes the expected amount of encounters and treasure, and you can find adventures built for different character levels to match your group. Reading a published adventure or running one as your first game can help you see how adventures are structured, which makes it easier to write one later if you choose.

Though a published adventure is prewritten, it's not set in stone. Changing the details of an adventure to suit your group isn't just acceptable, it's encouraged! Use the backstories and predilections of the player characters to inform how you change the adventure. This can mean altering adversaries so they're linked to the player characters, changing the setting to a place some of the player characters are from, or excising particular scenes if you know they won't appeal to your players.

Pathfinder Society

Organized play campaigns allow you to play in and run games all over the world with persistent characters. If you want to play Pathfinder this way, you can do so through the Pathfinder Society program! Once you go online to **pathfindersociety.club** to make an account, you can organize games yourself with your friends or join an existing event.

At the start of a session when you're running a PFS adventure, you'll collect your players' information. At the end of the adventure, you'll write down the rewards their characters earn for completing the scenario on a

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chronicle sheet your players can keep for their records. The rewards they gain are detailed in each adventure. Once you report the session's results online, the rewards become a persistent part of these characters, even if they play in other games with other groups. These scenarios include important choices, and you can report what your group chose—decisions that will guide the future of the campaign!

Your Own Adventures

Building your own adventure can be much more challenging than using a published one, but it lets you express yourself, be even more creative, and tailor the game directly to the players and their characters. Chapter 2 contains guidance on building your own adventures, as well as tools and resources for designing content for your players.

Adventure plotting can start at many different points. You might begin with a particular antagonist, then construct an adventure that fits that villain's theme and leads the group to them. Alternatively, you could start with an interesting location for exploration, then populate it with adversaries and challenges appropriate to the setting.

Character Creation

At the outset of a new campaign, the players will create new player characters. Part of that process involves you introducing what the campaign will be about and what types of characters are most appropriate. Work with the players to determine which rule options are available. The safest options are the common choices from *Player Core*. If players want to use common options from other books or uncommon or rare options, review those options to see if any of them conflict with the style of campaign you have in mind or might present strange surprises down the road. It's usually best to allow new options, but there's no obligation to do so. Be as open as you're comfortable with.

Session Zero

Some groups prefer to have everyone create their characters in advance and show up ready to play. However, getting the group together to make characters can be fun and can benefit your game down the line. A session for building characters is commonly called "session zero." Session zero is typically shorter than other game sessions, so you might plan a short introductory scene for when everyone has finished building their characters or just hang out and do something else after you've planned your characters.

Having a session zero lets players share character details, making it easier for their characters to have links and relationships with one another before the adventure starts, and gives players the chance to become invested in each other's characters by organically learning what decisions other players made. These sessions also give veterans the chance to help less experienced players through character creation. Lastly, session zero can give you a better understanding of the characters and help the players integrate them into the adventure in interesting ways.

PAIZO'S PUBLISHED ADVENTURES

You can purchase the following types of adventures at **paizo.com**, your local game store, or many bookstores. If you want to acquire all the adventures in a given line, you can purchase a subscription at **paizo.com**.

Pathfinder Adventure Paths

Each monthly volume of a Pathfinder Adventure Path leads into the next as part of a greater story spanning multiple volumes. The first volume of each Adventure Path typically starts at 1st level, and each volume has a self-contained story that eventually leads to a big climax at the end of the final volume. Each volume also typically includes new monsters, rules, and details about the world. Each Adventure Path has a different theme, and their settings range across the Inner Sea region and beyond.

Pathfinder Adventures

Pathfinder Adventures are standalone adventures that cover several levels of play. They're self-contained and typically have a unique structure or theme. You can play through a Pathfinder Adventure on its own or as part of your ongoing campaign—some make ideal side adventures for Adventure Paths that have similar themes.

Pathfinder Society Scenarios

Scenarios are the adventures used by the Pathfinder Society Organized Play program; you can play them as part of the Pathfinder Society or on your own. Each takes about 4 to 5 hours to run, so you can tell a whole story in a short amount of time, but they're also part of a larger continuity and can be combined together to form the basis of a longer campaign.

Planning a Session

A campaign happens over a series of gatherings between you and the other players, called game sessions. Each session is usually several hours long, with multiple encounters, some exploration, and possibly downtime. Your session can be compared to an episode of a TV show; it should include some twists, turns, and changes, and end leaving people excited about what comes next.

One of the greatest challenges in gaming is scheduling a time for everyone to get together and play. Often, this responsibility falls on you as the GM, since you're the one who has to prepare your game between sessions.

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Many games have a set schedule, such as once per week, once every 2 weeks, or once per month. The less frequently your group meets, the better notes and recaps you'll need to keep everyone on the same page.

Plan a time for everybody to arrive, and also try to set a time when playing the game will begin. This can make it easier for everyone to finish chatting, catching up, and eating in a timely fashion so you can start playing the game. Having an end time in mind is also fairly important. A typical game session lasts about 4 hours, though some groups hold 2-hour sessions or play marathon games. Less than 2 hours usually isn't enough time to get much done in most Pathfinder campaigns. If your session will be longer than 2 hours, plan out some 15-minute breaks (in addition to bathroom and beverage breaks, which players can take as needed).

Running a Session

During a session, you're in charge of keeping the game's action moving, managing the different modes of play, fielding questions, and making rules decisions. You'll also want to keep a rough eye on the time, so you can end when most convenient for the group.

You're the interface between the rules and the imagined world you and the other players share. They will ask you questions, and they'll act based on their own assumptions. It's up to you to establish what's true in the world, but you don't do this unilaterally. You're informed by the setting's backstory, your preparations, and the suggestions and assumptions the other players bring to the table. Keep in mind that until you announce something, your own plans are subject to change. For example, if you originally intended the owner of a tavern to be kindly and well-intentioned, but a player misreads her and invents an interesting conspiracy theory regarding her intentions that sounds fun, you might convert the tavern owner into an agent of evil after all.

You'll also determine when PCs and foes need to attempt checks, as well as the consequences of those rolls. This comes up most often outside of encounters, as encounters are more regimented about when checks happen and how they are resolved. In an encounter, a player can usually determine their own character's turn, with you chiming in only to say whether an attack hits or if something in the environment requires a character to attempt a check.

Pacing Game Sessions

Most sessions should have lulls in the action punctuated by challenges such as intense encounters, puzzle-based exploration, and investigation. Presenting players with

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a variety of such obstacles can help them feel more engaged at the table. Information flow matters, too. If the group meets a large number of NPCs in short order, that can make it harder for them to remember individuals. It helps to break things up into smaller scenes and memorable moments.

Knowing when to end a session takes practice. About 20 minutes before a play session is scheduled to conclude, it can be beneficial to figure out how you'd like to end. It can be memorable to end with a cliffhanger—a moment so curious and abrupt it raises questions about what happens next. Examples include ending play before combat, when the PCs find vital information, or as they discover treasure. Doing so can inspire the PCs to discuss the game between sessions. Note anything that could be satisfying to resolve over media, such as email. This could include divvying up treasure, leveling up, or completing downtime tasks.

Starting a Session

Once everyone is ready, get everyone's attention and cover the following topics. These are in a rough order that you can change based on your group's style or a session's needs.

- Recap what happened during the previous sessions.
- Establish where the characters are at the beginning of this session. Have they been resting since their last challenge? Are they in a hallway, preparing to raid the next room of a dungeon? Tell players whether their characters had time to rest or recover since the last session.
- Remind players that they each have 1 Hero Point at the start of the session.
- Establish goals. The players should have an idea of what they want to do next. Reestablish any goals the group already had, then let the players weigh in on whether these goals still apply, and on whether there's anything else they hope to accomplish in this session.
- Commence adventuring! Decide which mode of play you're going to start in, then lead off with a verbal prompt to get the action started. You might ask a question related to a particular character, have everyone immediately roll initiative as a monster attacks, or briefly describe the environment and sensations that surround the player characters, allowing them to react.

The Spotlight

As you run the game, keep track of who has the spotlight. It can be easy to keep attention on the most outgoing player or character, but you need to check in with all the players. If a player hasn't contributed in some time, stop and ask, "What's your character doing at this point?" If the player's not sure, add a detail or nonplayer character to the scene that the player might find interesting.

SHARING RESPONSIBILITY

Just because you're the GM and ostensibly in charge doesn't mean you have to do all the extra work to make the campaign run. Some of the tasks described here, like scheduling games, taking notes, and giving recaps, can be delegated to other players. You might also have someone track initiative or the Hit Points of the PCs' foes for you in encounters, or even run those foes if you have a large group and someone would rather do that than control a character of their own. It's also great when someone else can host a session, provide snacks for the group, or take on other responsibilities that aren't directly related to the game.

It's best to figure out a schedule of responsibilities when you're first setting up a game. Ask the players what they're willing to take on. If you start to feel overwhelmed partway through a campaign, you can revisit the topic and try out new options until you find a setup that's comfortable.

Stakes and Consequences

A GM should always convey a clear picture of the stakes and consequences of the PCs' actions or inaction. What horrible things will happen if the PCs fail? What can they achieve if they go beyond what's expected of them? A well-constructed adventure conveys the stakes at the outset, but it's also important to remind the players of those stakes throughout play. A game where the stakes are extremely high all the time cuts out the opportunity for low-key scenes, and can be overwhelming or even monotonous. In most games, players enjoy having some scenes where their characters can relax and socialize with low stakes as well.

Consequences should be specific and evocative. Don't just tell the players what happened after success or failure; let their characters witness it in the world. Are they greeted as heroes by townsfolk? Does the bastion of evil crack and shudder, falling apart as the PCs escape? Does a failure lead to the death of an ally and a somber funeral? It's usually best if the PCs can foresee the consequences, at least in a general sense. If a villain demonstrates their intention to conquer a city, and the PCs don't stop them, then the city gets conquered. It's OK if you have an idea for an interesting subversion occasionally, but keep those to a minimum or the chain of cause and effect will become too muddy.

Failing Forward

Unexpected failure can bring the game to a halt, particularly during exploration. "Failing forward" means finding a way to progress the story instead of saying, "That didn't work." This doesn't mean the group can't fail, or that the PCs should get what they wanted despite failing. Rather, it means that a failure might still impart more information, reveal a way to improve their

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HERO POINTS

As GM, you're in charge of doling out Hero Points during sessions. Recommendations for how to grant them appear on page 57, but you can also consider Hero Points a way to reinforce your personal style of Game Mastering and reward what you and the other players value during play. It can help to keep a Hero Point token on hand as a visual and tactile reminder to hand them out when appropriate. You can also asking your players to tell you when they think a PC's action merits a Hero Point.

chances next time, or even cause unforeseen difficulties. Doing so means the player's choice to attempt a check *mattered*, even if the results weren't what they wanted. Allowing the PCs to fail forward means fewer dead ends and perfunctory checks. It's important, however, not to put unnecessary pressure on yourself to do so all the time. Sometimes you won't know immediately how a PC can fail forward, and in those cases, it's usually best to just move on.

Improvisation

As a GM, you often make things up on the fly. You can find tips for improvising rules within the Adjudicating Rules section of this book (page 15). When an issue seems to pertain to the story instead of the rules, ask yourself the following questions.

- Does something already established in our story so far tell me what should happen here?
- What would the NPC's personality lead them to do?
- What does the player expect to happen?
- What would best fit the themes of our story?

You might not have a good answer for every question, but asking them can inspire useful solutions. If what you need to invent is significant in the storyline or world, there's nothing wrong with asking the group to take a little break while you fill in the gap. If it's not particularly significant and you can't come up with anything more compelling, it's also okay to say "Nothing happens" and move on.

Often, a player will ask, "What happens when I do that?" This is a good indicator that the player expects that what they've done will draw a reaction from an NPC or the environment. Unless the player is way off base, provide an in-game response, even if it's minor. The player has telegraphed what matters to them, and the perceived importance of their action can draw them into the game.

Special Circumstances

The player characters in your group will at times attempt tasks that should be easier or harder than the rules or adventure would otherwise lead you to expect, such as a PC Gathering Information in their hometown. In these cases, you can just apply a circumstance bonus or penalty. Usually, this is +1 or –1 for a minor but significant circumstance, but you can adjust this bonus or penalty to +2 or –2 for a major circumstance. The maximum bonus or penalty, +4 or –4, should apply only if someone has an overwhelming advantage or is trying something extremely unlikely but not quite impossible.

You can also add traits to actions. Let's say that during a fight against a fire elemental, Seelah Interacts to pour water from her waterskin on her sword. You could add the water trait to her next Strike so Seelah can take advantage of the fire elemental's weakness to water. A PC getting an advantage in this way should usually have to use an action to do so, so Seelah would get the benefit for one attack, but to do it again she'd need to use her waterskin once more.

False Information

A critical failure to Recall Knowledge can result in you needing to convey false information, requiring some improvisation. If you aren't careful, this information can be perceived by the PCs as too silly or could derail the game. For example, if a PC misinterpreted text about the god of commerce, Abadar, telling them that they now believe the god is an incompetent chaotic spendthrift who's bad with money might be too far-fetched. Similarly, if they incorrectly believe Abadar will reward them with great wealth if they ring bells in four different temple corners, this could send them on a tangent.

Providing false information can cause the PCs to make mistakes, but the consequences should typically be immediate rather than continual or far in the future. Avoid dispensing false information that might not be used for hours or entire sessions after the check is forgotten. If you're unsure, the safest form of false information is information that's wrong but not in a way that causes major consequences. Remember that a critical failure says you get incorrect information, not that you get important-seeming false information. Erroneously believing Abadar's symbol is a set of scales instead of a key might lead to a miscommunication, but one that's not dangerous, easy to clear up, and only a little embarrassing for the PC.

Secret Checks

During play, you roll some checks in secret instead of allowing the player to do so, as explained on page 405 of *Player Core*. This rule helps ensure that a player remains uncertain at times when their character is unsure of how a situation may resolve, immersing the player in their character's perspective. It can be handy to keep a list of the PCs' modifiers on hand to help you roll secret checks more quickly. At least, you should record each player's Perception modifier, their saving throw modifiers (especially Will), and the skill modifiers of any skills they

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often use to Recall Knowledge. Check in anytime the PCs level up, and consider asking the players to update you when any of these modifiers change.

You can still have the players roll the checks even if an action has the secret trait. This is usually best done when the results are going to be immediate or when stakes are low, like when the PC is trying to recall something during downtime that they'll see is false through the course of their research. You can instead have the players handle all their rolls, secret or otherwise. This works best when the group is interested in leaning into the dramatic irony of knowing a PC is wrong and playing up their characters' mistakes.

Metagaming

Knowledge the players have that their characters don't is often called "metagame knowledge," and using it to influence characters' decisions is called "metagaming." Some metagaming results naturally from play and is wise to disregard. The wizard aiming a *fireball* precisely enough to include three enemies in the very edge of the spell's area is probably unrealistic, but isn't that disruptive to play. Things get more questionable if the player says something like "That's a rakshasa, so don't use divine spells against it." —regardless of whether their character has encountered a rakshasa before or identified the creature. Each group is different, and the assumption of what the characters know varies. If metagaming starts to get out of hand, you might use some gentle reminders, like "I'm not sure your character's aware of that" or "Can you explain your character's thinking when they do that?" If the problem persists, see the guidelines mentioned in the Problematic Players section on page 18.

Roleplaying NPCs

Although the PCs are the stars of the game, NPCs make the world around the PCs vibrant. They can become a part of the story, sometimes for years, weaving into the story right alongside the PCs. Portray NPCs however it works best for you. Some GMs keep it simple, describing the NPCs simply by their looks or their hook (see below). Others go into more detail, using accents, mannerisms, or acting.

Because NPCs have smaller roles than PCs, imparting enough information to convey their identities while they interact with the party can be challenging. When you create an NPC, start by integrating a single "hook" into their concept: a widowed merchant, a refugee from a distant realm, or a child who constantly asks awkward questions. Each hints at a backstory but is easily described in a synopsis. If the NPC continues to interact with the party, you can then add to their backstory later.

NPCs from adventures and other sourcebooks often include basic information about their personality, gender, and role in the game. Important NPCs often include more in-depth roleplaying tips, personal edicts, anathemas, and more.

NPC Limitations

Always remember that the PCs have the greatest role in your story. Avoid including allied NPCs who could easily solve any problem the PCs encounter. An extremely powerful NPC should be engaged with matters beyond what the PCs are tasked with or have some limitation that necessitates the PCs' involvement. Remember that an NPC is not "your character" in the way each player has a character. Though NPCs who travel with the party can be effective and fun when handled with caution, an NPC who effectively acts as the GM's character is often called a GMPC (Game Master Player Character) and can contribute to a feeling that the players are being coerced into making certain decisions.



JANATIMO, SPEAKER OF THE WORLD'S TALES

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OFF-SESSION GAMING

Session play with a full group isn't the only way to play Pathfinder. Finding opportunities to expand on the game outside of its regular schedule can keep your group engaged between sessions.

You can get together with a single player to run a mini-session for their character, covering a mission that's important to their story but doesn't concern the rest of the group. You and the players can work out what their characters do during solid stretches of downtime via e-mail or chat messages. You can also give players opportunities to collaborate on details of the story, like having a player design a heraldic symbol for the adventuring group or map out their home base. You might even decide to award a Hero Point at the next session to a player for events that happened outside a session.

Some events aren't suitable for handling outside of sessions. Any event that strongly affects a character whose player isn't present should be handled at the table when everyone can attend. It's also helpful to recap events that took place outside of the session for all characters so no one feels excluded or lost.

Betrayal

NPCs, even allies, can shift allegiances. They might betray, fail, or sell out their companions, which can make for a meaningful story event. If an NPC is being set up to betray the party in some way, lay groundwork early on so the players don't feel ambushed by the twist. If the players can look back and see a clear path to this result, it's likely they'll feel the decision makes sense in the context of the story. Try to give the NPC a "tell" or a paper trail that can be found, especially one where the players have chances to pick up on that tell with smart use of their abilities and skills.



IRABETH TIRABADE

Respecting the Character

Sometimes when creating characters, a GM can unintentionally play into themes that can be harmful or hurtful. For example, an NPC with a background of abuse, a former or current slave, or a character with disabilities requires respectful handling. This is particularly true if you, as the GM, do not have the same life experience as the NPC in question. If you want to include these themes for an NPC, you should probably bring it up with your players beforehand and set expectations. You don't need to spoil the character, but sitting down and checking in with your players can help prevent unpleasant surprises and is better than assuming. To keep the representation respectful, avoid cliches and don't use the hook as a joke. Your group's guidelines for objectionable content can also help you portray NPCs respectfully.

A Proper End

An NPC's story should have a satisfying ending. The NPC might leave your story when they achieve a major goal, go on to other adventures, give up their dream, or die. The death of a beloved NPC should have weight. Make it sympathetic and powerful, and ideally have it take place "on stage" with the PCs present. Be prepared that NPC deaths might stir up strong emotions within the group, and be prepared to cut the session short or to fade to black to mitigate the full brunt of the event if necessary. An NPC's death should matter beyond the PCs' emotions or search for revenge, too—maybe the NPC's sacrifice saved a village or inspired others. Let players see that legacy carried on.

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Special Considerations

As the GM, you may sometimes need to consider situations beyond the standard assumptions of the game. The following sections will help you in making these tricky calls or modifying your game to suit your unique table.

- **Adjudicating Rules** gives guidelines for how to use your judgment if a rule is unclear or if you find yourself unsure how to implement it.
- **Resolving Problems** contains some strategies for how to deal with common issues that can cause problems at the table.
- **Narrative Collaboration** lets you know some strategies for involving your players in constructing the story of your campaign and world.
- **Group Composition** covers some important information for playing with nonstandard groups.
- **Characters with Disabilities** offers some rules you might want to use if a player creates a character with disabilities.
- **Rarity** explains how you can use the rarity system to both deepen your setting and reward players with unusual game elements.

Adjudicating Rules

As Game Master, it falls on you to adjudicate the rules. This means you're making judgments and decisions about the rules, especially when their application is unclear. Roleplaying games encourage creativity, and however well crafted and well tested a set of rules is, players will always find situations that require interpretation and judgment by the GM. You need at least some familiarity with the rules to run a game well, but you don't need to be the foremost expert on the rules. You don't even need to know the most about the rules at your table to be a great GM! There's a key difference between "knowing" the rules and "adjudicating" the rules.

While GMing, strive to make quick, fair, and consistent rulings. Your rulings should encourage your group to work together to interpret the rules and be creative with their characters' decisions and actions. If your group is satisfied with the interpretation, you've made the right adjudication!

The Basics

The following are some basic guidelines for adjudicating rules in play—these are the same principles that Pathfinder's game rules are based on. You might want to keep printouts of these guidelines and the DC guidelines (page 53) for quick reference.

- If you don't know how long a quick task takes, go with 1 action, or 2 actions if a character shouldn't be able to perform it three times per round.
- If you're not sure what action a task uses, look for the most similar basic action. If you don't find one, make up an undefined action and add any necessary traits (usually attack, concentrate, manipulate, or move).
- When two sides are opposed, have one roll against the other's DC. Don't have both sides roll (initiative is the exception to this rule). The character who rolls is usually the one acting (except in the case of saving throws).
- If an effect raises or lowers chances of success, grant a +1 circumstance bonus or a –1 circumstance penalty.
- If you're not sure how difficult a significant challenge should be, use the DC for the party's level.
- If you're making up an effect, creatures should be incapacitated or killed on only a critical success (or for a saving throw, on a critical failure).
- If you don't know what check to use, pick the most appropriate skill. If no other skill applies to a check to Recall Knowledge, use an appropriate Lore skill (usually at an untrained proficiency rank).
- Use the characters' daily preparations as the time to reset anything that lasts roughly a day.
- When a character accomplishes something noteworthy that doesn't have rules for XP, award them XP for an accomplishment (10 to 30 XP, as described on page 56).
- When the PCs fail at a task, look for a way they might fail forward, meaning the story moves forward with a negative consequence rather than the failure halting progress entirely.

Consistency and Fairness

As an arbiter of the rules and the person who's setting the scene for the action, it's in your best interest to appear fair at all times. Your main defense against appearing unfair is consistency in your rulings.

Achieving consistency is as easy as explaining why you're ruling a certain way and comparing this ruling to past rulings you've made in a way that makes sense to your players. For example, you might say something like "When Torben swung from the chandelier and attacked the air elemental, I required an Athletics check as part of the action and gave a +1 circumstance bonus to the attack roll. Hanging from the rope bridge to attack the giant bat sounds similar, so why don't you roll an Athletics check." Do this any time it's applicable when you make a ruling, but don't feel compelled to do so for truly new rulings.

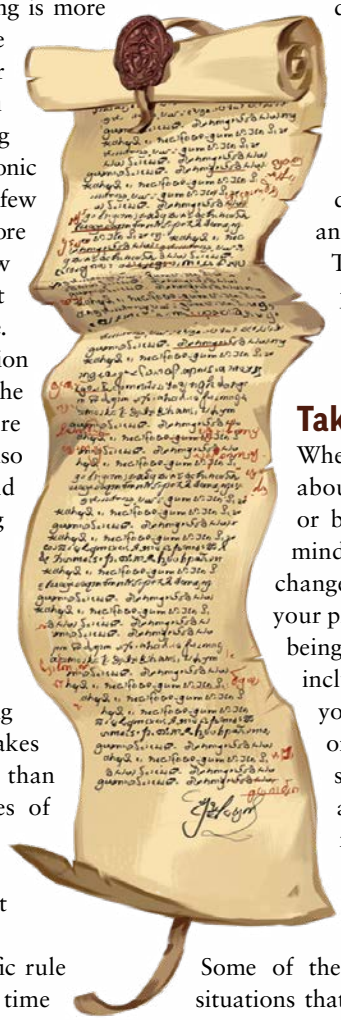
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Through the course of playing, your previous rulings will form a set of shared preferences and an understanding between you and your group—or even become formalized house rules. Over time, your players will think about these examples when planning their actions, which can improve consistency during play.

Looking Up Rules

Remember that keeping your game moving is more important than being 100% correct. At the same time, it's perfectly acceptable to refer to the rules during a session. However, you don't have to do this alone. If you're leafing through a book or searching an electronic reference, your players are idle. There are a few techniques that make these intervals more palatable for the players. Letting them know that you're looking something up might prompt some players to also read the rule. This can increase the chances of collaboration and sets expectations for the length of the pause. Alerting your players that you're going to take a minute and read the rules also lets them know that it's a good time to tend to away-from-the-table tasks like refilling a drink.



Listen to the Players

The friends around your game table are perhaps your best tool for achieving quick, fair, and consistent rulings. Sharing the task of remembering the rules makes rules discussions collaborative rather than combative, greatly increases the chances of accurate and comprehensive recall of the written rules and your own past rulings, and is true to the shared storytelling spirit of Pathfinder.

Asking if anyone knows how a specific rule rewards those players who have spent time mastering the rules and involves more people in the discussion. It signals to other players that you are willing to hear opinions before making a ruling, and it builds a more collaborative environment. In addition, for groups with access to a large number of sourcebooks or rules resources, you can ask different players to examine separate sources. This can greatly increase the speed and accuracy of a group's rulings.

Approaching the rules as a group problem also means that you should never trivialize player concerns about a rule. You must also think about each player and assess how important the rules actually are to them. Remember, though—while rules recall is a group challenge, making the final decision on the rules interpretation and getting the session moving again falls to you.

Make the Call

Though all the above are great practices for making good rulings, often the best ruling is the one that keeps the game moving. Avoid getting so bogged down that it takes you several minutes to decide what ruling you'll proceed with. Take what's close enough and keep playing. If necessary, you can tell your group "This is how we're playing it now, but we can have more discussion between sessions." This gets you back in the action, puts a clear stamp on the fact that this is your decision in the moment, and empowers your players with permission to express their opinions on the ruling at a later time. When in doubt, rule in favor of the player's request, and then review the situation later.

The best time to really go in-depth, possibly putting the group on a short break, is when a situation is life-or-death or has major consequences in a character's story.

Take Time for Review

When you make a decision you're not sure about, look back over it at the end of a session or between sessions. You might change your mind—there's nothing wrong with that! If you change or clarify your original ruling, inform your players before the next session. No one likes being surprised by a rule change. Even better, include them in a rules conversation just like you might during a session. The guidance on discussing rules with your players still applies between sessions. Unlike at-the-table rules discussions, there's also much more time in these situations to read existing official rulings or sources.

Saying "Yes, But"

Some of the most memorable moments come from situations that inherently call for a rules interpretation, like when a player wants to do something creative using the environment. The variety of these situations is limited only by the imagination of your players. It's usually better to say "yes" than "no," within reason. For example, imagine a player wants to do something borderline nonsensical like grabbing a spider and squeezing it to force it to use its web attack. But what about a player who wants to use a fire spell to deliberately ignite a barrel of oil? Surely that should have some effect!

This is where you can use a variant of the well-known improv "Yes, and," technique: you can say "Yes, but." With "Yes, but," you allow the player's creative idea, but tie it into the world and the game rules via some sort of additional consequences, potentially adding the uncertainty of an additional roll. Here are some simple ways you might implement this tool:

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- Get a fleeting benefit without a roll. Example: dip a sword into a burning brazier to add 1 fire damage on the next attack against a troll.
- Require a check, then apply a circumstance bonus to the PC's action. Example: swing from a chandelier above a foe.
- Require a check, then apply a circumstance penalty or condition to a foe. Example: throw a barrel over a monster's head.
- Require an attack roll or skill check to deal minor damage and gain another benefit. Examples: jump from a higher elevation down onto a foe for a small amount of damage, potentially knocking the foe prone; throw sand in an opponent's eyes.
- Require a directed attack against an object, then allow foes to attempt saving throws against the object's effect at a DC you choose. Example: cast an *ignition* spell at a barrel of explosives.

Another powerful tool you can use to help you say "Yes, but" when you're unsure of the game impact is to allow the idea to work just this once, letting your players know that this is part of your decision. For instance, maybe you think a PC's attempt to Grapple a spider to aim its web attack at another foe is so fun you have to let them do it, but you're worried that the effect would be so powerful that the PCs would just carry around a spider to shoot webs for the rest of the campaign. By making it a one-time effect, you can have fun but don't have to worry about whether you're setting a disruptive precedent for later on.

House Rules

You and your players will inevitably come across a rule you disagree with or that runs counter to the theme of your game. You might even decide to add a specific rule to an area not covered by the written rules. Collectively, these rulings, changes, and additions are known as house rules. It's a good idea to record them in a place where the group can easily access and refer to them, and where a potential new player could find them. Such record-keeping is a great thing to delegate to a player!

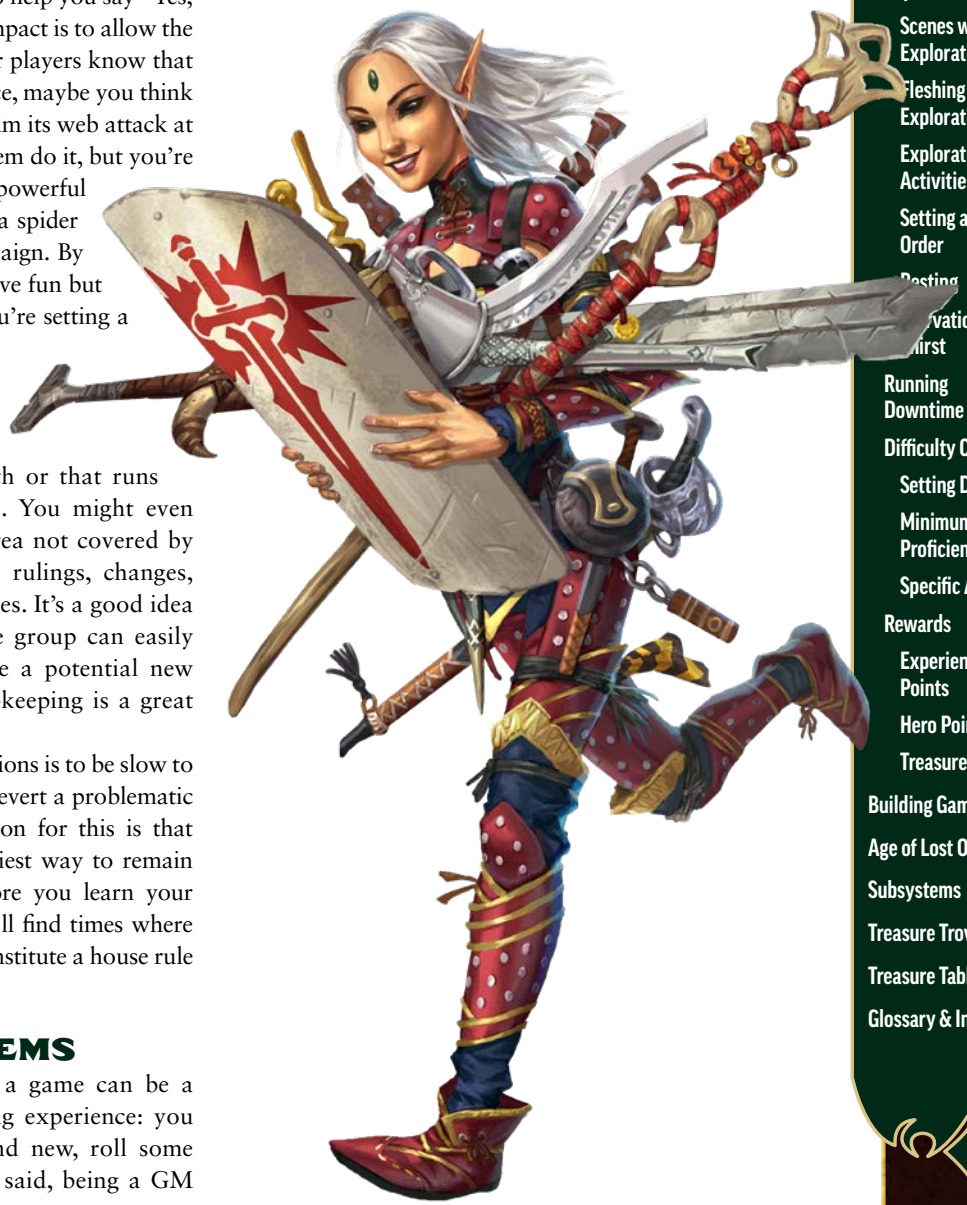
The best rule of thumb in these situations is to be slow to change the written rules and quick to revert a problematic ruling or house rule. The simple reason for this is that sticking to the written rules is the easiest way to remain fair and consistent. However, the more you learn your group's play style, the more often you'll find times where you and your group feel it's correct to institute a house rule of some sort.

Resolving Problems

Being a Game Master and running a game can be a tremendously rewarding and fulfilling experience: you get to sit down with friends old and new, roll some dice, tell stories, and have fun. That said, being a GM and running a game can present unique challenges. When dealing with problems at the table, keep in mind the primary reason to play Pathfinder is to have fun. And that's true for everyone—player or GM. Don't "solve" a problem by reducing everyone's enjoyment of the game or their ability to forge a path for their characters. Of course, sometimes your solution might not make everyone deliriously happy. Play style is very personal and individualized; rarely does a group agree on all things all the time. Solving problems can be as collaborative as the rest of the game. It's not a good idea for a GM to ignore the players' opinions—but that said, the final decision in resolving a problem rests with you.

Distractions and Interruptions

Maintaining the players' attention keeps a game moving and leads to memorable moments when everyone's in the same zone. Too many interruptions break the flow.



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CHEATING

Players rarely cheat knowingly, so if you suspect a player of cheating, it's safe to assume first that they're unaware of—or simply forgot—how an aspect of the rules works. A gentle reminder of how the rule, spell, or ability in question functions is usually enough to move past the situation. Every once in a great while, you'll encounter a player who is deliberately cheating. The spirit of roleplaying is one of cooperative storytelling and overcoming challenges together, so one player cheating steals fun from every other player at the table. It's natural to feel some anger in this situation, so make sure you let some time pass between when you discover that a player is cheating and when you address it with them.

Ultimately, it will fall to you as the GM to gently make it clear that this behavior must stop. To do this well, think carefully about why the player is cheating before approaching them. The reason behind the cheating often points to a reasonable solution. When discussing the matter with your player, do your best to remain calm and inquisitive rather than accusatory.

This is fine in moderation. A game is a social gathering, so there's definitely a place for conversation that's not directly related to playing the game. These interruptions become a problem if they're too frequent, or if people are talking over others. If a player repeatedly interrupts you or other people or undercuts every crucial moment of the game with a joke, talk to them about limiting their comments to appropriate times. Often, all you need to do is hold up your hand or otherwise indicate that the player is talking out of turn to delay them until after you or another speaker finishes talking.

Phones and other mobile devices are another major source of distraction. Banning them entirely is often impractical—many players use apps to roll dice or manage their character sheets, or they need to answer texts from their partner, check in on a work project, or otherwise stay connected with people who rely on them. However, you can set ground rules against using a device for anything that's not time-sensitive or game-related, such as refreshing social media, checking the score of a hockey game, playing a mobile game, or answering a non-urgent text. You can relax these rules for players when their characters are "offstage." If a player's character isn't in a scene, that might be a good time for the player to use a mobile device.

Problematic Players

Most players who cause problems do so unintentionally—perhaps bringing out-of-game issues and stresses to the table. You shouldn't immediately jump on every instance of problematic play—everyone has a bad night on occasion. However, if someone disrupts the game on an ongoing basis, you owe it to all the players to deal with the problem. If you don't, bad feelings, grudges, and even ruined friendships could result.

Handling a problematic player requires tact: making demands in front of the rest of the group is rarely the best way to resolve the problem. Attempt to handle the problem privately away from the game, or call a break to have a private conversation if the situation is really urgent. As with all emotionally charged conversations, email, text messages, and the like can lose the subtlety of speech—it's better to meet the player face-to-face, if possible.

Here are some problematic behaviors that often come up and might require you to intervene.

- Obsessing over the letter of the rules.
- Constantly "helping" other players make the optimal choice on their turn.
- Making their character the center of attention without allowing space for other players.

Other behaviors are unacceptable and must be dealt with firmly and decisively. These can be severe enough to pause the game in progress. Such actions speak to a deeper problem and require more drastic action to solve.

- Repeatedly arguing with decisions made by other players or the GM.
- Ignoring other players' opinions.
- Deliberately derailing the adventure's plot.
- Being deliberately rude or cruel to other players—especially if it's on the basis of their ethnicity, gender, sexual orientation, political or religious affiliation, the color of their skin, or the like.

Safety Tools

Introducing and using safety tools at your table can help head off some problematic behaviors. The X-Card and Lines and Veils tools described on page 7 allow anyone who feels uncomfortable or unsafe to express their discomfort, with clear guidance on how the rest of the table should respond. This clarity sets obvious boundaries to help enforce the social rules of the table.

Ejecting a Player

Ultimately, there's no place for a serially or deliberately disruptive player in your gaming group. Such behavior is not fair to you or the other players, and the problematic player needs to either modify their behavior or leave the group.

Before meeting with the problematic player, discuss the situation with the other players in private to ensure you make the right call and figure out what repercussions you expect and whether the game should continue at all.

When you break the news to the problematic player, be compassionate but firmly state the decision is final and restate which behaviors are responsible. If parts of having the player in the game were rewarding or you want the player to remain a friend, make that clear and decide if a player's behavior merits other changes to your relationship.

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Power Imbalances

You might end up with one PC who outshines everyone else. Perhaps the player is a rules expert with a powerful character, other players are less experienced or more focused on the story of their characters, or there's just a rules combination or item that's stronger than you expected. In any case, this imbalance might mean you have other players who feel ineffective, or the overpowered character's player becomes bored because they aren't challenged during gameplay.

Talk to the player between sessions, and make it clear that no one at the table is to blame in this situation. Most players have no problem making some concessions for the happiness of the group. If the problem results from rules options, offer an easy way to retrain. If the imbalance resulted from an item, come up with a way that item might need to be lost or sacrificed, but in a satisfying way that furthers the narrative. If you meet resistance from the player, listen to their counterpoints. If you're still convinced they need to change, you might need to be more firm.

It's worth stating that players might still have fun, or even enjoy an instance of power imbalance. You don't have to do anything to address it unless it limits fun at your table.

Narrative Collaboration

The relationship between you, your players, and the story is what makes roleplaying games successful and memorable. If all the players at the table contribute ideas, the game holds more surprises for everyone—including you! While some players like to sit back and let the Game Master control everything, most players want their contributions to shape the campaign's story. This is central to the concept of player agency—making players feel like the choices they make really matter, and that the world is a living place they can change through their decisions. In some games, the players can step beyond the traditional divide between GM and players to directly influence how the story progresses. Below are three methods you can use to balance the narrative control of your game.

Idea Farm

Coming up with ideas for a campaign can sometimes feel overwhelming. This is where your players come in handy! You can solicit direct feedback from them and implement their ideas into the game. This style of narrative control preserve your authority over the game while giving players the chance to incorporate elements into the game you know they want to see. It doesn't venture beyond the traditional structure of a fantasy roleplaying game.

Plan for a few checkpoints throughout the campaign where you touch base with your players to get their ideas. The most crucial comes at the start of the game. It's best to take this step before you even set to work on crafting the world or plot, so that player input can define what's important in the game world. Later, checkpoints can coincide with major story milestones. For example, if the players set off across the sea, you might ask where they want their voyage to end and what sites, if any, they'd like to explore along the way.

Creative Collaboration

You might have players develop the stories of some of the regions or NPCs, while your contributions serve as the glue that makes it all work together. This breaks somewhat with traditional RPG structures, in that you might not be the expert on all areas of the setting and plot.

Your collaboration will depend on the interests of you and the other players. Maybe one draws a city map, another makes the stats and personality for an NPC, another controls some monsters in combat, and a fourth doesn't want to do anything beyond playing their character. There's a trade-off here, because while you'll be off-loading some of your work, you'll also need to ensure consistency across these multiple sources of ideas. It can really help to keep a log of which player is in charge of each part of your setting. If you expect one of a player's specialties to appear in an upcoming session, let them know ahead of time so they can prepare or discuss their ideas in advance with you.

Decentralized Storytelling

What if you want to go all the way and completely break down the walls between the GM and other players? What if you want to preside over a game in which anyone can speak for any of the NPCs, and when someone tries to determine what's down the next hallway, it's just as likely to come from another player as from you? In this approach, one of your biggest jobs is asking questions or giving prompts. "When you open the door, what's beyond?" "How does the king react to Lem's taunt?" You can direct your questions to individual players, leave them open to all, and put forth your own suggestions.

This approach works best when players are comfortable with one another and willing to both take responsibility in building the story and accept that some of their ideas will go unused. It's well suited for shorter campaigns, or ones in which players take turns in the GM's seat.

Challenges

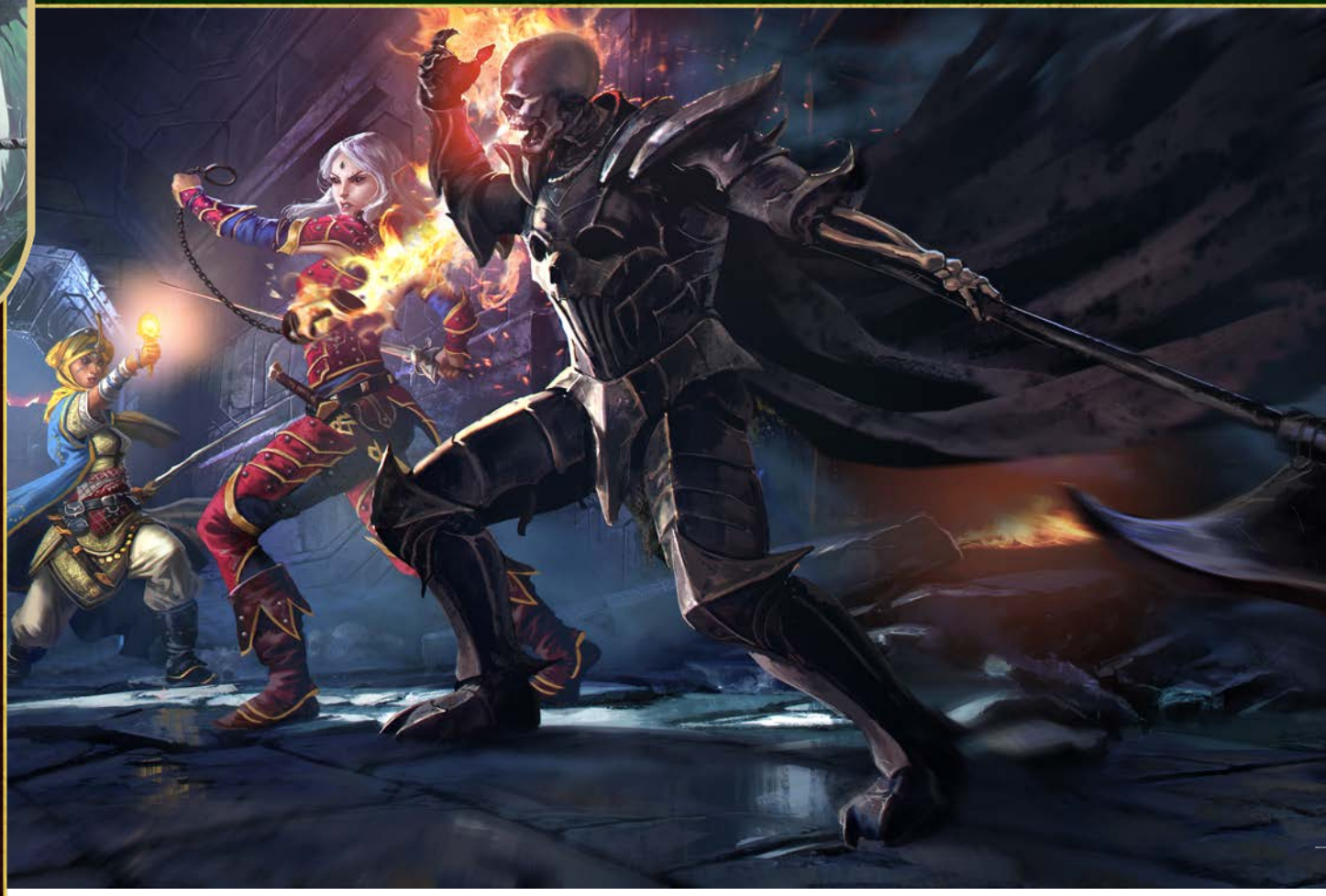
The largest risk of putting narrative control in multiple people's hands is losing a cohesive story. When multiple people have conflicting ideas about the tone of the game or particulars of the setting, you can end up with something that doesn't satisfy anyone. One of your tasks as GM is to recap events to clarify and reinforce the shared narrative.

Shared narrative control also complicates planning ahead. The group might need to improvise an encounter, take a break while you (and maybe other players) prep

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to go in a new direction, or even revise their plans. It helps to limit yourself to creatures that you can quickly find stats for in *Monster Core* or another monster book to avoid spending hours of work on creatures you won't use.

Also, don't lose sight of your own enjoyment! You shouldn't sacrifice how much fun you have for others.

Story Points

If you prefer, you can give players a number of Story Points at the start of each session (typically 2 or 3). They can cash these in to determine what happens next in the story. Having a currency like this means you can keep your steady hand on the tiller while allowing other players to interject when it's important to them. For most groups, a Story Point should allow the player to suggest a plot twist that can be resolved quickly or to establish a relevant fact or NPC attitude. It can't determine the outcome of an entire scene or vastly alter the reality of the setting.

Group Composition

No two Pathfinder groups are exactly the same. At each gaming table, the GM and players work together to find their own style for the game and to tell their own stories. Some of these differences require the GM to make adjustments, especially for groups participating in Pathfinder Society Organized Play, large or small groups, and groups in which one or more players has additional needs.

Pathfinder Society Organized Play

The Pathfinder Society Organized Play campaign is a thriving, worldwide organization of players and GMs. While most home campaigns provide long-running stories with a consistent group, Pathfinder Society provides adventures designed to be completed in a single game session, so that players can continue their characters' stories whenever and wherever works best for them.

To allow this flexibility while maintaining a fair experience, the Pathfinder Society campaign handles some tasks that are normally in the GM's purview, such as selecting which rules options are available to PCs. Pathfinder Society GMs are expected to stay true to the adventure as it's written but are encouraged to allow players to apply creative solutions to the situations they face. For example, PCs may be able to use illusions, bribery, or social skills to bypass a challenge that is presented in the scenario as a combat encounter. For more about playing, running, and organizing games for Pathfinder Society Organized Play, visit **PathfinderSociety.club**.

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Unusual Group Sizes

The standard group size for Pathfinder assumes four players and a GM. Some additional changes to your GMing strategy might be useful for groups with dramatically fewer or greater players.

Small Groups

Small-group games focus more intently on the interests of the players and their characters, allowing for an experience that can be more customizable for each individual. However, they can also run into trouble when the PCs have gaps in their abilities. In many cases, the easiest way to adjust for a small group is to add additional characters. This could come in the form of allowing each player to play two characters or adding hirelings and support NPCs to the party to shore up roles that the PCs don't fill. When adding GM-controlled NPCs to the party, it's important to be sure that the PCs remain the stars of the show. In general, GM-controlled characters shouldn't make major decisions, and they shouldn't outshine PCs at their primary skills or roles. You can also use variant rules like free archetypes (page 84), extra treasure, or even just a few bonus trained skills to help improve the PCs' overall flexibility.

Large Groups

Large-group games bring together the creativity and enthusiasm of many players, and they lend themselves to combat at a grand scale. However, they also divide the GM's attention. Large groups also need to set ground rules for how many players need to be present for the game to run when some players are missing. Recaps at the beginning of each session are crucial to keep everyone on the same page. Delegation is one of your most powerful tools to keep the session running smoothly. For example, you can put the players in charge of recapping the events from the previous session, handling initiative, managing the party's treasury, looking up rules, or helping with accessories like props and music. Also consider which tasks really need to be taken care of while everyone is there. For example, you could ask your players to handle selling items, deciding which common items they want to buy, and leveling up between sessions instead of at the table.

Inevitably, there will be situations and circumstances that don't involve the whole group. In a sufficiently large group, splitting the party is not necessarily dangerous. If the party splits up for more than a short stint, you can call for separate sessions to determine what happens to the two halves of the group, allowing them to reunite and share their findings afterward. Whether or not the party splits, having more players means less active time for each character. Look for opportunities to highlight each PC by providing challenges that play to their strengths or tie in story elements to which they are particularly connected.

Player Needs

Sometimes, making your game accessible and fun for everyone at the table requires making some adjustments to your typical GMing style or player setup. The first step is open communication so you can learn what the players need, what accommodations would be helpful, and what type of assistance players do and don't want to receive.

Sensory Differences

Players may have differences in the way that they process sensory information, as well as which senses they use. For players who are hard of hearing or who struggle to process large amounts of sensory information at once, selecting a quiet gaming venue and establishing ground rules about table talk (such as asking players not to interrupt each other) can make the game more accessible. Such players can also often benefit from handouts they can consult during the session. Keep in mind the way your players perceive the world when describing locations. For example, if you have a blind or visually impaired player at the table, instead of simply describing what a location looks like, describe how it sounds and smells, the temperature of the room, the feeling of the breeze, and other aspects of the scene that they can identify with.

Attention Span

It's not uncommon for people to struggle to maintain their attention for hours on end, especially for young players. If keeping attention is an issue at your table, add breaks to the game. Whether you're just taking a break to stretch and chat or enjoying a full meal in the middle of the game, switching up the context helps players refresh their focus.

Some players remain more engaged if they have something else to do while playing, such as doodling or pacing. Maintaining attention can be particularly challenging for some players when their character is not engaged, such as when the party splits or when they have just finished their turn in a large combat. You can allow players to engage in other activities during the session, such as texting, reading, or playing other games, and then draw them back into the game when their character is active.

Characters with Disabilities

A player might want to create a character with a disability, or their character might end up with a disability over the course of play. Work with the player to find ways to respectfully represent the disability. Conditions such as blinded and deafened aren't a good fit for a character who has been living with a disability long-term. Here are suggestions for rules you might use for PCs with disabilities.

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MENTAL ILLNESS AND CHRONIC ILLNESS

Some disabilities, such as mental illness and chronic illnesses, are best left to the player to roleplay. Mental illness is an especially fraught topic, with a history of insensitive portrayal. Be careful about the intentions of the player and the impact the presentation might have on other players.

Blindness or Impaired Vision

A blind character can't detect anything using vision, critically fails Perception checks requiring sight, is immune to visual effects, and can't be blinded or dazzled. You might give this character the Blind-Fight feat (*Player Core* 145) for free.

A character with impaired vision might take a –2 to –4 penalty to vision-based Perception checks. Spectacles or other corrective devices might reduce or remove this, which can typically be found in most major settlements.

Deafness or Being Hard of Hearing

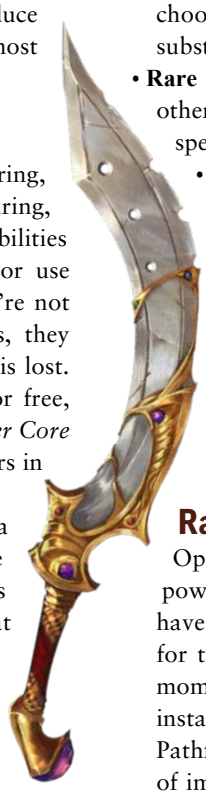
A deaf character can't detect anything using hearing, critically fails Perception checks that require hearing, and is immune to auditory effects. These disabilities typically don't restrict their ability cast spells or use magic items, but if they perform an action they're not accustomed to that involves auditory elements, they must succeed at a DC 5 flat check or the action is lost. It's best to give them the Sign Language feat for free, and you might give them Read Lips as well (*Player Core* 261). You might give one or more other characters in the group Sign Language for free as well.

A hard-of-hearing character might take a –2 to –4 penalty to Perception checks that are hearing-based. Like spectacles, corrective devices for hearing can be found in most places that adventurers find themselves trading.

Missing Limbs and Mobility

Some magic items require certain limbs or other body parts. It's fine to allow an alternative form of the item, turning boots into bracers for a character without legs, for example.

A character with a missing hand or arm might need to spend 2 actions to Interact with an item that requires two hands, or otherwise compensate. Using a two-handed weapon is not possible. Someone missing a foot or leg might take a small penalty to Speed, and if they have no legs or are unable to walk, they might use a wheelchair, a trained mount, or flight magic. Characters can typically acquire prosthetics in most cities or settlements, which, through advanced crafting, magic, or clockwork, can provide various levels of assistive function. Many assistive devices appear on page 293 of *Player Core*.



Rarity

The rarity system is a powerful tool that helps you and your group customize your story, your characters, and your world to better match your game's themes and setting. You can also use it to keep the complexity of your game low by limiting access to unusual options.

The Four Rarities

Let's first review the default usage for the four rarities in the game and how these already start to tell a story about your world.

- **Common** elements are prevalent enough, at least among adventurers, that a player is assumed to be able to access them provided they meet the prerequisites (if any).
- **Uncommon** elements are difficult to access or regionally specific, but a PC can usually find them eventually with enough effort, potentially by choosing a specific character option or spending substantial downtime tracking them down.
- **Rare** elements are lost secrets, ancient magic, and other options that PCs can access only if you specifically make them available.
- **Unique** elements are one of a kind, like a specific magical artifact or a named creature. You have full control over whether PCs can access them. Named NPCs are unique creatures, though that doesn't mean their base creature type is unique. For instance, an orc named Graytusk is unique, but that doesn't mean it would be any harder for a PC encountering her to tell she's an orc—just to discern specific information about her.

Rarity and Power

Options of higher rarities aren't necessarily more powerful than common ones, but they might have unusual capabilities with large ramifications for the campaign setting or the types of narrative moments common in a heroic fantasy game. For instance, the *raise dead* spell is uncommon, since Pathfinder's default setting assumes that the death of important characters, like the leaders of nations or powerful villains, shouldn't be easily reversed by any common priest or spellcaster, only those who have specialized knowledge in these secret arts.

Different Contexts

Just because something is common or uncommon in one context doesn't necessarily mean it's the same in others. This is specifically true when comparing the commonality of a creature and an ancestry. For instance, while hobgoblins are a relatively common monster for adventurers to encounter and are a common creature, in most settings they're still far less prevalent than humans or elves and would be an uncommon ancestry.

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Because uncommon elements are available in certain circumstances, they often vary by locale, even within the same setting. For instance, a katana is uncommon in the Inner Sea region of Golarion, but in the Asian fantasy-inspired Tian Xia, a katana would be common and some Inner Sea weapons might be uncommon. Similarly, in an elven kingdom, uncommon elven weapons like the elven curve blade might be common.

Access Entries

Uncommon elements sometimes have an Access entry in their stat block. An Access entry usually speaks to elements of a character's backstory or experiences, such as "follower of Shelyn," "member of the Pathfinder Society," or "from Absalom." A character who meets the access requirements can freely choose that option just like they would a common option, even though it's uncommon. Unlike a Prerequisites entry, an Access entry never speaks to mechanical requirements needed to make the rules function, so if you'd like to modify Access requirements, you can do so without worrying about altering game balance.

Starting Elements

Elements like ancestries, backgrounds, classes, and heritages that a player must select at character creation can still be uncommon or rare. Obviously, there's no opportunity for the player character to search for them during play, but these rarities still indicate the prevalence of adventurers with those elements in the world. You can decide to allow them on a case-by-case basis depending on the campaign and the story your group wants to tell. For instance, a game set in the lizardfolk empire of Droon might have lizardfolk (normally uncommon) as a common ancestry while the typical common ancestries are less common. An official player's guide for a Pathfinder Adventure Path might have uncommon backgrounds that you can access by playing the Adventure Path.

Storytelling

You might craft a quest involving an uncommon or rare subject. For instance, players might encounter a door that requires a rare spell to open and have to travel to an academy to learn it. If a player has their heart set on an option that's not common, look for ways to build a story in which their character acquires that option.

World Building

With the rarities at your fingertips, you and your group can start building a unique world using rarity as a tool. Imagine a world where one or more of the core classes are rare. Maybe the gods rarely answer the call of the faithful and a PC cleric is one of the only clerics in the world. Perhaps sorcerers are rare and feared by wizards' guilds, which have a stranglehold on spell access. For a grittier feel, you could make abilities that can remove afflictions uncommon or rare. You could even create a low-magic setting where all magic and magic items are uncommon or rare.

You can add, remove, or alter Access entries to fit your world. For instance, if in your world the goddess of death guards the secrets of resurrection, you might add an Access entry to *raise dead* and *resurrection* for characters who worship that goddess.

These are just a few ideas to help get you started. The number of ways you can vary rarities to adjust your setting, story, and game are nearly unlimited.



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Running Encounters

Encounters are the major set pieces of a story, where characters come into direct engagement with each other. They can take many forms: a brawl in a tavern, a race to disarm a doomsday device before it detonates, or even an impassioned negotiation with the queen. Whenever stakes are high and a character's moment-to-moment actions could make or break the scene, you'll want to call for initiative and dive into encounter mode.

Stakes: Moderate to high. Encounters always have significant stakes, and they're played in a step-by-step time frame to reflect that.

Time Scale: Encounter mode is highly structured and proceeds in discrete rounds, with each character taking their turn to act in a set order. In combat encounters, each round is 6 seconds long (so a minute-long duel would take 10 rounds). In social encounters, you might decide play proceeds in minute-long or longer rounds to give each speaker enough time to make a solid point.

Actions and Reactions: In combat encounters, each participant's turn is broken into discrete actions, and participants can use reactions when their triggers occur. Reactions can occur in social situations, though their triggers are usually more descriptive and less tactical.



Starting the Encounter

Encounters typically begin when you ask your players to roll **initiative**, which sets the order that the characters will act in. The full rules for rolling initiative can be found on page 435 of *Player Core*, but in brief, initiative involves each character rolling a check—usually a Perception check, but possibly a different skill if you deem it appropriate—and then acting in order from highest result to lowest. Below, you'll find specifics on how to run certain types of initiative or deal with problems. These are guidelines, and you might prefer to execute initiative in a different way at your table.

When do you ask players to roll initiative? In most cases, it's pretty simple: you call for the roll as soon as one participant intends to attack (or issue a challenge, draw a weapon, cast a preparatory spell, start a social encounter such as a debate, or otherwise begin to use an action that their foes can't help but notice). A player will tell you if their character intends to start a conflict, and you'll determine when the actions of NPCs and other creatures initiate combat. Occasionally, two sides might stumble across one another. In this case, there isn't much time to decide, but you should still ask if anyone intends to attack. If the PCs and NPCs alike just want to talk or negotiate, there's no reason to roll initiative only to drop out of combat immediately!

Alternative Initiative Skills

Most times, characters will use Perception to roll initiative; however, there are a number of times that another skill might make sense. Occasionally calling for different skills in the initiative check can be a good way to create variety in encounters. Consider the following factors when deciding which checks to allow.

- You'll likely call for Stealth for a character who's Avoiding Notice or hiding before combat.
- You might call for Deception if a character decides to initiate a surprise attack during a negotiation.

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- You might call for Society for a character who realizes that the diplomat they're talking to is actually a spy based on misinformation in their cover story.
- You might call for a magical skill like Arcana or Occultism for a spellcaster studying a strange magical phenomenon that suddenly summons a monster to fight the party.

You can allow a player to make a case that they should use a different skill than Perception, but only if they base it on something they've established beforehand. For example, if in the prelude to the attack, Merisiel's player had said, "I'm going to dangle down off the chandelier to get the drop on them," you could let them use Acrobatics for their initiative roll. If they just said, "Hey, I want to attack these guys. Can I use Acrobatics?" without having established a reason beforehand, you probably shouldn't allow it.

You might find that if a player has a low Perception but a high modifier in another skill, that player might keep trying to use it for future encounters. As long as the narrative plays out in a reasonable manner, it's fine to allow the skill. However, if you find that they start making up odd circumstances to use their pet skill, or that their justifications for using the skill take too long at the table, just tell them you'd like them to go back to using Perception for a while.

Initiative with Hidden Enemies

When members on one or both sides of an impending battle are being stealthy, you'll need to deal with the impacts of Stealth on the start of the encounter. Anyone who's Avoiding Notice should attempt a Stealth check for their initiative. All the normal bonuses and penalties apply, including any bonus for having cover. You can give them the option to roll Perception instead, but if they do, they forsake their Stealth and are definitely going to be detected.

To determine whether someone is undetected by other participants in the encounter, you still compare their Stealth check for initiative to the Perception DC of their enemies. They're undetected by anyone whose DC they meet or exceed. So what do you do if someone rolls better than everyone else on initiative, but all their foes beat their Perception DC? Well, all the enemies are undetected, but not unnoticed. That means the participant who rolled high still knows someone is around and can start moving about, Seeking, and otherwise preparing to fight. The characters Avoiding Notice still have a significant advantage since the other characters need to spend actions and attempt additional checks in order to find them.

What if both sides are sneaking about? They might just sneak past each other entirely, or they might suddenly run into one another if they're heading into the same location.

GM PRIORITIES

As the Game Master, you'll want to keep the following points in mind to create a fun experience for all the players—yourself included—when you run encounters.

- Answering questions quickly and decisively whenever possible
- Building anticipation for what happens next
- Emphasizing thrilling action and setting a rapid pace
- Letting players know when they're up, and preferably also when they're "on deck" to go next
- Showing the immediate consequences of actions

Batch Initiative

If you have multiple enemies of the same type, such as four goblin warriors, you might want to have them act on the same initiative for simplicity. If you do, you can roll just one initiative check for all of them. They still take individual turns and can still individually change their initiative by Delaying. Note that a lucky initiative check could mean the batched creatures can easily gang up on the PCs, and a terrible roll could mean they all get struck down before they can do anything, so use this technique only when necessary to keep the game moving.

Placing Characters on the Map

If the PCs are already moving on a grid, as often happens in small dungeons, you already know where they are when they roll initiative. If they're moving in free-form exploration, place them on the map when they roll initiative. The fastest way is to have the players set up their miniatures or tokens in a basic marching order ahead of time, then just move them onto the map in that formation. When that doesn't work, such as when one or more PCs were in a different location or the map doesn't fit the marching order, you can either set up the PC minis yourself, then ask if everybody is happy with where they are, or have the players place their own minis. If you find having the players do it themselves causes too much indecision (especially if they try to count out distances in advance), you can switch methods. Remember to place characters using Stealth in reasonable hiding spots, even if that means you have to adjust the marching order to do so.

Setting the Scene

When an encounter begins, spend a moment to describe the location if you haven't already, using some of the description tips found in Evocative Environments on page 38. It can help to describe where enemies are within the environment to better ground them in the location. You can also use the enemies' expressions to better convey the location. Is an enemy in a wary stance as they stand near a pit? Is another irritated by water dripping on it from the ceiling? Does a glowing glyph illuminate an enemy with a sinister red light?

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Unexpected Difficulty

What do you do when an encounter ends up being far more or less challenging than you anticipated? If the encounter is unlikely to kill all the characters, it might be best to roll with it, unless the fight is so frustrating that no one really wants to continue. If it's likely to kill everyone, strongly consider ways to end the encounter differently. The villain might offer the PCs the chance to surrender, consider their task complete and leave, or use their advantage to get something else they want. If the worst does happen, suggestions for dealing with a total party kill can be found on page 30.

If a battle is too easy, it's often best to let the players enjoy their victory. However, if you intended this to be a centerpiece battle, that might feel anticlimactic. Look for ways the enemy might escape or bring in reinforcements, but the PCs' success should still matter. Make sure the PCs feel the enemy's desperation—possibly have the enemy sacrifice something important to them to secure their escape.

In both these cases, consider whether the discrepancy from your expectations is due to luck. One side benefiting from extreme luck is to be expected from time to time. However, if the challenge comes down to a factor you had control over as a GM—like unfavorable terrain making things hard for the PCs or a monster with an overpowered ability—it's more likely you should make adjustments.

Running the Encounter

Once you've rolled initiative and set the scene, it's time to dive into the encounter. Go around the table in initiative order, asking each player what they would like to do on their turn; when it comes time for any NPCs, monsters, or features of the environment to act, you play them yourself.

Choosing Adversaries' Actions

Players often coordinate and plan to be as efficient as possible, but their adversaries might not. As the GM, you're roleplaying these foes, and you decide their tactics. Most creatures have a basic grasp of simple tactics like flanking or focusing on a single target. You should remember that they also react based on emotions and make mistakes—perhaps even more than the player characters do.

When selecting targets or choosing which abilities to use, rely on the adversaries' knowledge of the situation, not your own. You might know that the cleric has a high Will save modifier, but a monster might still try to use a fear ability on them. That doesn't mean you should play adversaries as complete fools; they can learn from their mistakes, make sound plans, and even research the player characters in advance.

Adversaries usually don't attack a character who's knocked out. Even if a creature knows a fallen character might come back into the fight, only the most vicious creatures focus on helpless foes rather than the more immediate threats around them.

Running adversaries is a mix of being true to the creature and doing what's best for the drama of the game. Think of your encounter like a fight scene in a movie or novel. If the fighter taunts a fire giant to draw its attention away from the fragile wizard, the tactically sound decision is for the giant to keep pummeling the wizard, but is that the best choice for the scene? Perhaps everyone will have more fun if the giant redirects its ire to the infuriating fighter.

Speed of Play

Encounters should move quickly, giving the PCs just enough time to savor successes and lament failures. This requires effort from everyone, but you can make it easier by running creatures and NPCs efficiently. First off, don't worry too much about little mistakes you make when running encounters. If you forgot to apply a creature's special bonus or didn't take an action that would've prevented the creature from taking damage, it isn't a big deal. Keep an eye on what you emphasize during the adventure as well. Be quick when describing a normal attack, but spend a little more time on a critical hit or a big spell. This all boils down to significance. It's fine to slow down the game for something important, but it's best to move briskly through anything less so. As you run the game, you'll quickly develop a sense for what's significant and what's not.

Looking up Rules

One of the primary ways the game slows down is when you or another player needs to look up a rule. For something that isn't too impactful, it's better to just make a ruling on the spot and move on. Tell the player they can look it up when it isn't their turn, and you'll play it as written after that, but that the game needs to move on in the meantime. It's okay to look up something that's both significant and heavily rules-dependent, such as a spell description or the death and dying rules. Even then, reciting a full chunk of rules text can pull players out of the flow of play, so feel free to summarize. It also helps to train your players to look things up in advance if they think they'll need them, so they're ready to go when their turns come around. This can be tough as a GM since it's essentially always your turn. However, you can ask a player to look something up for you, or, if you need to pause long enough to reference certain books, remind the players to plan for their next turns while you're busy.

Rewinding

Though "rewinding" can happen in any mode of play, it's usually most troublesome in encounters. Rewinding happens when a player forgot to add in a certain bonus or take a certain action, or wishes they'd used their actions

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in a different order, and wants to rewind to account for what they missed. The best policy is usually to let them rewind as needed within their own turn but stop them before they intrude into someone else's. This keeps interruptions within reasonable bounds. You might find some adjustments are easy enough to make outside of a turn and can be allowed. For instance, if someone forgot to add the extra damage from a *runic weapon* spell to one of their hits, it's pretty easy to reduce the monster's HP on another turn, but if they realized their attack missed only because they forgot the bonus from *bless*, that could be too much of an interruption. Your ruling should stand on such matters. Try to be consistent about what kinds of things you'll rewind for and when.

Complex Rolls

You'll often make multiple rolls at the same time, especially when attempting saving throws for multiple creatures against area or multi-target spells. This can sometimes take a considerable amount of time if you're resolving the result of each creature's save and then determining its degree of success. To do so quickly, you could use one of the following techniques. Each of the examples below uses a PC's spell as an example, but these recommendations also apply to similar rolls that aren't caused by spells.

- Get the PC's Difficulty Class first, and have the player roll damage while you roll the saving throws.
- Use separate colors of dice for the different types of foes, or arrange the dice in such a way that it's easier for you to tell which creatures or NPCs are which.
- Go in order from the best enemy results (the highest total) to the worst. This means you'll need to ask for the results on a success only once, the damage on a failure once, and so on. It also means you only need to figure out when you're moving to a lower degree of success, rather than recalculating them each time.

This can be more of a challenge when asking for PC rolls. Make sure you get the attention of every player whose PC is affected. Have them all roll, but hold off on announcing their results. While they roll their saves, roll damage or other variable effects. Then, announce the DC. Say, "Who critically succeeded?" and "Who succeeded?" and so on down the line, so you only have to share the results for each category once. You can choose not to announce the DC if you want and ask for results by multiples of 10 instead, but it typically takes longer, and it's still possible that the players can determine or estimate the DC anyway.

Adjudicating Actions

Some of the basic actions of the game require you to interpret how a rule should apply. Here, you'll find advice on the types of rules calls that can occur frequently. For rules decisions that are either/or (such as whether a creature can Aid or Take Cover), a PC can usually determine before they take the action whether doing so is viable; if it isn't viable for some reason, alert them that it won't work before they spend time, actions, or resources trying. There are some exceptions, especially if the reason an action wouldn't work is something a character wouldn't know. For example, if a character tries to Take Cover behind a wall, not realizing it's illusory, you shouldn't reveal the deception prematurely.

Aid

It's up to you whether someone's preparation is enough to let them Aid an ally. The preparation should be specific to the task at hand. Helping someone hold a lockpick steady might be enough preparation to Aid an attempt to Pick a Lock, but just saying you're going to "encourage" them likely wouldn't. Second, the character who's attempting to Aid needs to be in a proper position to help and able to convey any necessary information. Helping a character Climb a wall is pretty tough if the character a PC wishes to Aid is nowhere near them. Similarly, a character usually needs to be next to their ally or a foe to Aid the ally in attacking the foe. You'll also need to determine how long the preparation takes. Typically, a single action is sufficient to help with a task that's completed in a single round, but to help someone perform a long-term task, like research, the character has to help until the task is finished.

Ready

The Ready activity lets the acting person choose the trigger for their readied action. However, you might sometimes need to put limits on what they can choose. Notably, the trigger must be something that happens in the game world and is observable by the character, rather than a rules concept that doesn't exist in-world. For instance, if a player says, "I Ready to shoot an arrow at her if she uses a concentrate action" or "I Ready to attack him if he has fewer than forty-seven Hit Points," find out what their character is trying to specifically observe. If they don't have a clear answer for that, they need to adjust their action.

Seek

The Seek action leaves it up to you how long a search should take. Use common sense. Most of the time, just trying to spot a creature hiding in a small area, or something else you could find with a simple Seek action rather than a long-term Search exploration activity, should default to a single action. The biggest distinction is whether something uses 3 actions or fewer—and can therefore be accomplished in a single turn—or requires significantly longer and can't be accomplished in an encounter at all. Consider whether it makes sense for the character to pull this off during the encounter or not, and whether that could be an interesting wrinkle in the story.

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Sense Motive

When someone tries to Sense the Motive of an NPC, you'll need to figure out how to convey the information they receive. It's best to try to convey this indirectly, such as by describing a lying target's body language, odd word choices, sweating, or other details rather than saying, "They aren't behaving normally." However, sometimes dropping a punchy, "Oh, she is a hundred percent lying about this!" on a critical success can be satisfying. You also might need to determine when the situation changes enough for someone to try to Sense Motive again. Usually, this means either the behavior of the subject needs to change or the person attempting the check needs to receive new evidence that something is out of the ordinary. If another PC tries to Sense Motive, gets different information about the target, and shares it, that doesn't really count as new information for a PC who tried previously. Rather, it's up to the players to roleplay out any changes in their thinking as a result.

Take Cover

You'll often need to determine whether someone can Take Cover. They usually just need a large enough object to hide behind. Imagine the character crouching, and picture whether the object could almost entirely cover up their silhouette. Taking Cover might also require them to Drop Prone, such as if they want to take cover under a table. Most of the time, you can let them combine these instead of using two separate actions.

Ad Hoc Bonuses and Penalties

This section covers a few ground rules for how to best respond to PC tactics, when to apply ad hoc bonuses and penalties, and when to use certain tactics for NPCs. When PCs put effort into getting advantages against their foes, there should be some payoff, provided their tactics make sense in the narrative. Ad hoc bonuses and penalties give you some mechanical tools to emphasize that. Also keep in mind that you can change the flow of the story to respond to tactics as well. Altering an enemy's behavior can be a more satisfying consequence than just getting a bonus.

When you're determining whether to grant a special bonus that isn't defined in the rules, including when a player asks you whether they get a bonus for doing something, ask yourself the following questions.

- Is this the result of an interesting, surprising, or novel strategy by the character?
- Did this take effort or smart thinking to set up?
- Is this easy to replicate in pretty much every battle?

If you answered yes to either of the first two, it's more likely you should assign a bonus—typically a +1 or +2 circumstance bonus. However, if you answered yes to the third, you probably shouldn't unless you really do want to see that tactic used over and over again.

Try to use ad hoc bonuses a little more often than ad hoc penalties. If you do think a penalty might be appropriate, ask yourself the following.

- Does the environment or terrain create any applicable disadvantages for the character?
- Should the character have expected that this would be more difficult based on what they already knew?
- Was this circumstance caused by a bad decision on the part of the one taking the penalty?
- Is this negative circumstance easy to replicate in pretty much every battle?

Once again, answering yes to most of these questions means it's more likely you should apply a penalty, and answering yes to the final question means it less likely you should do so.

Maps and Miniatures

A grid and miniatures can make it easier to visualize combat for players and give a visual centerpiece for the players to focus on. A setup can range from a basic grid with some hasty marker lines and coins for miniatures to a full-color Flip-Mat with official pre-painted minis or cardboard pawns, all the way to a set of 3D dungeon terrain and hand-painted minis for each character. Many virtual tabletops have preset maps, token packs, and built-in functions for movement and line of sight. All of these resources can be fun to play on! Your setup should match your time commitment, budget, and the aesthetics you want.

You can also bring the setting alive by describing sensory details like sounds, smells, temperature, and 3D elements that aren't represented on your map. Describing the echoing ring of a sword striking a shield, an errant *electric arc* spell that leaves sparks dancing across the silverware, and the like makes the game feel more alive.

Placing miniatures on a grid can make it feel like you need to be exacting with the rules, but there's still room for improvisation! You might give another 5 feet of movement to someone running downhill if it will make their turn more dramatic. You're empowered to give players minor boosts that fit the story you want to tell and to fill in nuances of the location beyond what appears on the map.

Cover

You determine whether a character has cover. The rules for drawing lines found in *Player Core* are useful in simple cases, but in more complicated situations, use your own discretion to make the call. Consider the details of the environment and 3D space beyond what's on the battle mat. For instance, hanging banners might give cover, or a PC who climbed onto a ledge might have a clear shot at an enemy standing behind a short wall. Be generous to PCs who use creativity to get into smart positions, especially if they spend valuable actions to move or Take Cover.

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Splitting and Combining Movement

The different types of actions representing movement are split up to clarify how the rules work with a creature's actions. However, you can end up in odd situations, such as when a creature wants to jump vertically to get something and needs to move just a bit to get in range, then Leap, then continue moving. This can end up feeling like they're losing a lot of their movement to make this happen. At your discretion, you can allow the PCs to essentially combine these into one fluid movement as a 2-action activity: moving into range for a Leap, then Leaping, then using the rest of their Speed.

This typically works only for chaining types of movement together. Doing something like Interacting to open a door or making a Strike usually arrests movement long enough that doing so in the middle of movement isn't practical.

Special Battles and Movement

More complex battles can require specialized rules.

Mounted Combat

The logistics of mounted combat take some extra work. If you know one is coming up, make sure the fight takes place in a location with plenty of space to move, since you'll likely be dealing with multiple larger creatures. For a fight in which only one side has mounts, you might want an environment with a few areas too small for mounts, so the side on foot can get a tactical advantage there to offset the other side's greater mobility.

When the PCs are mounted, their enemies should focus most of their attacks on the PCs, not their mounts. It can be frustrating for players if foes target PCs' mounts too frequently, so have the enemies remember who the real threat is! When PCs fight mounted enemies, try to keep the mount's level fairly close to the PCs' level; rather than putting a 13th-level enemy on a 2nd-level war horse, use an 11th-level greater nightmare or something similar. This will fit better thematically and prevent the enemy from being dismounted too easily. If a mount is knocked out, the rider might be able to dismount without trouble if the mount was stationary, but if they were in motion, you should probably have the rider attempt a Reflex save. If they fail, the rider is thrown a short distance and falls prone. Setting a simple expert DC of 20 often works well for such checks.

Mounted combat on a grid is difficult for a running fight with both sides racing at full speed. In these situations, it can be better to forgo the grid, though miniatures can still help for relative positioning and distances for ranged attacks. For such a race, consider using the chase subsystem instead (page 156).

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GRID VARIANTS

These two variants can change up how distance and movement work in your game.

Going Gridless

You can play encounters without a grid at all. This is best for groups who can easily imagine their surroundings without a visual aid and for battles that don't require understanding a complex physical space. Your game doesn't have to be entirely on or off maps—you might decide to play out most simple fights without a grid, then use one for highly tactical fights or major set pieces. The 3-action structure is your best friend. You might find yourself answering a lot of questions about actions and space, like "Can I get there this turn?" or "How many of the oozes can I catch in a fireball?" If you find yourself needing to repeatedly remind players of the physical features of the environment or enemy positioning, that might mean you're making your encounters too tactical for what a gridless game supports. This style works better to encourage imaginative, cinematic action and quick play without getting too hung up on details.

Uniform Diagonals

If you like, your group can count all diagonals as 5 feet instead of counting every other diagonal as 10 feet. This speeds up play, but some people find it breaks their suspension of disbelief. This is most noticeable when someone moves a long distance along a diagonal all at once or when characters start moving diagonally as much as possible to cover more distance. Using this variant requires thinking of the game map in more abstract terms, and less like a real physical environment where the map is accurately reflecting the size of the room or encounter area. You can choose whether you measure radius-based areas of spells in the same way or visualize them as circles or other round shapes. The latter works best if you have templates to use.

Hex Grids

Some of the challenges of diagonal movement can be fixed by using a hex grid instead of a square grid, or by using a grid with offset squares, which works similarly. This allows you to count movement the same in all directions. However, it makes flanking a bit harder to pull off, requires you to arrange standard Large and larger miniatures differently, and causes challenges when drawing maps that consist primarily of rectangular structures since you'll have a lot of partially occupied hexes.

The mount rules are for common cases: humanoids riding quadrupedal animals. However, you might allow someone to ride a beast or other type of creature by making a few adjustments. For an intelligent mount (such as a pegasus or unicorn), use the standard rules for mounted combat, but instead of attempting a check to Command an Animal, the rider uses the same number of actions to ask the creature to do what they want. As the GM, you determine whether the creature does as requested and whether Diplomacy checks or the like are needed. If one of your PCs is Tiny, they might want to ride on another PC's shoulder. In this case, the two PCs should both roll initiative and act together on the lower count, and they gain only two actions at the start of their turns instead of three since the larger PC must spend one action keeping the smaller PC balanced, and the smaller PC must spend one action holding on.

Aerial Combat

Determining positioning in the air can be tricky, and it's often best to be more relaxed with movement rules, flanking, and so forth than you would be on a flat grid. Note that battles can get more spread out with flight. If any creature is flying, it's important to establish the height of potential obstacles in the area early. This way, no one is surprised to suddenly find out the ceiling is lower than they thought or tall trees create a barrier. Be careful about using aerial combat before PCs have magic that lets them fly. Be especially careful with flying foes who use ranged attacks because PCs might not have many good tools to fight them.

The rules for flight say that a creature might need to attempt an Acrobatics check to Maneuver in Flight to pull off tricky motions. You can generally use the same judgment you would while calling for Acrobatics checks when someone is moving on the ground. Trying to dive through a narrow space or make a sharp turn might require checks, usually with a simple DC.

Falls can be deadly and often happen when *fly* or a similar spell gets dispelled. This is part of the risk of flying! Flying enemies might keep closer to the ground to avoid this danger, or use magic such as the *gentle landing* spell to prevent the damage or a *jade cat talisman* to reduce it.

Aquatic Combat

Pathfinder's rules are fairly generous for high-action battles underwater. Two significant challenges for non-aquatic creatures are breathing underwater (or holding their breath) and lacking a swim Speed. It's often best to save aquatic adventure until higher levels when PCs can get magical solutions for these problems, but you can instead give out such magic early since it isn't easy to exploit in land-based adventures the way flight magic can be. As with flight, dispelling can be deadly if someone relies on magic to breathe underwater. It's generally best to avoid having enemies who can breathe underwater dispelling the water-breathing magic aiding PCs. Though PCs might be able to use *air bubble* and quickly cast *water breathing* again, having this happen repeatedly can

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be frustrating, and being forced to prepare an extremely high-level *water breathing* spell to avoid it isn't much fun either. Lacking a swim Speed is easier to deal with, except for characters with poor Athletics, who might need to strategize around their shortcomings. The DC to Swim underwater shouldn't be very high—typically 15, or 13 in calm water.

When someone gets knocked out underwater, they usually float up or sink down. You decide based on their buoyancy; most adventurers carry a heavy enough load to sink.

When one group is in the water and another is outside it, note that the aquatic combat rules for attacks apply when *either* party is in water. You might decide that a character in the water is concealed against someone outside it due to distortion, and vice versa.

Social Encounters

Most conversations play best as free-form roleplaying, with maybe one or two checks for social skills involved. Sometimes, though, a tense situation or crucial parley requires a social encounter that uses initiative, much like a combat encounter. As with any other encounter, the stakes of a social encounter need to be high! A failed social encounter could mean a character is imprisoned or put to death, a major rival becomes a political powerhouse, or a key ally is disgraced and ostracized.

Using the structure of an encounter is helpful because it makes the timing clearer than in free-form play, and each character feels like they're contributing. When running a social encounter, establish the stakes up front, so the players know the consequences of success or failure and the circumstances that will cause the encounter to end.

You have much more flexibility in how you run a social encounter than a combat encounter. Extending the length of rounds beyond 6 seconds, allowing more improvisation, and focusing less on special attacks and spells all differentiate a social encounter from a combative one. In most cases, you don't need to worry about characters' movements, nor do you need a map. Be flexible and encouraging as you run a social encounter, and don't worry about nitty-gritty details like character movement except in extreme cases. Allow the PCs to share information about as freely as the players can around the table. If one character is watching the opponent for signs they're lying, assume they can easily convey that to other characters subtly. It's good to remind players of things their characters might know or be likely to notice even if the players, in the moment, don't have them in mind. Describe NPCs' mental states and ask for clarification about the PCs' attitudes when needed.

Some examples of social encounters include:

- Proving someone's innocence in front of a judge
- Convincing a neighboring monarch to help defend against an invasion
- Besting a rival bard in a battle of wits
- Exposing a villain's deception before a noble court
- Disproving a rival's scientific theories before an alchemists' guild assembly
- Ending a tense standoff

Non-Combat Level

A creature's level measures its acumen in combat, but some creatures who would be pushovers in battle can be dangerous in social encounters or other challenges! Such creatures typically have skill modifiers and mental defenses much higher than their levels would indicate. See page 128 for information on setting these statistics.

Award XP for defeating an NPC in a social encounter based on the relevant level rather than the creature's combat level. Such an NPC might have an ability similar to the following.

Courtroom Specialist In a court case or other legal proceeding, the judge is a 6th-level challenge.

Initiative and Actions

Initiative in a social encounter typically has characters rolling Society or a Charisma-based skill, such as Diplomacy or Deception. As with other encounters, a character's approach to the conflict determines which skill they roll. On a character's turn, they typically get to attempt one roll, usually by using a skill action. Let the player roleplay what their character says and does, then determine what they'll roll. Allow them to use any abilities or spells that might help them make their case, though keep in mind that when most people see the visual signs of a spell being cast, they think someone is using magic to try to influence or harm them, and they have a negative reaction. Generally speaking, a turn should go on just long enough for the character to make one salient point and attempt one check before moving to the next character in the initiative order.

Good social encounters include an opposition. This can be direct, such as a rival who argues against the characters' case, or passive, such as a mob that automatically becomes more unruly as each round passes. Give the opposition one or more positions in the initiative order so you can convey what it's doing. You can create game statistics for the opposition, especially if it's an individual, but in situations like that of the unruly mob, you might need nothing more than to establish a set of increasingly difficult DCs.

Measuring Success and Progress

You'll need to decide how to measure the characters' success in social encounters because there's no AC to target or HP to whittle down. Page 55 includes guidance on setting DCs for social skill actions, often using a target's Will DC. If you need a DC for people who don't have stats, such as a crowd or an NPC for whom you haven't already generated statistics, use the guidelines on setting DCs, found on page 52. You can either pick

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BYPASSED ENCOUNTERS

What happens if you've planned a fight or challenge and the PCs find a way to avoid it entirely? This could leave them behind in XP or cause them to miss important information or treasure.

In the case of XP, the guidelines are simple: if the player characters avoided the challenge through smart tactical play, a savvy diplomatic exchange, clever use of magic, or another approach that required ingenuity and planning, award them the normal XP for the encounter. If they did something that took only moderate effort or was a lucky break, like finding a secret passage and using it to avoid a fight, award them XP for a minor or moderate accomplishment. In an adventure that's more free-form, like a sprawling dungeon with multiple paths, there might be no reward for bypassing an encounter because doing so was trivial.

You'll have to think on your feet if information or items get skipped when players bypass encounters. First, look for another reasonable place in the adventure to share the information or item. If it makes sense, move the original encounter to another part of the adventure and give the PCs a major advantage for bypassing the encounter in the first place.

a simple DC or use a level-based DC, estimating a level for the subject or how challenging it should be to sway them.

The attitude conditions—hostile, unfriendly, indifferent, friendly, and helpful—provide a useful way to track the progress of a social encounter. Use these to represent the attitude of an authority, a crowd, a jury, or similar. A typical goal for a social encounter is to change the attitude of a person or group to helpful so they assist you or calming a hostile group or person to defuse a situation. Try to give the players a clear idea of how much they've progressed as the encounter proceeds.

Another option is to track the number of successes or failures the characters accrue, either using a subsystem like Victory Points (page 184) or Influence (page 187), or else something more ad hoc. For instance, you might need to trick four guards into leaving their posts and count each successful attempt to Lie or Create a Diversion toward a total of four necessary successes. You can also combine these two methods; if the PCs need a group of important nobles to vote their way, the goal of the encounter might be to ensure that a majority of the nobles have a better attitude toward the PCs than they have of a rival—all within a limited time frame.

Consequences

When you set stakes at the start of a social encounter, give an idea of the consequences. Beyond whatever narrative benefits player characters might gain, a social encounter usually includes an XP award. Because these are encounters along the same lines as combat encounters, they grant a sizable amount of XP, typically that of a moderate accomplishment, or even a major accomplishment if the encounter was the culmination of long-term plans or if a significant adversary got their comeuppance.

The outcome of a social encounter should direct the story of the game. Look for repercussions. Which NPCs might view the PCs more favorably now? Which might hold a grudge or formulate a new plan? A social encounter can seal the fate of an NPC and end their story, but this isn't true for player characters. Even if something looks truly dire for them, such as a death sentence, the social encounter isn't the end—there's still time for desperate heroics or a twist in the story.

Ending the Encounter

A combat encounter typically ends when all the creatures on one side are killed or knocked unconscious. Once this happens, you can stop acting in initiative order. The surviving side then has ample time to ensure that everyone taken out stays down. However, you might need to keep using combat rounds if any player characters are near death, clinging to a cliff, or in some other situation where every moment matters for their survival.

You can decide a fight is over if there's no challenge left and the player characters are just cleaning up the last few weak enemies. However, avoid doing this if any of the players still have inventive and interesting things they want to try or spells they're concentrating on—ending an encounter early is a tool to avoid boredom, not to deny someone their fun. You can end a fight early in several ways: the foes can surrender, an adversary can die before its Hit Points actually run out, or you can simply say the battle is over and that the PCs easily dispatch their remaining foes. In this last case, you might ask, "Is everyone okay if we call the fight?" to make sure your players are on board.

One side might surrender when almost all its members are defeated or if spells or skills thoroughly demoralize them. Once there's a surrender, come out of initiative order and enter into a short negotiation. These conversations are really about whether the winners will show mercy to the losers or just kill or otherwise get rid of them. The surrendering side usually doesn't have much leverage in these cases, so avoid long back-and-forth discussions.

Fleeing Enemies

Fleeing enemies can sometimes cause issues at the game table, as players often want to pursue them, thinking they might return as a threat later on. This can easily bog down the game and extend an encounter that has already reached its conclusion, so avoid playing this out move by move. If every adversary is fleeing, forgo

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initiative order and give each PC the option to pursue any one fleeing foe. Each PC can declare one action, spell, or other ability to use to try to keep up. Then, compare the PC's Speed to that of the target, assess how much the pursuer's chosen spell or ability would help, and factor in any abilities the quarry has that would aid escape. If you determine that the pursuer catches up, go back into combat with the original initiative order. If not, the quarry escapes for now.

Total Party Kills

Perhaps the most feared of any outcome of a gaming session, a total party kill (TPK) can spell the end of an adventure or campaign. In a TPK, every member of the party dies. Think in advance about how comfortable you are with TPKs and discuss them with the other players. This can provide valuable insights into not only how you should handle one, but also the implied level of lethality the players expect.

TPKs are rarely unavoidable. Usually it becomes evident at some point during the session—whether to everyone or only to you—that disaster looms. What the players do with this insight is up to them, but you have more control and can take steps to avoid the TPK. For example, perhaps the PCs' foe gets distracted by something, an ally arrives to help the heroes, or the villain captures them instead of slaying them outright. The simplest path is to just allow a clear escape route the PCs can take—perhaps with a few characters still falling along the way. It isn't entirely your responsibility to defuse the TPK, but offering such opportunities gives players more say in their characters' fates.

Should a TPK occur anyway, the kind of game you're running should influence your approach to the situation. For example, in a relatively story-light campaign centered around dungeon crawling, a TPK is less of a problem—the players simply form a new adventuring party and take up where the dead ones left off. If you're running a story-intensive game in which each PC has a personal stake in defeating the villain, saving the town, or the like, a TPK could require you to rework multiple plot threads. Here, you might use the story you have in place; for example, a player's new character might be the sibling of their previous, slain character, thus creating some continuity between the two characters and ensuring that the new character still has a stake in defeating the villain.

Note that the game should continue only if the players want it to. The premature end of an adventure or campaign isn't always a bad thing. If the group is interested in moving on, there's nothing wrong with ending the campaign and starting something different.

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RUNNING EXPLORATION

Exploration mode is the connective tissue of your adventure or quest—everything that happens as the characters move between encounters. It could be looking for a rare book in a library, trailblazing through a spooky forest, fortifying a castle before a monster attack, or canvassing the city for a missing person.

Fundamentally, exploration is all about rewarding the PCs for learning about their surroundings. To facilitate this, it's especially important to have and to convey a clear mental picture of the group's surroundings. You'll be better able to keep track of where the players are and describe the sights, sounds, and other sensations of their adventuring locales.

Exploration mode is intentionally less regimented than encounters are. As a result, you'll be making many more judgment calls during exploration on just about everything that happens as you build the world and describe how it changes in response to the players' actions. Encourage the players to have their characters truly explore, and reward their curiosity. The things they try to do in exploration mode show you what they're interested in and what they consider important. As you play, you'll get a good feel for the aspects of exploration that intrigue certain players, and you can add more of those things to your adventures or emphasize these points in published adventures.

Stakes: Low to moderate. Exploration mode should be used when there's some amount of risk, but no immediate danger. The PCs might be in an environment where they're likely to face monsters or hazards, but they usually stay in exploration mode until they enter a fight or engage in some other direct interaction.

Time Scale: When the PCs are in exploration mode, time in the game world passes much faster than real-world time at the table, so it's rarely measured out to the second or the minute. You can speed up or slow down how quickly things are happening as needed. If it's important to know exactly how much time is passing, you can usually estimate time spent in exploration mode to 10-minute increments.

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Actions and Reactions: Though exploration isn't broken into rounds, exploration activities assume the PCs are spending part of their time using actions, such as Seeking or Interacting. If they have specific actions they want to use, they should ask; you can decide whether the actions apply and whether to switch to encounter mode for greater detail. PCs can use any relevant reactions that come up during exploration mode.

Scenes within Exploration

It can help you to think of exploration as a series of scenes, where encounters break up exploration and function as subsections within it. Many of these are based on geography, for example, with exploring a series of dungeon corridors as one scene and entering the dungeon's great hall kicking off another. Other times, you'll break out of a scene at a point of interest. If the PCs decide to stop their travels and investigate a statue, think of that as a new scene.

This gives you a good point to describe the transition between scenes. Describe what was happening to reinforce where the group was, then describe what they now face to show the change. For example, "You've been making your way through this long hallway, but after a moment of debate, you stop, your footsteps and voices still echoing down the hall. The stone statue before you is seven feet high and adorned with rubies. It represents... maybe a god? Its face is damaged and broken. What do you do?"

When playing out a scene, your initial description should set the expectation of what level of detail the scene might go into, with you and the players adjusting as needed during play. Since players aren't bound in a strict initiative order in exploration mode, it can be useful to proactively call on PCs to avoid everybody talking at once. If possible, start with someone who instigated the scene change, or perhaps with the PC using the most relevant exploration activity, like a PC Investigating artwork or Searching for secrets in the example above.

While the number of scenes that could take place during exploration is limited only by your imagination and your players' actions, there are some common types of scenes that often come up, which are detailed below.

Daily Preparations

Just before setting out to explore, or after a night's rest, the PCs spend time to prepare for the adventuring day. This typically happens over the span of 30 minutes to an hour in the morning, but only after 8 full hours of rest. Daily preparations include the following.

- Spellcasters who prepare spells choose which spells they'll have available that day.
- Focus Points and other abilities that reset during daily preparations refresh. This includes abilities that can be used only a certain number of times per day.
- Each character equips their gear. This includes donning their armor and strapping on their weapons.
- Characters invest up to 10 worn magic items to gain their benefits for the day.

Beyond making these mechanical decisions, daily preparations can be a good time to check in to see how players might think their characters are feeling. The twentieth morning of a long voyage might see the characters wearily strapping on their boots and armor as listlessness sets in, but the sun rising over a hill as the invading skeleton army finally arrives to lay siege to their city could have a tense air of fear or might taste of the rush before a glorious last stand. Use this time to set the stage for the adventuring day to come!

Hazards

The task of looking for and disarming hazards comes up frequently in exploration and is an example of a type of exploration scene. Hazards don't usually appear out of nowhere. A trap might be on a door's lock, at a specific bend in a corridor, or so on. You could have a pit trap in the middle of a large room, but a surprise that's entirely unexpected can be pretty unsatisfying. The same pit trap appearing in the middle of a 10-foot-wide, suspiciously featureless hallway can make the players say, "Okay, we should have seen that coming," with even that minimal amount of foreshadowing.

When a complex hazard triggers, move to encounter mode. Simple hazards are usually dealt with in exploration mode, but that doesn't mean that they should be glossed over. Clearly depict what action by a PC sets off the hazard and what happens as the hazard activates, and illustrate any aftereffects. PCs have many ways to heal themselves, so keep in mind that a damaging hazard won't always have a huge effect. They tend to work best if their activation might alert creatures in the area, lock the PCs out of an area, or cause a similar narrative setback beyond just damage or another condition easily removed outside of the pressure of combat.

GM Priorities

The following points will be good to keep in mind to create a fun and smooth experience as your players go about exploring the world.

- Evoke the setting with vivid sensory details.
- Shift the passage of time to emphasize tension and uncertainty, and speed past uneventful intervals.
- Get players to add details by asking for their reactions.
- Present small-scale mysteries to intrigue players and spur investigation.
- When rolls are needed, look for ways to move the action forward, or add interesting wrinkles on a failure.
- Plan effective transitions to encounters.

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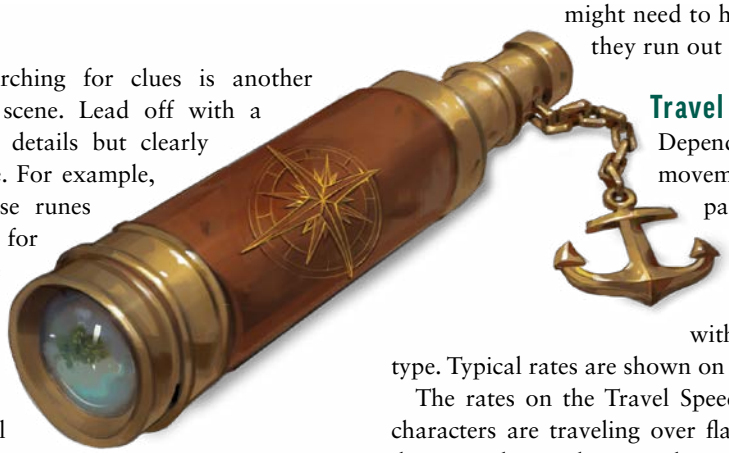
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Searching for Traps

PCs usually have a better chance to detect hazards while exploring if they're using the Search activity (and the Detect Magic activity, in the case of some magic traps). If a PC detects a hazard and wants to disable it, slow down a bit. Ask the player to describe what the PC is doing and provide concrete details about how their efforts pan out to make it feel more real. It's good if the player sweats a little bit! It's supposed to be a tense situation, after all. If a hazard requires multiple checks to disable, it's good to describe what happens with each success to show incremental progress.

Investigations

Investigating and searching for clues is another common exploration scene. Lead off with a definite clue that has details but clearly isn't the whole picture. For example, you might say: "These runes look like ones used for arcane magic but are some kind of variant form," "As you assess the architecture of the room, you see that the pillar caps are all made of granite, except for one that appears to be painted plaster," or "Each of the stained glass windows shows scenes of one of the god Norgorber's aspects, but there are only three of them, whereas Norgorber has four aspects."



If these details pique a player's interest, you can go into a more detailed investigation. They might look at the runes more closely, chip away at the plaster, or search around for a representation of Norgorber's fourth aspect. Avoid calling for checks if it's not necessary. In the last example, you'd likely tell them which of the deity's aspects is missing without another Religion check, and if the aspect is represented as a statue in the room, asking for a Perception check to find it might short-circuit the investigation in an uninteresting way.

Though one person starts the investigation, getting others involved can help them become more interested and bring different skills to bear to get other types of information. Reward collaboration and clever ideas.

Roleplaying Investigations

To make the investigation feel real, it helps to talk a player through their character's thought processes by saying what clue inspired them to think of an important detail, explaining what the detail is, and possibly mentioning further questions that this detail raises. Let the player extrapolate their own conclusion rather than giving them the answers outright. Even if the investigation doesn't lead to an unambiguous conclusion, the players should feel they're more informed than when they started.

Travel

Long journeys are staples of the fantasy genre, but they take work to be fun in play, especially if the timeline the PCs are on isn't urgent. Use encounters and special scenes only if there's something compelling to cover. It's perfectly fine to fast-forward through exploration to get to the next stage of an adventure. That said, you should keep in mind that if any players have invested in exploration-themed abilities for their characters, those abilities should still matter.

You can usually move through a travel scene pretty quickly. For a journey that takes multiple days, you might need to have the group Subsist if they run out of food.

Travel Speed

Depending on how you track movement, the adventuring party might track the distance they travel in feet or miles based on the characters' Speeds with the relevant movement type. Typical rates are shown on the Travel Speed table.

The rates on the Travel Speed table assume that the characters are traveling over flat and clear terrain at a determined pace, but one that's not exhausting. Moving through difficult terrain halves the listed movement rate. Greater difficult terrain reduces the distance traveled to one-third the listed amount. If the travel requires a skill check to accomplish, such as mountain climbing or swimming, you might call for a check once per hour, referencing the resulting distance on the Travel Speed table to determine the group's progress.

TRAVEL SPEED

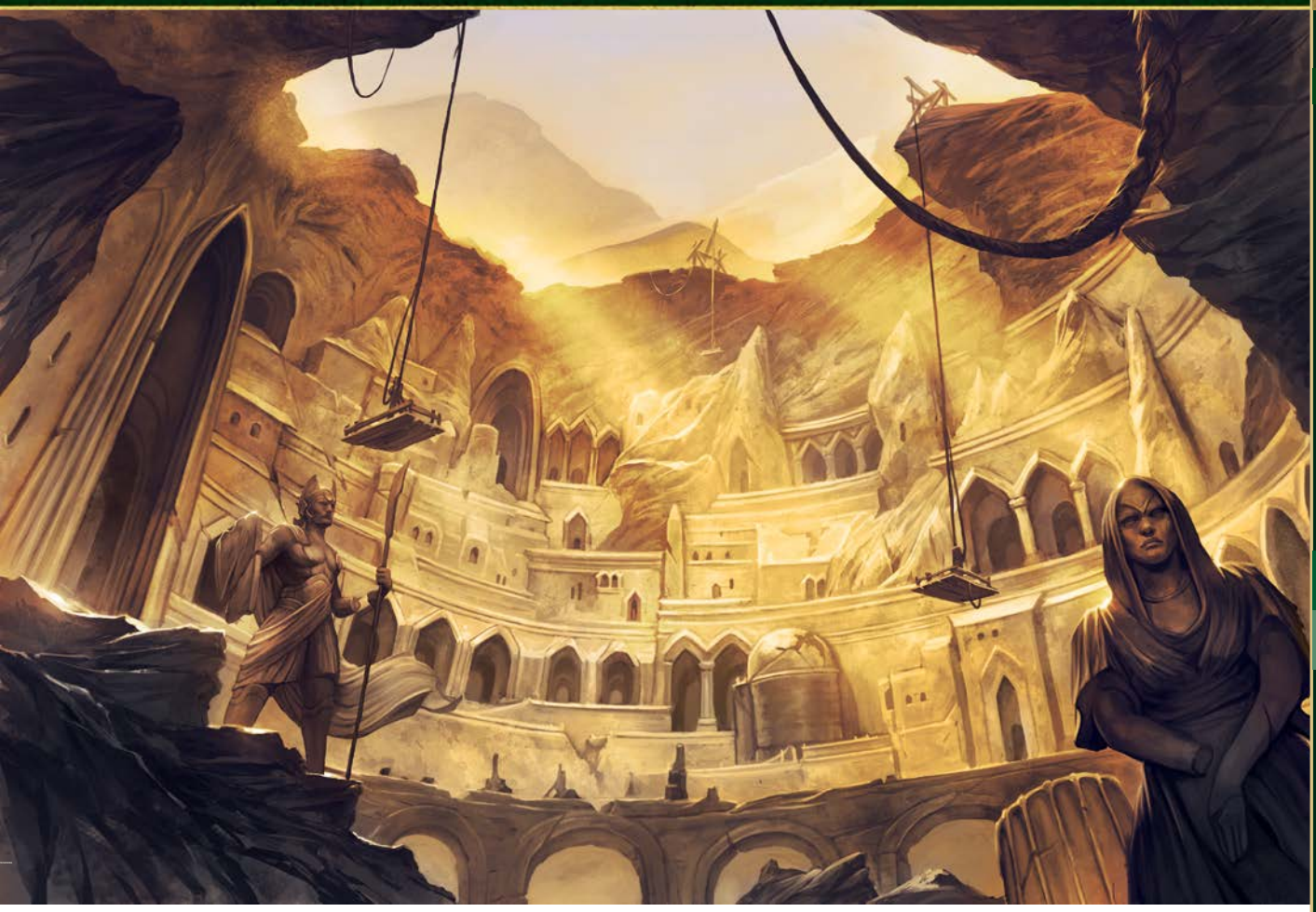
Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32
50 feet	500	5	40
60 feet	600	6	48

Navigating

The Sense Direction activity uses Survival to find which way is north. You can combine this with Recalling Knowledge about the area—typically using Nature or Society—for the PCs to get their initial bearings. The DCs for these checks are normally trained or expert if the group is still fairly close to settlements or established nations but might be higher the deeper they are in the

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wilderness. As the PCs try to find their path forward, think of ways to include notable landmarks they can seek out or stumble upon. Some of these might be useful, such as a great tree off in the distance that they can climb to get a better vantage point or a mountain slope where multiple plumes of smoke billow up, which might lead them toward a settlement. Others might be mysterious or dangerous, such as haunted glades or an animal's hunting grounds. When the PCs first look around or scout, pick two or three landmarks to point out. Let the group decide on their course from there.

Getting Lost

When PCs are exploring the wilderness or navigating twisting dungeon corridors, they might get lost. This is most likely as a consequence for failing at Survival or similar checks, but it can also happen based on the story, such as if they drop out of a portal in some strange land or come up from an underground passageway into a forest. Playing through the process of wandering in the wilderness and trying to find their way can be fun for a party, provided they do so for a fairly short interval. If a party is lost at the start of a session, they should usually have found their way and reached a significant destination by the end.

If the PCs get unlucky or are just awful at Survival, they might end up stuck with no way to reorient themselves. In these cases, have someone come to them! They might get captured by local humanoids or monsters or even stumble upon a dangerous location. They've figured out where they are, even if it's not where they wanted to be!

Encounters During Travel

You might want to include some encounters if the PCs are in a dangerous area, especially if they travel for a long time. For these encounters, choose creatures that live in that type of environment. Remember that not all creatures attack on sight. Friendly or cautious creatures might approach the characters, resulting in more interactive scenes that might even help the PCs.

Adverse Weather and Terrain

Exploration gets slower when the party faces dense jungles, deep snow, sandstorms, extreme heat, or similar difficult conditions. You decide how much these factors impact the characters' progress. The specific effects of certain types of terrain and weather are described starting on page 90.

Difficult Terrain

Difficult terrain such as thick undergrowth usually slows down progress. Unless it's important how far the group gets in a particular time frame, this can be covered with

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a quick description of chopping through the vines or trudging through a bog. If the characters are on a deadline, adjust their progress on the Travel Speed table (page 36), typically by cutting it in half if almost all of the land is difficult terrain or to one-third for greater difficult terrain.

Hazardous Terrain

Hazardous terrain, such as the caldera of an active volcano, might physically harm the player characters. The group might have the option to travel directly through or to go around by spending more time. You can transition into a more detailed scene while the characters move through hazardous terrain and attempt to mitigate the damage with spells or skill checks. If they endure hazardous terrain, consider giving the PCs a minor or moderate XP reward at the end of their exploration, with slightly more XP if they took smart precautions to avoid damage.

Environmental Hazards

Dangerous crevasses, swampy bogs, quicksand, and similar dangers are environmental hazards, which are described beginning on page 90.

Surprise Attacks

Surprise attacks should be used sparingly, even in dangerous areas. The fact that PCs are usually in a group scares away most animals, and setting a watch can deter even more attackers. Surprise attacks are most likely if the PCs did something in advance that would lead to the ambush. For instance, they might be ambushed by bandits if they were flaunting their wealth or showing off expensive items earlier in the session, or they might be counterattacked by enemies if they attack the enemies first, only to retreat to rest. If the PCs set up camp hastily and decide not to set a watch, they might be in trouble if they're attacked. This should happen only in cases of extreme sloppiness, since if you take advantage of minor lapses, you might end up with a group that repeatedly spends an inordinate amount of time describing all their camping preparation to keep it from happening again. It's usually better to ask the PCs if they're setting up watches (page 43), rather than assume that their silence on the issue means they aren't.

Starting Encounters

If an encounter begins, you'll need to shift to encounter mode by having everyone roll initiative, as described on page 24. Call for initiative once a trap is triggered, as soon as two opposing groups come into contact, or when a creature on one side decides to take action against the other. In some cases, a trap or a foe has a reaction that tells you to roll initiative. For instance, a complex trap that's triggered might make an attack with its reaction before the initiative order begins. In these cases, resolve all the results of the reaction before calling for initiative rolls.

Fleshing out Exploration

The more narrative pace of exploration mode means that you, as the GM, have a lot of freedom to emphasize important parts of the adventure to your players through evocative language and dramatic timing.

Evocative Environments

As the PCs explore, convey their surroundings by appealing to the players' senses. This sets the scene, gives them a better sense of their environment, and can be used to foreshadow what they might find ahead. When determining which details to cover, think about what's familiar versus novel. A new dungeon might have similar architecture to previous ones but feature ancient structures that set it apart. You can use the PCs' familiarity as a tool to single out what's new. When preparing for a game, imagine yourself in the environment and jot down a few notes about what you would sense. Conveying these details keeps the players on the same page about what they sense, even if each character responds to it differently.

Keep in mind that the more you explain something, the more important it seems. This is valuable for you to drive interest, but can also be a mixed blessing, since describing something inconsequential to set the mood can lead players off on a tangent. Sometimes, the best solution is to find a way to make that unimportant thing as important as the players think it is!

Flow of Time

Exploration mode is rarely measured down to the second or minute. If someone asks how long something takes, the nearest 10-minute increment typically does the job. (For long voyages or similar activities, the nearest hour might be more appropriate.) You convey the passage of time through your descriptions, but not just by addressing it outright. In a roleplaying game, information and time are linked. Time will seem to slow down the more detail you give. Think cinematically! A long voyage through a series of tunnels works well as a montage, whereas progress searching a statue for traps could be relayed as a series of distressing details in quick succession and would feel more tense due to that precision.

With that in mind, when is it best to speed up or slow down the passage of game time? Usually, you'll slow down and give more description when you're establishing something or progressing the story. When the PCs enter a dungeon or a new area, describe how it feels, slowing down to give the players a sense of what's ahead. When a PC stops to do something important or makes a key decision, slowing down gives that moment its desired weight. You can also adjust the flow of time to reflect PCs' mental states. As a PC returns home after decades away, you might pause to ask the player what their PC is feeling, matching time to the rush of memories and emotions filling that PC's thoughts.

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QUICK ENVIRONMENTAL DETAILS

AQUATIC

Sights choppy water, rolling waves, sunlight glinting, the curve of the horizon, driftwood
Sounds waves lapping against a ship, seabirds' cries, fluttering sails, creatures breaching the surface
Smells salt water, crisp fresh air, dead fish
Textures frigid water, slimy seaweed, crusty salt collecting on surfaces
Weather powerful winds, oncoming storms

ARCTIC

Sights blinding reflected sunlight, snowy plains, distant glaciers, deep crevasses, rocky cliffs, ice floes and bergs, animal tracks in snow
Sounds howling winds, drips of melting ice, utter quiet
Smells clean air, half-frozen bog, lichen, seaweed
Textures crunching snow, hard ice
Weather frigid gales, light snowfall, pounding blizzards

FOREST

Sights towering trees, dense undergrowth, verdant canopies, colorful wildlife, dappled sunlight through the trees, mossy tree trunks, twisted roots
Sounds rustling leaves, snapping branches, animal calls
Smells decomposing vegetation, flowering plants, pine trees, earthy mushrooms
Textures leaves crunching underfoot, scraping branches, water dripping from above, rough bark
Weather still air, cool shade, sporadic breeze, rain on the canopy, branches coated in thick snow

MOUNTAIN

Sights bare cliffs, snow caps, hardy trees, slopes littered with scree, birds flying on currents, fog among the peaks
Sounds howling wind, falling rocks, clear echoes, crunch of rocks underfoot, distant avalanche
Smells blowing dust, pine trees, fresh snow
Textures rough stone, powdery snow, unstable rubble
Weather swirling clouds, chill of high altitude, direct sunlight, powerful wind and rain

PLAINS

Sights grass waving gently, scattered wildflowers, rocky outcroppings or boulders, the curve of the horizon
Sounds rustling wind, birdsong, distant sounds carried far
Smells fresh air, earthy soil, distant carcasses
Textures touch of tall grass, rasp of scrub brush, crunch of dry dirt
Weather cooling of gentle wind, heat of direct sunlight, massive black thunderclouds

SWAMP

Sights lush leaves, clouds of gnats, algae-coated water, shacks on stilts, darting fish
Sounds croaking frogs, chirping insects, bubbling, splashing
Smells rich moss and algae, pungent swamp gases
Textures pushing through floating detritus, tangling creepers, thick mud
Weather oppressive humidity, still air, pouring rain, rays of sunlight

UNDERGROUND

Sights winding passages, sputtering yellow torchlight, uneven or cracked floors, ancient writings or architecture, stalagmites and stalactites
Sounds dripping condensation, scurrying rats or insects, distant clunks of machinery, tinny echoes of your voices and footsteps
Smells staleness of still air, sulfur, tang of metal deposits
Textures rough rock walls, erosion-smoothed stone, cobwebs
Weather chill of underground air, geothermal heat

Exploration Activities

In exploration mode, each player who wants to do something beyond just traveling chooses an exploration activity for their character. The most common activities are Avoid Notice, Detect Magic, Hustle, and Search, though there are many other options available (detailed on page 438 of *Player Core*). The purpose of these activities within the game is to clarify what a PC focuses on as they explore rather than unrealistically allowing them do all things simultaneously. This adds variety within the group's behavior and can show you where players want the story to go. For example, a player whose PC is Investigating carvings on the walls shows you that the player wants those to be informative.

Exploration activities that happen continually as the group explores are meant to be narrative first and foremost, with the player describing to you what they're doing, and then you determining which activity applies and describing any details or alterations for the situation. If a player says, "I'm Avoiding Notice," add more detail by asking what precautions they're taking or by telling them which passages they think are least guarded. Likewise, if a player says they're looking for traps *and* keeping their shield raised *and* covering the group's tracks, ask them which of these they are prioritizing to narrow down the activity. Consider the advantages and disadvantages of an activity given current circumstances. For instance, someone Scouting might encounter thin ice and fall through before their group can reach them, or someone Investigating ancient hieroglyphs might critically fail and lead the party in the wrong direction. This does not apply for exploration activities that are discrete and occur when the group is

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taking a pause or zooming in on a particular action, such as Treat Wounds. Characters can always drop out of a continual exploration activity to perform a discrete one (even if they are fatigued and can't sustain an exploration activity as they travel), and they can change activities at any time.

The main exploration activities described in *Player Core* (pages 438–439) and what PCs can use them to accomplish are as follows.

- **Avoid Notice (Stealth):** Sneak around without being found (*Player Core* 438).
- **Defend:** Keep a shield raised (*Player Core* 438).
- **Detect Magic:** Repeat the *detect magic* spell (*Player Core* 323, advice on page 41).
- **Follow the Expert:** Improve your bonus with another tactic by following an ally's example (*Player Core* 438, advice on page 41).
- **Hustle:** Travel faster (*Player Core* 438).
- **Investigate:** Recall Knowledge of your surroundings (*Player Core* 439, advice on page 41).
- **Repeat a Spell:** Cast or sustain a spell over and over (*Player Core* 439).
- **Scout:** Look ahead for danger (*Player Core* 439).
- **Search (Perception):** Seek out hidden things as you travel (*Player Core* 439, advice on page 42).

Skills also have exploration activities linked to them.

- **Borrow an Arcane Spell (Arcana):** Prepare a spell from someone else's spellbook (*Player Core* 234).
- **Coerce (Intimidation):** Threaten a creature so it does what you want (*Player Core* 240).
- **Cover Tracks (Survival):** Obscure the PC's passing (*Player Core* 246).
- **Decipher Writing (Varies):** Understand archaic, esoteric, or obscure texts (*Player Core* 228).
- **Gather Information (Diplomacy):** Canvass the area to learn about a specific individual or topic (*Player Core* 239, DCs page 54).
- **Identify Alchemy (Crafting):** Using an alchemist's toolkit, identify an alchemical item (*Player Core* 237, DCs page 54).
- **Identify Magic (Varies):** Learn about a magic item, location, or ongoing effect (*Player Core* 230, DCs page 54).
- **Impersonate (Deception):** Using a disguise kit, create a disguise (*Player Core* 238).
- **Learn a Spell (Varies):** Use the skill corresponding to the spell's tradition to gain access to a new spell (*Player Core* 230–231, DCs page 54).
- **Make an Impression (Diplomacy):** Make a good impression on someone (*Player Core* 239).
- **Repair (Crafting):** Using a repair kit, fix a damaged item (*Player Core* 236).

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- **Sense Direction (Survival):** Get a sense of where the PC is or determine the cardinal directions (*Player Core* 246, DCs page 54).
- **Squeeze (Acrobatics):** Squeeze through very tight spaces (*Player Core* 233).
- **Track (Survival):** Find and follow creatures' tracks (*Player Core* 246, DCs page 55).
- **Treat Wounds (Medicine):** Treat a living creature's wounds (*Player Core* 242).

Here are some useful things to keep in mind when adjudicating a few specific exploration activities.

Detect Magic

This activity doesn't enable characters to automatically find every single magical aura or object during travel. Hazards that require a minimum proficiency can't be found with *detect magic*, nor can illusions of equal or higher rank than the spell.

When characters find something magical using this activity, let them know and give them the option to stop and explore further or continue on. Stopping brings you into a more roleplay-heavy scene in which players can search through an area, assess different items, or otherwise try to figure out the source of the magic and what it does. Continuing on might cause the group to miss out on beneficial magic items or trigger a magic trap.

Follow the Expert

Follow the Expert is a truly versatile activity that lets a PC who's lacking at a skill or exploration activity have a better chance to succeed. It provides a good way to help a character with a low Stealth modifier sneak around, to get a character with poor Athletics up a steep cliff, and so on. Usually, a character who is Following the Expert can't perform other exploration activities or follow more than one person at a time.

It's important that this doesn't become too rote. Let the players decide how one of them is helping out the other. The description can give you more to work with and add fun color to the exploration beyond just the mechanics. Also, if one PC helps another in the same way over and over, that could be a sign of the character being helped growing in a particular way. If the rogue has been helping the fighter Avoid Notice over and over, the fighter is essentially receiving training in Stealth at that point and might want to consider taking or retraining a skill increase to make that true. Connections like these can breathe life into the characters and their relationships, and it can help promote camaraderie and interactions between characters.

Investigate

As with Searching or Detecting Magic, the initial result of Investigating is usually enough to give the investigator a clue that leads into a more thorough examination, but it rarely gives all possible information. For instance, a character might note that the walls of a dungeon are covered with Chthonian writing, but they would need to stop to read the text or even determine that it's written in blood.

MONITORING SPELL DURATIONS

Spell durations are approximate values that codify the vagaries and eccentricities of magic into a convenient number. However, that doesn't mean you can set your watch by a spell with a 1-hour duration. This is one of the reasons the passage of time outside of encounters is in your hands and isn't as precise as encounter rounds. If a question arises about whether a spell has expired, you make the call. You shouldn't be punitive, but you also shouldn't treat characters like they move with clockwork precision and perfect efficiency between encounters.

There are two times these durations matter most: when players try to fit multiple encounters within the duration of a spell, and when they want to use a spell before a fight and keep it in effect during the encounter.

Multiple Encounters

A 1-minute spell should last for multiple encounters only if the encounters happen in very close proximity (usually in two adjoining rooms) and if the PCs go directly from one fight to the next without leaving encounter mode. If they want to stop and heal, or if the party debates whether to go on, the process takes enough time that the spell runs out.

Be more generous with spells lasting 10 minutes or more. A 10-minute spell easily lasts for one encounter and could continue for another if the locations are close. A 1-hour spell usually lasts for several encounters.

Before a Fight

Casting advantageous spells before a fight (sometimes called "pre-buffing") gives the characters a big advantage, since they can spend more combat rounds on offensive actions instead of preparatory ones. If the players have the drop on their foes, you usually can let each character cast one spell or prepare in some similar way, then roll initiative.

Casting preparatory spells before combat becomes a problem when it feels rote and the players assume it will always work—that sort of planning can't hold up in every situation! In many cases, the act of casting spells gives away the party's presence. In cases where the PCs' preparations could give them away, you might roll for initiative before everyone can complete their preparations.

Search

With a successful Perception check while Searching, a character notices the presence or absence of something

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unusual in the area, but this doesn't provide a comprehensive catalog of everything there. Instead, it gives a jumping-off point for closer inspection or an encounter. For instance, if an area has both a DC 30 secret door and a DC 25 trap, and a Searching character got a 28 on their Perception check, you would tell the player that their character noticed a trap in the area, and you'd give a rough idea of the trap's location and nature. The party needs to examine the area more closely to learn specifics about the trap, and someone would need to Search again to get another chance to find the secret door.

If an area contains many objects or something that will take a while to search (such as a cabinet full of papers), Searching would reveal the cabinet, but the PCs would have to examine it more thoroughly to check the papers. This usually requires the party to stop for a complete search.

You roll a secret Perception check for a Searching character to detect any secrets they pass that are hidden in a place that stands out (such as near a door or a turn in a corridor), but not one that's in a more inconspicuous place (like a random point in a long hallway) unless they are searching particularly slowly and meticulously.

The rules for Searching deliberately avoid giving intricate detail on how long a search takes. That's left in your hands because the circumstances of a search can vary widely. If the group isn't in any danger and has time for a really thorough search, that's a good time to allow them to automatically succeed, rather than bothering to roll, or you might have them roll to see how long it takes before they find what they're looking for, ultimately finding it eventually no matter the result. Conversely, if they stop for a thorough search in the middle of a dungeon, that's a good time for their efforts to draw unwanted attention!

PCs might get to attempt another check if their initial search is a bust. But when do you allow them to try again? It's best to tie this to taking a different tactic. Just saying "I search it again" isn't enough, but if a PC tries a different method or has other tools at their disposal, it could work. Be generous with what you allow, as long as the player puts thought into it! If you know a search isn't going to turn up anything useful, make that clear early on so the group doesn't waste too much time on it. If they're determined to keep going—which they often are—you might have them find something useful but minor in the search.

Improvising New Activities

The list of exploration activities isn't exhaustive. More appear in special subsystems and adventures, and you'll often need to create your own. When making your own, it's usually fine to just consider whether the amount of effort the PC has to put in is comparable to the other exploration activities and go from there. If you're having trouble, try finding a comparable activity. For example, if the PC are Swimming as they explore, consider that travel speeds are based on the equivalent of 1 action per 6 seconds, and that other exploration activities the PCs can keep up without getting tired are generally based on alternating between 2 actions per 12 seconds, averaging to 1 action per 6 seconds. (Defend, for example, is based on using 1 action to Stride then 1 to Raise your Shield, which is why the PC moves at half Speed.) Hustle is a good example of an activity that can't be done indefinitely, so you can use it as a model for strenuous activities where the PCs are using the equivalent of 2 actions every 6 seconds.

When improvising an exploration activity, have in mind some advantages and disadvantages of that activity to inspire you. What else might the PC be neglecting while doing this activity? How does it interplay with activities that the rest of the party uses? If the new activity seems like it's a better option than other activities all or nearly all the time, chances are you might want to adjust it so it's more balanced. Eventually, you'll start to find which exploration activities your group enjoys the most.

Setting a Party Order

In exploration mode, it often matters which characters are in the front or back of the party formation. Let the players decide among themselves where in the group their characters are while exploring. This order can determine who gets attacked first when enemies or traps threaten from various directions. It's up to you to determine the specifics of who gets targeted based on the situation.

When you come out of exploration mode, the group usually remains in the same general formation. Decide the PCs' exact positions, with their input, if you're moving to a grid (as usually happens at the start of a combat encounter). If they come out of exploration mode on their own terms, they can move around as they see fit. For example, if they detect a trap and the rogue starts attempting to disarm it, the other characters can move to whatever locations they think are safe.

Resting

Characters require 8 hours of sleep each day. Though resting typically happens at night, a group gains the same benefits for resting during the day. Either way, they can gain the benefits of resting only once every 24 hours. A character who rests for 8 hours recovers in the following ways.

- The character regains Hit Points equal to their Constitution modifier (minimum 1) multiplied by their level. If they rest without any shelter or comfort, you might reduce this healing by half (to a minimum of 1 HP).
- The character loses the fatigued condition.
- The character reduces the severity of the doomed and drained conditions by 1.
- Most spellcasters need to rest before they regain their spells for the day.

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A group in exploration mode can attempt to rest, but they aren't entirely safe from danger, and their rest might be interrupted. The 8 hours of rest do not need to be consecutive, however, and after an interruption, characters can go back to sleep.

Sleeping in armor results in poor rest and causes a character to wake up fatigued. If a character would have recovered from fatigue, sleeping in armor prevents it.

If a character goes more than 16 hours without going to sleep, they become fatigued.

Taking long-term rest for faster recovery is part of downtime and can't be done during exploration. See page 50 for these rules.

Watches and Surprise Attacks

Adventuring parties usually put a few people on guard to watch out for danger while the others rest. Spending time on watch also interrupts sleep, so a night's schedule needs to account for everyone's time on guard duty. The Watches and Rest table indicates how long the group needs to set aside for rest, assuming everyone gets a rotating watch assignment of equal length.

If a surprise encounter would occur during rest, you can roll a die to randomly determine which character is on watch at the time. All characters roll initiative; sleeping characters typically roll Perception with a –4 status penalty for being unconscious. They don't automatically wake up when rolling initiative, but they might roll a Perception check to wake up at the start of their turn due to noise. If a savvy enemy waits for a particularly vulnerable character to take watch before attacking, the attack can happen on that character's watch automatically. However, you might have the ambusher attempt a Stealth check against the Perception DCs of all characters to see if anyone noticed its approach.

WATCHES AND REST

Group Size	Total Time	Duration of Each Watch
2	16 hours	8 hours
3	12 hours	4 hours
4	10 hours, 40 minutes	2 hours, 40 minutes
5	10 hours	2 hours
6	9 hours, 36 minutes	1 hour, 36 minutes

Starvation and Thirst

Typically characters eat and drink enough to survive comfortably. When they can't, they're fatigued until they do. After a number of days without water equal to a creature's Constitution modifier + 1, the creature takes 1d4 damage each hour that can't be healed until it quenches its thirst. After the same amount of time without food, it takes 1 damage each day that can't be healed until it eats.

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Running Downtime

There's more to life than fighting monsters and looting treasure. What happens when a PC wins a deed to a tavern in a game of cards, crafts a magical item, builds a home, or pursues a relationship? All these goals and more are resolved by running downtime. Downtime is the space between adventures, where your PCs take a step back before the next chapter starts. In downtime, you can sum up the important events of a whole day with just one roll. Use this mode when the characters return home or otherwise aren't adventuring.

Usually, downtime is a few minutes at the start of a session or a break between major chapters of an adventure. On rare occasions, you might have a whole session of downtime to play out a specific story. As with exploration, you might punctuate downtime with roleplaying or encounters when it's natural to do so.

Stakes: None to low. Downtime is the counterpart to adventuring and covers low-risk activities.

Time Scale: Downtime can last days, weeks, months, or years in the game world in just a few minutes of real time at your game table.

Actions and Reactions: If you need to use actions and reactions, switch to exploration or encounter mode. A creature that can't act is unable to perform most downtime activities, but it can take long-term rest.

Depth of Downtime

Determine how involved your group wants downtime to be at the start of the game. If your players vary greatly in preference, you might need to find a middle ground, or some way to give the players least interested in downtime something they would find compelling. You can adjust downtime depth as the game goes along, and you might find it becomes more important to the players as their connection to the setting grows stronger.

Pay attention to the amount of real-world time you spend in downtime and the level of detail. Downtime should rarely last a whole session. Usually, a half hour between significant adventures is about right, and 15 minutes for shorter lulls in the action, such as when PCs return to a town briefly in the middle of an adventure.

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You can extend this time as needed for more detailed roleplaying scenes.

For the level of detail, it's important to give more than just an overview, but often the basics will do. "A fleet of merchant ships arrives in the port, and an officer puts you to work unloading cargo" might do for using Sailing Lore to Earn Income, and "Your shipment of iron arrives late, but you're able to complete the armor" could be enough for Crafting. Go deeper if the player sets out to do something specific or asks questions you think have potential for an interesting story, but be careful with too much detail, as you run the risk of boring most of the table with minutiae.

Group Engagement

One major challenge of downtime is keeping the whole group involved. When you can, combine multiple people's tasks into one. For instance, if one PC wants to Earn Income with Performance and another wants to offer their services as a medic, you might say that a traveling caravan is stopping briefly, seeking entertainment and treatment for diseases and injuries their group suffered on the road. That means you can put both PCs in the same scene. You can also look for downtime activities that affect multiple characters' interests. For instance, if the rogue's contact at the thieves' guild wants a special magical cloak, a different PC might Craft that cloak. This lets those PCs help each other more directly. If the barbarian's player doesn't plan to do anything in downtime, you might let the barbarian Aid another character in crafting weapons—feeding the forge and working the bellows, for instance.

If a player really isn't interested in downtime, they might not want to engage at all. In that case, it's best to shorten the time you spend on downtime and give their actions a one-sentence description. If other players want a deeper downtime experience, consider extending game sessions or running side sessions for just those players.

Campaigns without Downtime

There are two ways you might end up with a game that has no downtime: no time and no interest. In the first, the story moves along so quickly that the PCs don't really have time to engage with downtime. Think of it like a breakneck action movie, where the characters barely have time to breathe before they're on to the next challenge, and even the end of an adventure is a cliffhanger.

In the second, you and the other players just don't care about downtime at all. It doesn't interest you. In this case, just summarize what happens between adventures and skip using any downtime rules.

If you skip downtime, you might not need to adjust your game. The money PCs can earn during downtime is minor compared to what they can gain through adventures. However, the PCs will have less choice in what items they get if they don't Craft or earn extra money to buy items.

GM PRIORITIES

Just because your PCs aren't exploring lost ruins or defeating villains during downtime mode doesn't mean it shouldn't be interesting or advance the story. The following tips might come in handy for running downtime mode.

- Demonstrate changes to the setting that result from the PCs' previous achievements, giving them time to breathe and appreciate what they've accomplished.
- Emphasize the PCs' planning and the fruit it bears.
- Avoid bogging the game down, even if a great deal of time passes. Keep the number of rolls small.
- Bring back compelling NPCs or plot threads established in previous downtime or adventures.
- Interject interesting events and scenes related to what the PCs do to make the world feel more alive.
- Switch to encounter or exploration mode as needed when actions spur a new scene or adventure.

Long-Term Goals

Downtime is more satisfying when the PCs work toward long-term goals rather than perform disconnected tasks. You can ask players what their PCs' goals are, and also look for storylines they're interested in that you can use as seeds for long-term goals. Long-term goals might include running a business, creating a guild, establishing an arcane academy, returning a despoiled land to its natural splendor, reforming local politics, or rebuilding a ruin. Goals involving organizations are a good opportunity to use the leadership subsystem on page 204. If players don't have clear ideas for their goals, look at their backgrounds, NPCs they know, and things they've expressed interest in during adventures to develop some suggestions. Remember that you're not trying to get them to accept your exact suggestions but to pick a goal they really like.

Long-term goals should shape the game, and reinforcing their progress is key. Show changes, good and bad, that result from the PCs' efforts, both in downtime and on their adventures if applicable. This doesn't have to be subtle! You can directly say, "You've been trying to get the magistrate to allow you to buy this plot of land, but the fact that you entered the wizard's tower illegally seems to have soured him toward you."

Think ahead in stages. For instance, if a PC wants to run a business, you might have them...

- Start with a simple stand to sell their wares.
- Show they're drawing big crowds and need to expand.
- Build a storefront.
- Open to modest success.
- Get a small but loyal following.
- Hire employees to keep up with demand.
- Deal with supply issues or competition.
- Get enough interest in a nearby settlement that they might want to expand their business.

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And so on. You can deliver each of these details through a little vignette. For example, if you use the second bullet point, you might describe the throng of people crowded around the PCs' stand and say they sold out of goods before half the people were served. Downtime goals are a great way to weave the PCs' agency into the story.

Success and Failure

Success at a reasonable long-term goal should be likely, but not guaranteed. Give the player an expectation of how likely their goal is to work out based on how ambitious it is. Be clear about how much downtime it will take compared to the amount of downtime you expect the party will get during your campaign. Then, let the player decide how to commit their downtime and to which tasks.

Repeated failures or outside problems could lead to the whole goal failing. It happens! But give the player a fair chance. Even if their goal is really hard to achieve—like driving the undead out of Ustalav—they might find a way. Don't undermine their efforts or ideas, but *do* make clear the magnitude of the task they've chosen. Remember that even if a goal fails, the effort was worthwhile, and the PCs might still achieve smaller successes along the way that open up new goals. For instance, the PCs might not succeed at driving the undead out of Ustalav, but in the process, they might discover part of a powerful holy spell that might be able to, if it can somehow be reassembled.

A failure or a success at a long-term goal can be a major emotional beat for the character. They've changed the world, after all! Don't shortchange it just because it happened in downtime. In fact, because it might have taken place over multiple sessions, the player might have been looking forward to the results for a really long time!

Playing Out a Downtime Day

At the start of a given day of downtime, have all the players declare what their characters are trying to accomplish that day. You can then resolve one character's efforts at a time (or group some characters together, if they're cooperating on a single project). Some activities, such as Earning Income, require only a simple roll and some embellishment from you and the player. Other activities are more involved, incorporating encounters or exploration. You can call on the players to play out their downtime activities in any order, though it's often best to do the simplest ones first. Players who aren't part of a more involved activity might have time to take a break from the table while the more complex activities are played out.

Characters can undertake their daily preparations if they want, just as they would on a day of exploration. Ask players to establish a standard set of preparations, and you can assume the characters go through the same routine every day unless their players say otherwise.

Cooperation

Multiple characters can cooperate on the same downtime task. If it's a simple task that requires just one check, such as a party Subsisting as they await rescue on a desert island, one character rolls the necessary check while everyone else Aids that character. If it's a complex task, assume all of them are working on different parts of it at one time, so all their efforts count toward its completion. For example, a party might collaborate to build a theater, with one character drawing up architectural plans, one doing manual labor, and one talking to local politicians and guilds.

Checks

Some downtime activities require rolls, typically skill checks. Because these rolls represent the culmination of a series of tasks over a long period, players can't use most abilities or spells that manipulate die rolls, such as activating a magic item to gain a bonus or casting a fortune spell to roll twice. Constant benefits still apply, though, so someone might invest a magic item that gives them a bonus without requiring activation. You might make specific exceptions to this rule. If something could apply constantly, or so often that it might as well be constant, it's more likely to be used for downtime checks; for instance, Assurance could apply.

Longer Periods of Downtime

Running downtime during a long time off—like several weeks, months, or even years—can be more challenging. However, it's also an opportunity for the characters to progress toward long-term plans rather than worrying about day-to-day activities. Because so much time is involved, characters don't roll a check for each day. Instead, they deal with a few special events, average out the rest of the downtime, and expend any resources, such as their general cost of living.

Events

After the characters state what they want to achieve in their downtime, select a few standout events for each of them—usually one event for a period of a week or a month, or four events for a year or longer. These events should be tailored to each character and their goals, and they can serve as hooks for adventures or plot development. A character using Perform to Earn Income could produce a commanding performance of a new play for visiting nobility (who end up so impressed that they give the party their next quest). Someone using Crafting might get a lucrative commission to craft a special item (that must be recovered from a renowned master thief in the next session). A character with Lore might have to research a difficult problem (uncovering signs of an impending cataclysm that will need the PCs to act in order to avert it).

PCs who want to do things that don't correspond to a specific downtime activity should still experience

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downtime events; you just choose the relevant skill and DC. For example, if a character intends to build their own library to house their books on magic, you might decide setting the foundation and organizing the library once construction is finished are major events. The first could be a Crafting check, and the second an Arcana or Library Lore check.

Average Progress

For long periods of downtime, you might not want to roll for every week, or even every month. Instead, set the level for one task using the lowest level the character can reliably find in the place where they spend their downtime (see Difficulty Classes on page 52 for more on setting task levels). If the character fails this check, you might allow them to try again after a week (or a month, if you're dealing with years of downtime). Don't allow them to roll again if they succeeded but want to try for a critical success, unless they do something in the story of the game that you think makes it reasonable to allow a new roll.

The events you include during a long stretch of downtime should typically feature higher-level tasks than the baseline. For instance, a character Earning Income with Sailing Lore for 4 months might work at a port doing 1st-level tasks most of the time, but have 1 week of 3rd-level tasks to account for busy periods. You'll normally have the player roll once for the time they spent at 1st-level tasks and once for the week of 3rd-level tasks.

Tasks and Events

Players will often look to you for tasks they might take on during downtime, especially if they're looking to Earn Income. You should also interject special events to surprise your players and add interesting scenes. If you need some quick ideas for tasks characters might offer a PC, look at the tables below for inspiration. The Earn Income tasks are arranged with tasks appropriate for low-level PCs first, but most can be adapted to the level you need. For the events, you might need to "zoom in" to focus on a special scene or even a short encounter or adventure.

EARN INCOME TASKS

Academia, Library, Other Educational Lore
Work at a school or library
Compile information on a distant land for an expedition
Serve as administrator for a school or library
Acquire a rare book on dragons for a local noble
Crafting
Make tools for local farmers
Brew a crate of healing potions for a local church or hospital
Sew a dress for a noble's debutante ball
Supply magical weapons for the palace guard corps
Engineering Lore
Assess the fortifications built to protect a town
Plan the mechanism for a drawbridge
Create schematics for a new mill
Food or Drink Lore
Brew simple ale or cook an ordinary dish for the local inn
Identify a dozen bottles of wine
Create a showpiece dish for an upcoming festival
Create a nine-course meal for a noble banquet
Genealogy Lore
Compile a family tree for a minor noble family
Determine next of kin to settle an inheritance dispute
Map the web of intermarriages of a sprawling royal family
Determine the lineages of an ancient civilization
Trace the lost heir of an ancient empire
Guild Lore
Recruit initiates for a guild
Identify symbols of an ancient guild in a tome
Consult on rearranging a guild's hierarchy
Oversee the merger of two guilds or one guild splitting into two
Herbalism Lore
Supply poultices to a physician
Prepare herbs for a small restaurant
Identify the poisonous plant eaten by a local lord
Legal Lore
Clear some minor red tape
Defend someone charged with theft
Bring a corrupt noble to justice through the legal system
Find loopholes in a contract made with a devil
Mercantile Lore
Price a crate of imported textiles
Find the best trade route for a pirate crew to raid
Set exchange rates for a trade consortium
Mining Lore
Work a shift in a coal mine
Determine where a raw ingot was mined
Prospect to find a site for a new mine
Performance
Busk for townsfolk at a street fair
Play in the orchestra at an opera
Attend a society figure's salon
Perform for visiting nobles
Impress a visiting maestro to bring glory to your hometown
Put on a performance for a patron from another plane
Politics Lore
Lobby for a vote or decision to go a certain way
Smear a noble to lower their station
Sailing Lore
Crew a ship on a short voyage
Render a ship in dry-dock seaworthy
Pilot a ship through monster-infested waters
Underworld Lore
Find out where a stolen item ended up
Get someone an audience with the head of a thieves' guild
Smuggle a shipment of valuables out of the city
Warfare Lore
Teach a spear fighting class at a dojo
Instruct an officer in various military stratagems
Advise a general in planning a battlefield offensive

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Downtime Events

Craft or Earn Income (Crafting)
A shipment of important materials is delayed, and the PC must find out why.
The PC creates a superlative work, which draws the attention of a collector or museum.
The PC discovers a more efficient technique to work a material and must decide to share it or keep it secret.
Create a Forgery (Society)
The format for paperwork the PC is attempting to mimic gets changed, and they must adjust.
The paperwork is spoiled by a freak accident, such as a leaky roof above the workshop or a clumsy assistant knocking over beakers of chemicals.
A mysterious benefactor provides the PC with special tools or a source document the PC didn't have but suggests they'll ask for a favor later to reciprocate.
Earn Income (General)
A fussy client demands multiple rounds of changes throughout the process.
An accident at a work site puts someone in danger.
Something the PC is working on becomes a fad or hit—demand skyrockets!
A visitor is impressed with the PC's work and offers them a more lucrative task in a distant location.
Conditions on the job site are abysmal, and other workers ask the PC to join them in confronting the bosses.
The bosses or guildmasters are doing something illegal and attempt to bribe the PC to look the other way.
The PC returns to their work one day to find someone has tampered with what they've done.
Earn Income (Performance)
Due to the performance's success, more shows are added, running the PC ragged.
A competing show across town draws away customers.
A powerful noble finances a special performance but demands some changes to the contents.
One of the PC's fellow performers doesn't show up, but the show must go on!
Subsist (Survival)
Over a long time subsisting in a single area, the PC finds an unknown berry or herb that could be useful for making a new medicine.
The PC finds signs indicating some large creature has been foraging as well—possibly a monster.
Buy and Sell Items
The PC sells an item of interest to members of a particular group, who pursue the PC.
A merchant sells the PC a fraudulent item.
A shop the PCs frequent is in trouble and about to go out of business without help.
Someone else offers a higher bid for an item a PC wants, resulting in a negotiation or in the NPC offering a job the PC must perform to claim the item.
Retrain
The PC sustains an injury in physical training.
Tapping into new magical powers inflicts a magical curse or creates an odd phenomenon.
A retraining instructor falls ill or goes missing.
Someone witnesses the PC retraining and asks to join them as they study or practice.
The PC's training comes to a halt, and they need to acquire a rare book or something similar to continue.

Buying and Selling Items

After an adventure yields a windfall, the characters might have a number of items they want to sell. Likewise, when they're flush with currency, they might want to stock up on gear. It usually takes 1 day of downtime to sell off a few goods or shop around to buy a couple items. It can take longer to sell off a large number of goods, expensive items, or items that aren't in high demand.

An item can usually be purchased at its full Price and sold for half its Price. Supply and demand can affect these numbers, but only occasionally. However, the game leaves it up to you to determine what items the PCs can and can't purchase and the final market Price for them. Settlements the size of a town or bigger typically have at least one vendor for basic, common gear, and even magic and alchemical items of 1st level. Beyond that, it all depends on how much you want to allow the players to determine their abilities and how much verisimilitude you want in your game. You can set the specifics where you need, but let's look at three possibilities.

PCs can buy what they want where they want. You gloss over the details of markets. PCs can sell whatever they want for half the Price and buy any item to which they have access at full Price. This approach is focused on expediency over verisimilitude and is likely to reduce the number of unusual or distinctive items the PCs have, as many players seek out the ones that most directly support their characters' strengths. This still means there's a limit on purchasing uncommon or rarer items, but you could even do away with rarity if your group wants, or add a surcharge instead (depending on your group's play style, that could be anywhere from 10% to 100% for uncommon items, and 25% to 500% if you also want to open up all rare items).

PCs can buy what they want but must put in additional effort. If they want to sell or buy items, PCs must be in a location where the markets can support that. They can usually sell a single item for half its Price, but the Price for something already plentiful on the market could drop lower, typically to 25% or 10%, or be refused entirely if there's a glut. Buying an item usually costs the full Price; buying higher-level items (or uncommon items if they're available at all) requires seeking out a special vendor or NPC and can take extra time, representing a real investment by the PCs. They might be unable to find the item at all even after their time investment, based on the settlement's parameters. This approach allows PCs

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to determine some of their items, but it forces them to really work to get more powerful items and discourages looting every enemy to sell off fairly ordinary armor. This can be the most work for you but can make the world feel diverse and complex.

Magical markets are rare or nonexistent. PCs get what they find in adventures and can Craft their own items, if you allow them to get formulas in some way. If you have magical marketplaces at all, their selections are small. They sell items at full Price and have difficulty attaining the funds to buy more items. They might purchase items for half of the Price but are far more selective about what they take. If you use this approach, PCs are far more likely to use strange items they find but might be dissatisfied or even underpowered depending on what items you give them. Even in this style of game, you might want to allow them to get weapons and armor with fundamental runes fairly easily or make sure you award those on a regular basis.

Money in Downtime

While the amount of money the PCs can earn during short periods of downtime is significantly less than the value of the loot they gain while adventuring, it can still serve as a satisfying bonus. The PCs might use their money to outfit themselves better, donate it toward a good cause, or pool it together to save for a major purchase. If you find that a PC tends to forget about their money or save it up more cautiously than they really need to, offer them rewarding opportunities to spend it. For instance, they might be approached to contribute to a charity in desperate need or sponsor an artist looking for a patron.

Investments

The downtime system isn't meant to deal with investing money, receiving interest, or the like just to make more money. Rather, investing should result in changes in the world. PCs might invest in founding a museum and find on their return that the collection has grown. If they fund an expedition, they might get access to interesting trade goods later on.

When characters are investing in a major endeavor, the amount of in-world time invested often matters more than the money. While spending additional money greatly increases the efficiency of Crafting an item, you can't build a fort in a day just because you have enough money to pay for the whole process. Downtime is a good opportunity for characters to start long processes that can continue in the background as the PCs adventure, provided they can find a trustworthy, competent person to run things in their stead.

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Money during Long Periods of Downtime

If the PCs have a very long time between adventures, especially years, they have the opportunity to collect a great deal of money through downtime. Use the guidelines for average progress (page 247) and cost of living on page 295 of *Player Core* to figure out how much they get. Because you're trying to convey that a long time has passed, have them spend it before you jump to the end of downtime. What did they invest in during those years? What drew their interest? Did their fortunes rise or fall? Did they acquire interesting objects or hire compelling people? Consider this expenditure another way to show how the PCs impact the world.

Cost of Living

Tracking cost of living is usually best reserved for months or years of downtime since that's when someone might earn a substantial amount of money from downtime activities and find that costs really add up. You can usually ignore it if there are only a few days of downtime, though if a PC is roleplaying a fine or extravagant lifestyle, you might charge them during even short periods of downtime to reinforce the story they're telling. For short periods of downtime, characters are usually just passing through a settlement or spending a bit of time there. They can use the prices for inn stays and meals found on page 294 of *Player Core*. For long stretches of downtime, use the values on the Cost of Living table, repeated below for convenience. Deduct these costs from a character's funds after they gain any money from their other downtime activities.

A character can live off the land instead, but each day they do, they typically use the Subsist activity (*Player Core* 232) to the exclusion of any other downtime activity.

COST OF LIVING

Standard of Living	Week	Month	Year
Subsistence*	4 sp	2 gp	24 gp
Comfortable	1 gp	4 gp	52 gp
Fine	30 gp	130 gp	1,600 gp
Extravagant	100 gp	430 gp	5,200 gp

* You can attempt to Subsist using Society or Survival for free.

Long-Term Rest

Each full 24-hour period a character spends resting during downtime allows them to recover double what they would for an 8-hour rest. They must spend this time resting in a comfortable and secure location, typically in bed.

If they spend significantly longer in bed rest—usually from a few days to a week of downtime—they recover from all damage and most nonpermanent conditions. Characters affected by diseases, long-lasting poisons, or similar afflictions might need to continue attempting saves during downtime. Some curses, permanent injuries, and other situations that require magic or special care to remove don't end automatically during long-term rest.

Retraining

The retraining rules on page 440 of the *Player Core* allow a player to change some character choices, but they rely on you, as the GM, to decide whether the retraining requires a teacher, how long it takes, if it has any associated costs, and if the ability can be retrained at all. It's reasonable for a character to retrain most choices, and you should allow them. Only choices that are truly intrinsic to the character, like a sorcerer's bloodline, should be off limits without extraordinary circumstances. Consider what effort each PC puts forth as they retrain, so you can describe how they feel their abilities change. What kind of research and practice do they do? If they have a teacher, what advice does that teacher give?

You can run a campaign without retraining if you want the PCs to be more bound by their decisions or are running a game without downtime. However, if your campaign doesn't use downtime rules but a player really regrets a decision made while building or leveling up their character, you might make an exception for them, either by letting them simply change the decision or by finding a rare in-story element to justify the decision, such as a rare potion or a magical nexus that alters time.

Try to make retraining into a story. Use NPCs the character already knows as teachers, have a character undertake intense research in a mysterious old library, or ground the retraining in the game's narrative by making it the consequence of something that happened to the character in a previous session.

Time

Retraining a feat or skill increase typically takes a week. Class features that require a choice can also be retrained but take longer: at least a month, possibly more. Retraining might take even longer if it would be especially physically demanding or require travel, lengthy experimentation, or in-depth research, but usually, you won't want to require more than a month for a feat or skill, or 4 months for a class feature.

A character might need to retrain several options at once. For instance, retraining a skill increase might mean they have skill feats they can no longer use, and so they'll need to retrain those as well. You can add all this retraining time together, then reduce the total a bit to represent the cohesive nature of the retraining.

Instruction and Costs

The rules abstract the process of learning new things as you level up—you're learning on the job—but retraining suggests that the character works with a teacher or undergoes specific practice to retrain. If you want, you can entirely ignore this aspect of retraining, but it does give an opportunity to introduce (or reintroduce) NPCs and further the game's story. You can even have one player character mentor another, particularly when it comes to retraining skills.

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You don't have to use teachers, but it gives you a great way to introduce a new NPC or bring back an existing one in a new role. The role of a teacher could also be filled by communing with nature for a druid, poring through a massive grimoire for a wizard, and so on. The important part is the guidance gained from that source. The following list includes sample teachers.

- Archwizard Koda Mohanz, wizard academy proctor
- Bagra Redforge, aged artisan
- Baroness Ivestia II, tutor in etiquette and social maneuvering
- Byren Effestos, Esquire, advisor in matters of law, politics, and finance
- Dr. Phinella Albor, professor of medicine and surgery
- Dr. Revis Enzerrad, mystic versed in the occult
- Grita the Swamp Sage, purveyor of strange draughts and cryptic riddles
- Jeballewn Leastfire, expert and tutor in alchemical experimentation
- Kpunde Neverlost, retired veteran adventurer
- Lyra, teller of legends and master of handicrafts
- Major Venaeus, instructor of military tactics
- Mother Elizia, high priest and religious scholar
- Professor Kurid Yamarrupan, senior university lector
- Quintari Solvar, coach for fitness and healthy living
- Ragged Sanden, hermit and speaker for nature
- Silent Flame, Master of the Seventeen Forms
- Tembly the Daring, veteran acrobat and circus performer
- Twelve Fingers, experienced thief and spy
- Wen Hardfoot, well-traveled scout and naturalist
- Zuleri Gan, conductor, playwright, and music scholar

Any costs to retraining should be pretty minor—about as much as a PC could gain by Earning Income over the same period of time. The costs are mostly there to make the training feel appropriate within the context of the story, not to consume significant amounts of the character's earnings. A teacher might volunteer to work without pay as a reward for something the character has already done or simply ask for a favor in return.

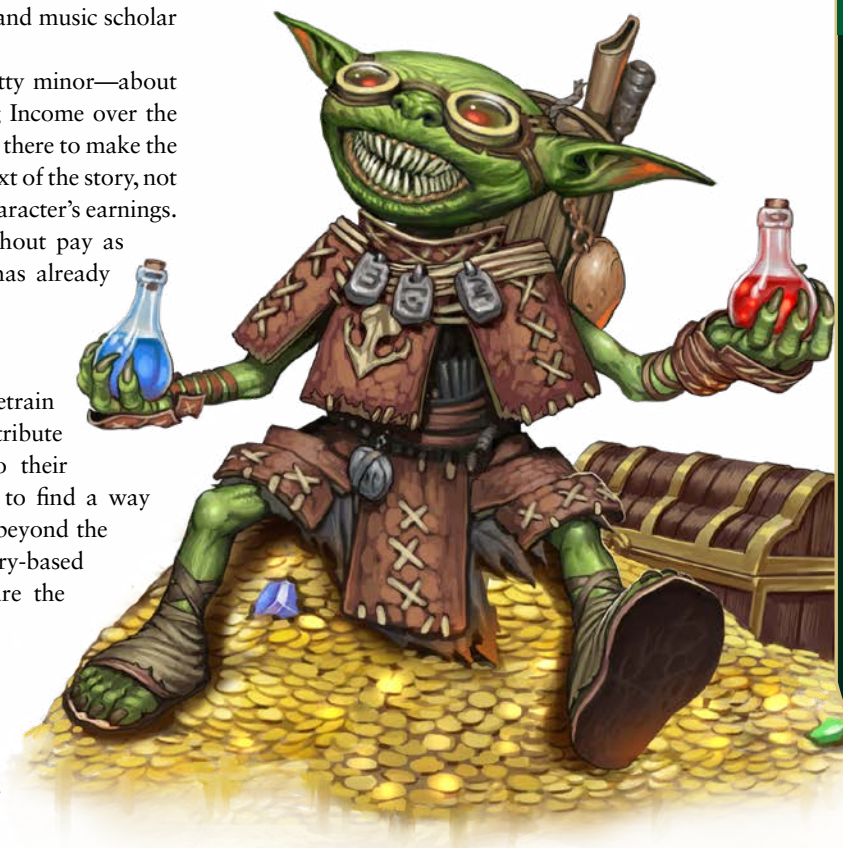
Extreme Retraining

By the default rules, PCs can't retrain their class, ancestry, background, attribute modifiers, or anything else intrinsic to their character. However, you might be able to find a way to make this happen in the story, going beyond the realm of retraining and into deeper, story-based quests. Class and attribute modifiers are the simplest of these changes to justify, as they could come about solely through intense retraining. Especially at low levels, you might let a player rebuild their character as a different class, perhaps starting by retraining into a multiclass dedication for their new class and swapping into more feats from that dedication as partial progress toward the class change. Just be mindful that they aren't swapping over to switch out a class they think is great at low levels for one they think is stronger at high levels. Retraining a class or ability modifiers should take a long time, typically months or years.

Changing an ancestry or heritage requires some kind of magic, such as reincarnation into a new form. This might take a complex ritual, exposure to bizarre and rare magic, or the intervention of a deity. For instance, you might require an elf who wants to be a halfling to first become trained in Halfling Lore, worship the halfling pantheon, and eventually do a great service for halflings to get a divine blessing of transformation.

Retraining a background requires altering the game's story so that the events the PC thought happened didn't. That can be pretty tricky to justify! One easy scenario is that they had their memory altered and need to get it magically restored to reveal their "true" background—the new retrained background.

Of course, in all these cases you could make an exception and just let the player make the change without explanation. This effectively acknowledges that you're playing a game and don't need an in-world justification to make certain retroactive changes. For some groups, it might be easier, or require less suspension of disbelief, to ask the group to adjust their ideas of what previously happened in the game—retconning events—than to create an in-world justification for something like an elf turning into a halfling via magic.



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Difficulty Classes

As the Game Master, it's up to you to set the difficulty classes (DCs) for checks that don't use a predefined DC. The following sections offer advice on how to set appropriate DCs and tweak them as needed to feel natural for your story. Picking a simple DC and using a level-based DC each work well in certain circumstances, and you can adjust both types of DC using the advice on adjusting difficulty.

Simple DCs

Sometimes you need to quickly set a difficulty class. The easiest method is to select a simple DC from the Simple DCs table on page 53 by estimating which proficiency rank best matches the task (that rank is usually not required to succeed at the task). If it's something pretty much anyone would have a decent chance at, use the untrained DC. If it would require a degree of training, use the DC listed for trained, expert, master, or legendary proficiency, as appropriate to the complexity of the task. For example, say a PC was trying to uncover the true history behind a fable. You determine this requires a check to Recall Knowledge, and that only someone with master proficiency in Folktale Lore would know the information, so you'd set the DC at 30—the simple master DC.

Simple DCs work well when you need a DC on the fly and there's no level associated with the task. They're most useful for skill checks. Because there isn't much gradation between the simple DCs, they don't work as well for hazards or combats where the PCs' lives are on the line; you're better off using level-based DCs for such challenges.

Level-Based DCs

When you're determining a skill DC based on something that has a level, use the table below to set the DC. Find the level of the subject, and assign the corresponding DC. Since spells use a 1–10 scale, use the Spell Rank column for them.

Use these DCs when a PC needs to Identify a Spell or Recall Knowledge about a creature, attempts to Earn Income by performing a task of a certain level, and so on. You can also use the level-based DCs for obstacles instead of assigning a simple DC. For example, you might determine that a wall in a high-level dungeon was constructed of smooth metal and is hard to climb. You could simply say only someone with master proficiency could climb it and use the simple DC of 30. Or you might decide that the 15th-level villain who created the dungeon crafted the wall and use the 15th-level DC of 34. Either approach is reasonable!

Note that PCs who invest in a skill become more likely to succeed at a DC of their level as they increase in level, and the listed DCs eventually pose very little challenge for them.

Adjusting Difficulty

You might decide a DC should differ from the baseline, whether to account for PCs' areas of expertise or to represent the rarity of spells or items. A DC adjustment represents an essential difference in the difficulty of a task and applies to anyone attempting a specific check for it. Adjustments happen most often with tasks whose DCs are based on their level. You'll often apply the adjustments for uncommon, rare, or unique subjects.

The DC Adjustments table lists the categories of adjustments. The adjustments' names are relative to the base difficulty of the task itself—a very hard 2nd-level task will not be "very hard" for a 10th-level PC to accomplish! PCs who invest in a skill will become better and better at that skill as they increase in level. For example, even the best 1st-level PC has grim odds against an incredibly hard 1st-level DC, with a huge chance of critical failure, but by 20th level, an optimized character with a modicum of magic or assistance can take down incredibly hard 20th-level DCs over half the time, critically failing only on a 1. At higher levels, many groups will find that the very hard DC is more like standard for them; keep that in mind if you need a check that presents a true challenge to a high-level group.

You might use different DCs for a task based on the particular skill or statistic used for the check. Let's say your PCs encounter a magical tome about dragons. The tome is 4th-level and has the arcane trait, so you set the DC of an Arcana check to Identify the Magic to 19. As noted in Identify Magic, other magic-related skills can typically be used at a higher DC, so you might decide the check is very hard for a character using Occultism instead and set the DC at 24 for characters using that skill. If a character in your group had Dragon Lore, you might determine that it would be easy or very easy for them to use that skill and adjust the DC to 17 or 14. These adjustments aren't taking the place of characters' bonuses, modifiers, and penalties—they are due to the applicability of the skills being used.

Group Attempts

The DCs in this chapter give an individual character a strong and increasing chance of success if they have some proficiency. On occasion, though, you'll have a task that only one person in the group needs to succeed at, but that everyone can attempt. The number of dice being rolled

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means that there's a very high chance at least one of them will succeed. Most of the time, that's perfectly fine, but sometimes you'll want the task to be a challenge, with some uncertainty as to whether the party can succeed. In these cases, make the check very hard, or incredibly hard if you want it to be particularly difficult or at high levels. At these DCs, most of the party will probably fail, but someone might still succeed, likely a character who has heavily invested in the given skill, as is expected for specialized characters.

Minimum Proficiency

Sometimes succeeding at a particular task requires a character to have a specific proficiency rank in addition to a success at the check. Locks and traps often require a certain proficiency rank to successfully use the Pick a Lock or Disable a Device actions of Thievery. A character whose proficiency rank is lower than what's listed can attempt the check, but they can't succeed. You can apply similar minimum proficiencies to other tasks. You might decide, for example, that a particular occult theorem requires training in Occultism to understand. An untrained barbarian can't succeed at the check, but she can still attempt it if she wants—after all, she needs to have a chance to critically fail and get erroneous information!

For checks that require a minimum proficiency, keep the following guidelines in mind. A 2nd-level or lower task should almost never require expert proficiency, a 6th-level or lower task should almost never require master proficiency, and a 14th-level or lower task should almost never require legendary proficiency. If they did, no character of the appropriate level could succeed.

Specific Actions

You as the GM set the DCs for certain checks or determine other parameters. Here are guidelines for the most common tasks. Remember that all of these are guidelines, and you can adjust them as necessary to suit the situation.

Craft

When a character Crafts an item, use the item's level to determine the DC, applying the adjustments for the item's rarity if it's not common. You might also apply the easy DC adjustment for an item the crafter has made before. Repairing an item usually uses the DC of the item's level with no adjustments, though you might adjust the DC to be more difficult for an item of a higher level than the character can Craft.

Earn Income

You set the task level when someone tries to Earn Income. The highest-level task available is usually the same as the level of the settlement where the character is located. If you don't know the settlement's level, it's usually 0–1 for a village, 2–4 for a town, or 5–7 for a city. A PC might need to travel to a metropolis or capital to find tasks of levels 8-10, and to the largest cities in the world or another plane to routinely find tasks beyond that. Some locations might have higher-level tasks available based on the nature of the settlement. A major port might have higher-level tasks for Sailing Lore, a city with a vibrant arts scene might have higher-level tasks for Performance, and so on. The Earn Income Tasks

SIMPLE DCS

Proficiency Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

DCS BY LEVEL

Level	DC	Level	DC
0	14	13	31
1	15	14	32
2	16	15	34
3	18	16	35
4	19	17	36
5	20	18	38
6	22	19	39
7	23	20	40
8	24	21	42
9	26	22	44
10	27	23	46
11	28	24	48
12	30	25	50

Spell Rank*	DC
1st	15
2nd	18
3rd	20
4th	23
5th	26
6th	28
7th	31
8th	34
9th	36
10th	39

* If a spell is uncommon or rare, adjust its difficulty accordingly.

DC ADJUSTMENTS

Difficulty	Adjustment	Rarity
Incredibly easy	–10	–
Very easy	–5	–
Easy	–2	–
Hard	+2	Uncommon
Very hard	+5	Rare
Incredibly hard	+10	Unique

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DETERMINING THE SCOPE OF LORE

Lore skills are one of the most specialized aspects of Pathfinder, but they require GM oversight, particularly in determining which Lore subcategories are acceptable for player characters to select. A Lore subcategory represents a narrow focus, and thus it shouldn't replace all or even most of an entire skill, nor should it convey vast swaths of information. For example, a single Lore subcategory doesn't cover all religions—that's covered by the Religion skill—but a character could have a Lore subcategory that covers a single deity. One Lore subcategory won't cover an entire country or all of history, but it could cover a city, an ancient civilization, or one aspect of a modern country, like Taldan History Lore. A single Lore subcategory couldn't cover the entire multiverse, but it could cover a whole plane (other than the Universe).

table on page 47 includes some ideas for suitable tasks. If someone is trying to use a particularly obscure skill, they might have trouble finding tasks of an ideal level, or any at all—no one in most settlements is clamoring for the expertise of someone with Troll Lore.

Once the PC has decided on a particular level of task from those available, use the DC for that level. You might adjust the DC to be more difficult if there's inclement weather during an outdoor job, a rowdy audience for a performance, or the like.

Gather Information

To set the DC to Gather Information, use a simple DC representing the availability of information about the subject. Adjust the DC upward if the PC Gathering Information seeks in-depth information. For example, if a character wants to Gather Information about a visiting caravan, you might decide that a common person wouldn't know much about it, but any merchant or guard would, so learning basic facts uses the simple DC for trained proficiency. A caravan leader's name is superficial, so discovering it might be DC 15 (the simple trained DC). Learning the identity of the leader's employers, however, might be DC 20 if the employers are more obscure.

Identify Magic, Identify Alchemy, or Learn a Spell

The DC to Identify Magic, Identify Alchemy, or Learn a Spell is usually the DC listed for the spell's rank or the item's level, adjusted for its rarity. A very strange item or phenomenon usually uses a higher DC adjustment. For a cursed item or certain illusory items, you can use an incredibly hard DC to increase the chance of misidentification. If someone has already identified the spell or item, it's best to either let them automatically identify it or apply an easy or very easy adjustment.

Recall Knowledge

On most topics, you can use simple DCs for checks to Recall Knowledge. For a check about a specific creature, trap, or other subject with a level, use a level-based DC (adjusting for rarity as needed). You might adjust the difficulty down, maybe even drastically, if the subject is especially notorious or famed. Knowing simple tales about an infamous dragon's exploits, for example, might be incredibly easy for the dragon's level, or even just a simple trained DC.

Alternative Skills

As noted in the action's description, a character might attempt to Recall Knowledge using a different skill than the ones listed as the default options. If the skill is highly applicable, like using Medicine to identify a medicinal tonic, you probably don't need to adjust the DC. If its relevance is a stretch, adjust the DC upward as described in Adjusting Difficulty.

Additional Knowledge

Sometimes a character might want to follow up on a check to Recall Knowledge, rolling another check to discover more information. After a success, further uses of Recall Knowledge can yield more information, but you should adjust the difficulty to be higher for each attempt. Once a character has attempted an incredibly hard check or failed a check, further attempts are fruitless—the character has recalled everything they know about the subject.

Creature Identification

A character who successfully identifies a creature learns one of its best-known attributes—such as a hydra's head regrowth (and the fact that it can be stopped by acid or fire) or a manticore's tail spikes. On a critical success, the character also learns something subtler, like a weakness that's not obvious or the trigger for one of the creature's reactions.

The skill used to identify a creature usually depends on that creature's trait, as shown on the Creature Identification Skills table, but you have leeway on which skills apply. For instance, hags are humanoids but have a strong connection to occult spells and live outside society, so you might allow a character to use Occultism to identify them without any DC adjustment and make using Society harder. Lore skills can also be used to identify a specific creature. Using the applicable Lore usually has an easy or very easy DC (before adjusting for rarity).

Sense Direction

Pick the most appropriate simple DC when someone uses Survival to Sense Direction. This is usually the trained DC in normal wilderness, expert in deep forests or underground, master in featureless or tricky

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CREATURE IDENTIFICATION SKILLS

Creature Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Dream	Occultism
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Shade	Religion
Spirit	Occultism
Time	Occultism
Undead	Religion

locations, or legendary in weird or surreal environments on other planes.

Social Skills

When a character uses Deception, Diplomacy, Intimidation, or Performance to influence or impress someone whose level or Will DC you don't know, estimate the level of the creature and use that DC. A commoner is usually level 0 or 1. Don't worry about being exact. It often makes sense to adjust the DC based on the target's attitude for Deception, Diplomacy, or Performance, making the DC easy for a friendly creature, very easy for a helpful one, hard for an unfriendly one, or very hard for a hostile one. You might adjust the DC further or differently based on the PC's goal; for instance, the DC to Request something an indifferent NPC is fundamentally opposed to might be incredibly hard or impossible, and it might be easy to convince an unfriendly creature to do something it already wants to do.

Subsist

A simple DC is usually sufficient for the Subsist action, with a trained DC for a typical situation. Use the disposition of the environment or city as a guide; an environment with scarce resources or a city with little tolerance for transience might require an expert or higher DC.

Track

Often when a PC uses Survival to Track, you can pick a simple DC and adjust it based on the circumstances.

RECALL KNOWLEDGE CONSIDERATIONS

Use the following advice.

"What is it?": For the basic information referred to in Recall Knowledge, you'll typically want to answer with a sentence that includes a name, type or category, and some basic context. You have lots of freedom, and players will rarely complain about getting too much detail. *Examples:* "This statue represents Shelyn, the Eternal Rose, goddess of art, beauty, love, and music." "The merchant is a boggard, an amphibious humanoid with a froglike appearance." "The letter is postmarked from Magnimar, a city-state in Varisia famous for its ancient monuments." "This magic is *geas*, a ritual that binds a creature to perform or refrain from a certain act." Often, the answer you need is summarized in a sentence within the subject's description or stat block!

Redirection: You can freely make suggestions to a player if they seem stumped on what to ask or think of a question unlikely to be relevant. If they have a question they really want to ask, find a way to make the answer interesting even if you don't think the knowledge will be useful.

Adventure Details: Published adventures often include a piece of information characters can discover if they Recall Knowledge. A player doesn't need to ask the perfect question in order to get this knowledge! Feel free to feed it to them on any check to Recall Knowledge that hits the DC, often in addition to an answer to their original question.

General vs. Unique: Some elements, such as creatures or items, might require you to draw a distinction between a general concept and a unique individual, such as "pirates" vs. "Tessa Fairwind, the Hurricane Queen" or "a harrow deck" vs. "the *Deck of Harrowed Tales*." When a PC tries to Recall Knowledge, let them choose whether to ask about the general category or the unique person or item, and determine the DC and specifics based on that choice. If the unique character or item is famous enough, the DC might even be easier than for the general topic!

For example, an army is usually easy to track, so you could use the untrained DC of 10. If the army marched through mud, you could even adjust this down to DC 5. On the other hand, if the party pursues a cunning survivalist using Cover Tracks, you might use their Survival DC as the DC to Track. If the character is familiar with the terrain, you might want to apply an easy adjustment.

Train an Animal

Train Animal allows PCs to teach animals tricks. Use the level of the animal as the baseline; you can adjust the DC up if the trick is especially difficult or down if the animal is especially domesticated, like a dog.

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Rewards

In Pathfinder, player characters can receive three kinds of rewards for their heroic deeds: Experience Points, which they'll use to level up; treasure, which can be anything from powerful magical items to more intangible benefits; and Hero Points, which they can use to get out of sticky situations.

Experience Points

As characters adventure, they earn Experience Points (XP). These awards come from achieving goals, completing social encounters, exploring new places, fighting monsters, overcoming hazards, and other sorts of deeds. You have a great deal of control over when the characters gain XP, though the following guidelines are what you're expected to give out in a standard campaign.

Normally, when a player character reaches 1,000 XP or more, they level up, reduce their XP by 1,000, and start progressing toward the next level, though you can choose to advance your players more quickly or slowly if it suits your group. These other means of advancement are noted in the Advancement Speeds sidebar on page 57.

XP Awards

Experience Points are awarded for encounters, exploration, and progress in an adventure. When the PCs face direct opposition, such as a fight or a social conflict, the XP earned is based on the level of the challenge the party overcame. Characters can also gain XP from exploration, such as finding secret areas, locating a hideout, enduring a dangerous environment, or mapping an entire dungeon.

The party is a team, so any XP awarded goes to all members of the group. For instance, if the party wins a battle worth 100 XP, they each get 100 XP, even if the party's rogue was off in a vault stealing treasure during the battle. But if the rogue collected a splendid and famous gemstone, which you've decided was a moderate accomplishment worth 30 XP, each member of the party gets 30 XP, too.

Adversaries and Hazards

Encounters with adversaries and hazards grant a set amount of XP. When the group overcomes an encounter with creatures or hazards, each character gains XP equal to the total XP of the creatures and hazards in the encounter (this excludes XP adjustments for different party sizes; see Party Size for details).

Trivial encounters don't normally grant any XP, but you might decide to award the same XP as for a minor or moderate accomplishment for a trivial encounter that was important to the story, or for an encounter that became trivial because of the order in which the PCs encountered it in a nonlinear adventure.

Accomplishments

Characters' actions that move the story forward—like securing a major alliance, establishing an organization, or causing an NPC to have a change of heart—are considered accomplishments and should be rewarded with XP. Their significance determines the size of the XP award. Determine whether the achievement was a minor, moderate, or major accomplishment, and refer to the XP Awards table on page 57 to award an appropriate amount of XP.

Minor accomplishments include all sorts of significant, memorable, or surprising moments in the game. A moderate accomplishment typically represents a goal that takes most of a session to complete, and a major accomplishment is usually the culmination of the characters' efforts across many sessions. Moderate and major accomplishments usually come after heroic effort, so that's an ideal time to also give a Hero Point to one or more of the characters involved.

As mentioned earlier, it's up to you how much XP to give out for accomplishments. As a general guideline, in a given game session, you'll typically give several minor awards, one or two moderate awards, and only one major award, if any. Try to be consistent about what is worth accomplishment XP and what isn't, and give out at least some accomplishment XP every session.

If two PCs pull off the same magnitude of task, they should get an equal amount of accomplishment XP. That doesn't mean you should allow XP "farming," however. Part of the assumption of accomplishment XP is that the accomplishment is novel and the result of something challenging. If someone got accomplishment XP for snatching a dragon's egg from a lair, someone collecting another egg wouldn't necessarily get accomplishment XP.

Party Size

The rules for advancement assume a group of four PCs. The rules for building encounters (page 57) describe how to accommodate groups of a different size, but the XP awards don't change—always award the amount of XP listed for a group of four characters. You usually won't need to make many adjustments for a differently sized group outside of encounters. Be careful of providing too many ways to get accomplishment XP when you have a large group, though. Since they can pursue multiple accomplishments at once, it can lead to the PCs leveling up too fast.

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XP AWARDS

Accomplishment	XP Award
Minor	10 XP
Moderate*	30 XP
Major*	80 XP
* Typically earns a Hero Point as well.	

Adversary Level	XP Award
Party level – 4	10 XP
Party level – 3	15 XP
Party level – 2	20 XP
Party level – 1	30 XP
Party level	40 XP
Party level + 1	60 XP
Party level + 2	80 XP
Party level + 3	120 XP
Party level + 4	160 XP

Hazard Level	Simple Hazard	Complex Hazard
Party level – 4	2 XP	10 XP
Party level – 3	3 XP	15 XP
Party level – 2	4 XP	20 XP
Party level – 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	32 XP	160 XP

Group Parity and Party Level

It's recommended that you keep all the player characters at the same XP total. This makes it much easier to know what challenges are suitable for your players. Having characters at different levels can mean weaker characters die more easily and their players feel less effective, which in turn makes the game less fun for those players.

If you choose not to keep the whole group at the same character level, you'll need to select a party level to determine your XP budget for encounters. Choose the level you think best represents the party's ability as a whole. Use the highest level if only one or two characters are behind, or an average if everyone is at a different level. If only one character is two or more levels ahead, use a party level suitable for the lower-level characters, and adjust the encounters as if there were one additional PC for every 2 levels the higher-level character has beyond the rest of the party.

Party members who are behind the party level gain double the XP other characters do until they reach the party's level. When tracking individually, you'll need to decide whether party members get XP for missed sessions.

ADVANCEMENT SPEEDS

By varying the amount of XP it takes to gain a level, you can change how quickly characters gain power. The game rules assume a group playing with standard advancement. Fast advancement works best when you know you won't be playing a very long campaign and want to accomplish as much as possible quickly; slow advancement works best for a gritty campaign where all progress is hard won.

You can alter XP from one adventure to the next to get a different feel. During a street-level murder mystery and travel through a haunted wilderness, you might use slow advancement. When the PCs reach the dungeon, you might switch to standard or fast advancement. The values below are just examples. You can use values even higher or lower.

Advancement Speed	XP to Level Up
Fast	800 XP
Standard	1,000 XP
Slow	1,200 XP

Story-Based Leveling

If you don't want to deal with managing and handing out XP, or if you want to have progression based solely on events in the story, you can ignore the XP process entirely and instead simply have the characters level up at story-appropriate moments. Generally, the characters should gain a level every three to four game sessions, just after the most appropriate big event that happens during that time, such as defeating a significant villain or achieving a major goal.

Hero Points

Unlike Experience Points and treasure, which stay with a character, Hero Points are granted and used on a per-session basis. At the start of a game session, you give out 1 Hero Point to each player character. You can also give out more Hero Points during the game, typically after a heroic moment or accomplishment (see below). As noted in the *Player Core*, a player can spend 1 Hero Point for a reroll, or they can spend all their Hero Points to recover when near death.

In a typical game, you'll hand out about 1 Hero Point during each hour of play after the first (for example, 3 extra points in a 4-hour session). If you want a more over-the-top game, or if your group is up against incredible odds and showing immense bravery, you might give them out at a faster rate, like 1 every 30 minutes (6 over a 4-hour session). You might also give them out at a faster rate during a shorter session. Try to ensure each PC has opportunities to earn Hero Points, and avoid granting all of the Hero Points to a single character.

Brave last stands, protecting innocents, and using a smart strategy or spell to save the day could all earn a character a Hero Point. Look for those moments when everybody at the table celebrates or sits back in awe of a character's accomplishments; that's your cue to issue that character a Hero Point.

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You can also give out a Hero Point for a less impactful, but still notable moments. A PC landing the killing blow on a difficult foe or successfully navigating a social challenge could earn a Hero Point. There are times when the PCs' actions aren't exceptionally dramatic or world-shattering, but that shouldn't prevent you from handing out a Hero Point as a reward.

The party could also gain Hero Points for their accomplishments throughout the game. For a moderate or major accomplishment, consider giving out a Hero Point as well. This point typically goes to a PC who was instrumental in attaining that accomplishment.

Treasure

As the GM, it's your job to distribute treasure to the player characters. Treasure appears throughout an adventure, and the PCs obtain it by raiding treasure hoards, defeating foes who carry valuable items or currency, getting paid for successful quests, and any other way you can imagine.

The game's math is based on PCs looking to find, buy, or craft items that are the same level as them—this includes weapons and armor with fundamental runes, and items that help with the PC's favorite skills or tactics. A PC who gets the item at that level will typically be ahead of the monsters, hazards, and skill DCs briefly, before their challenges start to catch back up. The guidelines for awarding treasure, meanwhile, have you give the party items 1 level higher than the PCs. This means the items found on adventures are more powerful than those a PC could make (which are capped at the PC's level).

The treasure assignment is measured across a level instead of per encounter because some encounters won't have treasure, some will have extra treasure, and some treasure hoards or rewards might be found outside encounters entirely. You always have the freedom to assign extra treasure for a high-powered game, less treasure for a gritty survival horror adventure, or any amount in between.

As you choose treasure, look at the flow of treasure in the campaign, and see which PCs are ahead and which are behind. It's usually best to mix "core items," treasure linked to a PC's main abilities, with treasure that has unusual, less broadly applicable powers. For instance, the party's sword-and-shield fighter might not go out of their way to purchase an *lodestone shield*, but they'll likely use it if they find it. These items should always be useful—a party without a primal spellcaster won't have much use for an *animal staff*. The number of core items to give out depends partly on how much the campaign allows for crafting and buying items.

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PARTY TREASURE BY LEVEL

Level	Total Value	Permanent Items (By Item Level)	Consumables (By Item Level)	Party Currency	Currency per Additional PC
1	175 gp*	**2nd**: 2, **1st**: 2	**2nd**: 2, **1st**: 3	40 gp	10 gp
2	300 gp	**3rd**: 2, **2nd**: 2	**3rd**: 2, **2nd**: 2, **1st**: 2	70 gp	18 gp
3	500 gp	**4th**: 2, **3rd**: 2	**4th**: 2, **3rd**: 2, **2nd**: 2	120 gp	30 gp
4	850 gp	**5th**: 2, **4th**: 2	**5th**: 2, **4th**: 2, **3rd**: 2	200 gp	50 gp
5	1,350 gp	**6th**: 2, **5th**: 2	**6th**: 2, **5th**: 2, **4th**: 2	320 gp	80 gp
6	2,000 gp	**7th**: 2, **6th**: 2	**7th**: 2, **6th**: 2, **5th**: 2	500 gp	125 gp
7	2,900 gp	**8th**: 2, **7th**: 2	**8th**: 2, **7th**: 2, **6th**: 2	720 gp	180 gp
8	4,000 gp	**9th**: 2, **8th**: 2	**9th**: 2, **8th**: 2, **7th**: 2	1,000 gp	250 gp
9	5,700 gp	**10th**: 2, **9th**: 2	**10th**: 2, **9th**: 2, **8th**: 2	1,400 gp	350 gp
10	8,000 gp	**11th**: 2, **10th**: 2	**11th**: 2, **10th**: 2, **9th**: 2	2,000 gp	500 gp
11	11,500 gp	**12th**: 2, **11th**: 2	**12th**: 2, **11th**: 2, **10th**: 2	2,800 gp	700 gp
12	16,500 gp	**13th**: 2, **12th**: 2	**13th**: 2, **12th**: 2, **11th**: 2	4,000 gp	1,000 gp
13	25,000 gp	**14th**: 2, **13th**: 2	**14th**: 2, **13th**: 2, **12th**: 2	6,000 gp	1,500 gp
14	36,500 gp	**15th**: 2, **14th**: 2	**15th**: 2, **14th**: 2, **13th**: 2	9,000 gp	2,250 gp
15	54,500 gp	**16th**: 2, **15th**: 2	**16th**: 2, **15th**: 2, **14th**: 2	13,000 gp	3,250 gp
16	82,500 gp	**17th**: 2, **16th**: 2	**17th**: 2, **16th**: 2, **15th**: 2	20,000 gp	5,000 gp
17	128,000 gp	**18th**: 2, **17th**: 2	**18th**: 2, **17th**: 2, **16th**: 2	30,000 gp	7,500 gp
18	208,000 gp	**19th**: 2, **18th**: 2	**19th**: 2, **18th**: 2, **17th**: 2	48,000 gp	12,000 gp
19	355,000 gp	**20th**: 2, **19th**: 2	**20th**: 2, **19th**: 2, **18th**: 2	80,000 gp	20,000 gp
20	490,000 gp	**20th**: 4	**20th**: 4, **19th**: 2	140,000 gp	35,000 gp

* Many 1st-level permanent items should be items from Chapter 6 instead of magic items.

- If there are few limits on buying items and there's plenty of downtime to craft items, make about half the permanent items you give out core items. The PCs have plenty of ways to obtain the items they want.
- If purchasing items and obtaining formulas is somewhat difficult, make about three-fourths of the permanent items core items. If a PC really wants an item, they might have to do extra work to get it.
- If there are no magic item shops or other ways to purchase items and formulas, make all the permanent items core items. In this case, it might work better for your game to use Automatic Bonus Progression (page 83) to eliminate the need for core items.

Treasure by Level

The Party Treasure by Level table above shows how much treasure you should give out over the course of a level for a group of four PCs. The Total Value column gives an approximate total value of all the treasure, in case you want to spend it like a budget. The next several columns provide suggestions for breaking down that total into permanent items, which the PCs keep and use for a long time; consumables, which are destroyed after being used once; and currency, which includes coins, gems, and other valuables primarily spent to acquire items or services.

The final column gives the amount of currency to add for each PC beyond four in the group; use this only if you have more than four characters in the game. (Different Party Sizes on page 61 provides more guidance on this.)

For instance, between the time your PCs reach 3rd level and the time they reach 4th level, you should give them the treasure listed in the table for 3rd level, worth approximately 500 gp: two 4th-level permanent items, two 3rd-level permanent items, two 4th-level consumables, two 3rd-level consumables, two 2nd-level consumables, and 120 gp worth of currency.

When assigning 1st-level permanent items, your best options are armor, weapons, and other gear from *Player Core* worth between 10 and 20 gp. The treasure listed in the row for 20th level represents a full level's worth of adventures, even though there is no way to reach 21st level.

Some creature entries in *Monster Core* list treasure that can be gained by defeating an individual creature; this counts toward the treasure for any given level.

Published adventures include a suitable amount of treasure throughout the adventure, though you should still monitor the party's capabilities as the PCs progress through the adventure to make sure they don't end up behind. You might also consider making changes to the treasure found in a published adventure to better fit the needs of the party, such as changing a *+1 longbow* into a *+1 longsword* if none of the PCs use bows.

Currency

A party will find money and other treasure that isn't useful on its own but that can be sold or spent on other

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ADJUSTING TREASURE

The treasure you award to the party should be monitored and adjusted as you play. You might need to give out treasure you hadn't originally planned for, especially if the group bypasses part of an adventure. Keep an eye on the party's resources. If they're running out of consumables or money, or if they're having trouble in combat because their items aren't up to the task, you can make adjustments.

This is especially common in adventures that have little downtime or that take place far from civilization. If the group goes a long time without being able to purchase or Craft useful items, the PCs will be flush with coins and valuables but behind on useful equipment. In a situation like this, you can either place more useful treasure in the adventure or introduce NPCs who are willing to trade.

Megadungeons and Sandboxes

Some adventures have an expectation that the player characters explore where they want and find only what their skill, luck, and ingenuity afford. Two common examples of this type of adventure are the sprawling dungeon with multiple different sections and paths, often called a megadungeon, and free-form exploration, often called a sandbox and typically occurring in a wilderness. If you want to build a free-form adventure like this where characters are likely to miss at least some of the treasure, increase the amount of treasure you place. Be aware, however, that a meticulous group can end up with more treasure than normal and will have advantages in later adventures.

For a simple guideline to these situations, increase the treasure as though there were one more PC in the party. If the structure is especially loose, especially in sandbox adventures, you can increase this amount even further.

things. The gp values in the Party Currency column don't refer only to coins. Gems, art objects, crafting materials (including precious materials), jewelry, and even items of much lower level than the party's level can all be more interesting than a pile of gold.

If you include a lower-level permanent item as part of a currency reward, count only half the item's Price toward the gp amount, assuming the party will sell the item or use it as crafting material. But lower-level consumables might still be useful, particularly scrolls, and if you think your party will use them, count those items at their full Price.

Other Types of Treasure

Not all treasure has to be items or currency. Crafters can use the Crafting skill to turn raw materials directly into items instead of buying those items with coins. Knowledge can expand a character's abilities, and formulas make good treasure for item-crafting characters. A spellcaster might get access to new spells from an enemy's spellbook or an ancient scholar, while a monk might retrain techniques with rarer ones learned from a master on a remote mountaintop.

Treasure and Rarity

Giving out uncommon and rare items and formulas can get players more interested in treasure. It's best to introduce uncommon items as a reward fairly regularly but rare items only occasionally. These rewards are especially compelling when the adventurers get the item by defeating or outsmarting an enemy who carries an item that fits their backstory or theme.

Uncommon and rare formulas make great treasure for a character who Crafts items. Note that if an uncommon or rare formula is broadly disseminated, it eventually becomes more common. This can take months or years, but the item might start showing up in shops all around the world.

Different Item Levels

The levels listed for items on the Party Treasure by Level table aren't set in stone. You can provide items of slightly higher or lower level as long as you take into account the value of the items you hand out. For instance, suppose you were considering giving a party of 11th-level PCs a *runestone* with a *fortification* rune (with a Price of 2,000 gp) as one of their 12th-level items, but you realize they've had trouble finding armor in their recent adventures, so you instead decide to give them a suit of 11th-level +2 *resilient* armor (1,400 gp) instead. Since the armor has a lower Price than the rune, you might also add a 9th-level *shadow* rune (650 gp) to make up the difference. The total isn't exactly the same, but that's all right.

However, if you wanted to place a 13th-level permanent item in a treasure hoard, you could remove two 11th-level permanent items to make a roughly equivalent exchange. When you make an exchange upward like this, be cautious: not only might you introduce an item with effects that are disruptive at the party's current level of play, but you also might give an amazing item to one PC while other characters don't gain any new items at all!

If you're playing in a long-term campaign, you can spread out the treasure over time. A major milestone can give extra treasure at one level, followed by a tougher dungeon with fewer new items at the next level.

Check back occasionally to see whether each PC's treasure is comparable to the amount they'd get if they created a new character at their current level, as described under Treasure for New Characters below. They should be a bit higher, but if there's a significant

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discrepancy, adjust the adventure's upcoming treasure rewards accordingly.

Different Party Sizes

If a party has more than four characters, add the following for each additional character:

- One permanent item of the party's level or 1 level higher
- Two consumables, usually one of the party's level and one of 1 level higher
- Currency equal to the value in the Currency per Additional PC column

If the party has fewer than four characters, you can subtract the same amount for each missing character, but since the game is inherently more challenging with a smaller group that can't cover all roles as efficiently, you might consider subtracting less treasure and allowing the extra gear help compensate for the smaller group size.

Treasure for New Characters

When your new campaign starts at a higher level, a new player joins an existing group, or a current player's character dies and they need a new one, your campaign will have one or more PCs who don't start at 1st level. In these cases, refer to the Character Wealth table, which shows how many common permanent items of various levels the PC should have, in addition to currency. A single item on this table is always a baseline item. If the player wants armor or a weapon with property runes, they must buy the property runes separately, and for armor or a weapon made of a precious material, they must pay for the precious material separately as well.

These values are for a PC just starting out at the given level. If the PC is joining a party that has already made progress toward the next level, consider giving the new character an additional item of their current level. If your party has kept the treasure of dead or retired PCs and passed it on to new characters, you might need to give the new character less than the values on the table or reduce some of the treasure rewards of the next few adventures.

Item Selection

You should work with the new character's player to decide which items their character has. Allow the player to make suggestions, and if they know what items they want their character to have, respect their choices unless you believe those choices will have a negative impact on your game.

At your discretion, you can grant the player character uncommon or rare items that fit their backstory and concept, keeping in mind how many items of those rarities you have introduced into your game. The player can also spend currency on consumables or lower-level permanent items, keeping the rest as coinage. As usual, you determine which items the character can find for purchase.

A PC can voluntarily choose an item that has a lower level than any or all of the listed items, but they don't gain any more currency by doing so.

If you choose, you can allow the player to instead start with a lump sum of currency and buy whatever common items they want, with a maximum item level of 1 lower than the character's level. This has a lower total value than the normal allotment of permanent items and currency, since the player can select a higher ratio of high-level items.

CHARACTER WEALTH

Level	Permanent Items	Currency	Lump Sum
1	–	15 gp	15 gp
2	**1st**: 1	20 gp	30 gp
3	**2nd**: 1, **1st**: 2	25 gp	75 gp
4	**3rd**: 1, **2nd**: 2, **1st**: 1	30 gp	140 gp
5	**4th**: 1, **3rd**: 2, **2nd**: 1, **1st**: 2	50 gp	270 gp
6	**5th**: 1, **4th**: 2, **3rd**: 1, **2nd**: 2	80 gp	450 gp
7	**6th**: 1, **5th**: 2, **4th**: 1, **3rd**: 2	125 gp	720 gp
8	**7th**: 1, **6th**: 2, **5th**: 1, **4th**: 2	180 gp	1,100 gp
9	**8th**: 1, **7th**: 2, **6th**: 1, **5th**: 2	250 gp	1,600 gp
10	**9th**: 1, **8th**: 2, **7th**: 1, **6th**: 2	350 gp	2,300 gp
11	**10th**: 1, **9th**: 2, **8th**: 1, **7th**: 2	500 gp	3,200 gp
12	**11th**: 1, **10th**: 2, **9th**: 1, **8th**: 2	700 gp	4,500 gp
13	**12th**: 1, **11th**: 2, **10th**: 1, **9th**: 2	1,000 gp	6,400 gp
14	**13th**: 1, **12th**: 2, **11th**: 1, **10th**: 2	1,500 gp	9,300 gp
15	**14th**: 1, **13th**: 2, **12th**: 1, **11th**: 2	2,250 gp	13,500 gp
16	**15th**: 1, **14th**: 2, **13th**: 1, **12th**: 2	3,250 gp	20,000 gp
17	**16th**: 1, **15th**: 2, **14th**: 1, **13th**: 2	5,000 gp	30,000 gp
18	**17th**: 1, **16th**: 2, **15th**: 1, **14th**: 2	7,500 gp	45,000 gp
19	**18th**: 1, **17th**: 2, **16th**: 1, **15th**: 2	12,000 gp	69,000 gp
20	**19th**: 1, **18th**: 2, **17th**: 1, **16th**: 2	20,000 gp	112,000 gp

Buying and Selling Items

Characters can usually buy and sell items only during downtime. An item can typically be sold for only half its Price, though art objects, gems, and raw materials can be sold for their full Price. The PCs' ability to sell items plays a big part in their ability to equip themselves how they want. However, it may not make sense for the story that PCs can find a buyer for every item, especially if they're selling multiple copies of the same thing. Players should not have the expectation that they can sell whatever they want whenever they want. They might be unable to sell items that wouldn't be in demand, have to take a lower percentage, or have trouble selling items in places without massive wealth.

If you don't want to deal with that level of detail, you can choose to make selling items more abstract, allowing the PCs to sell anything for half Price essentially at any time. Since this makes it far easier for PCs to outfit themselves how they want, they might be more powerful.

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Chapter 2: Building Games

Game Mastering can be an extremely creative endeavor, and this chapter gives you a suite of tools to make your own campaign or adventure. You can even create your own creatures, hazards, and items to populate your game, or even make your own game world!

Where Chapter 1 gave you the information to run a game, whether it was your own creation or someone else's, this chapter digs deep into making the game fully your own. This chapter is organized into the following sections.

- **Campaign Structure** (page 64) discusses how you might connect multiple different events, encounters, and adventures together to create a longer story.
- **Adventure Design** (page 68) suggests common themes and tropes used in role playing adventures and gives advice on how to make sure your game is fun and exciting for your players.
- **Encounter Design** (page 75) explains how to create compelling and dynamic conflict in your game, be it violent combat or clever social debate.
- **Variant Rules** (page 82) contains changes to the base Pathfinder rules that offer a different play experience from the baseline.
- **Afflictions** (page 86) provides a plethora of curses and diseases for use in your games.
- **Environment** (page 90) gives rules for overcoming obstacles and natural hazards that might be found in the surrounding area.
- **Hazards** (page 98) are harrowing traps that might protect a fortress or dungeon. This section is filled with hazards to challenge your players in their explorations.
- **Building Hazards** (page 109) offers advice on how to create your own brand-new hazards.
- **Building Creatures** (page 112) demonstrates a top-down approach for quickly and easily constructing the creatures and NPCs you want or need for any possible situation in your game.
- **Building Items** (page 130) teaches you how to create new pieces of treasure to delight your PCs.
- **Building Worlds** (page 134) explains how to go about building your own entire world or setting from scratch.

To Create or Adapt

The material in this section can be used as an example for when you actually need to make your own rules elements or adventure and for when you can adapt. Many times, a small adjustment to an existing creature, item, adventure, or other part of the game can serve you just as well as building something brand new. Before you delve into creating your own new content, ask yourself a few questions.

1. **Does something similar already exist?** Look beyond the surface level. Maybe you want a low-level electrical construct that zaps people. It might not look like an electric eel on the surface, but copying the statistics for the eel are going to get you mostly there.
2. **What do you need to change between your idea and the existing material?** This will help you decide between using the original rule with minimal modification, using the original with adjustments, starting with the original as a framework to build your own, or just starting from scratch. Typically, creating something from scratch is a lot more work than modifying existing content.
3. **How much time do you have to prepare the content?** If time is tight, you might want to spend your time on something with a bigger impact. The less important an element is to your game, or the less time you'll be using it at the table, the more likely you should modify something that already exists. Unless you're building your entire game world from scratch, you can usually wait to implement any new rules and creations until you think you'll need it for your next session.

Scope of Changes

It's up to you to determine how much of your game you want to customize. Many GMs use the default rules and creatures and set their adventures on Golarion or another published game world. Other GMs devise and incorporate all-new creatures and places with strange themes that don't fit in the standard Pathfinder game or world. Neither of these approaches is inherently better than the others. The most important thing remains creating a story collaboratively with the rest of your group while having fun.

Determining what your group wants out of the game and setting makes a big difference here. If you're playing Pathfinder with a major goal of exploring the Age of Lost Omens setting, it's more likely you'll use "stock" elements rather than creating new ones. On the other hand, it could be more interesting for your players to see brand-new things if they play with you to experience your own creative voice, or if they're experienced Pathfinder players looking for variety.

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Campaign Structure

Each adventure presents one contained story, but your campaign tells a more expansive one. Think of each adventure like an episode or arc and the campaign as a whole series. Though each adventure might tell a vastly different story, they should all tie into the themes and characters that stretch across the whole campaign.

A campaign interweaves multiple stories: the events of each adventure, the personal triumphs and failures of each PC, and the stories of NPCs who appear throughout. That means a campaign can become more than the sum of its parts. A campaign provides the overall structure for your Pathfinder game. As you prepare for your campaign, you'll establish its scope and themes, which you'll then reinforce in the adventures and scenes that take place within it. When you start out, you'll likely have a core structure in mind for your campaign, but through play, it can—and should—grow and evolve.

Campaign Length

The length of a campaign can range from just a few sessions to many years. Two main factors determine campaign length: how much time you need to complete the story and how much time players want to devote to the game.

You can estimate how long a campaign will take by looking at the amount of time you actually have to play, or the number of character levels you intend the characters to advance. It typically takes three to four sessions for a group to level up. Since you'll probably cancel sessions on occasion, playing once a week for a year results in roughly a 14-level campaign, playing every 2 weeks for a year gives you an 8-level campaign, and playing monthly allows for a 5-level campaign. If you play monthly, you might consider holding longer sessions and using fast advancement (800 XP to level up).

Some campaigns go all the way to 20th level, ending after the player characters attain the height of power and confront the greatest threats any mortal could face. Others end at a lower level, after the group takes down a

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major villain or solves a crucial problem. And still other campaigns end when players become unable to attend or decide it's a good time to stop playing.

You should have an end point in mind when you start a campaign. Still, you have to be flexible since you're telling the story alongside other players, and your initial expectations for the campaign might be proven incorrect. It pays to be conservative when estimating your campaign's length and scope. It's always tempting to run a 20-level epic campaign with complex, interwoven plots, but such games can fall apart long before the end if your group can play only once a month and the players have other responsibilities.

When you think you're heading toward a satisfying conclusion, check in with the other players. You might say, "I think we have about two sessions left. Does that work for everyone? Is there any unfinished business you want to take care of?" This lets you gauge whether your assumptions match up with the rest of the group—and allows you to make any necessary adjustments.

Basic Structures

When building your campaign, you can use these structures as a starting point. The Adventure Design section explains various styles of adventures on pages 69–71 that can be used to inspire the creation of the adventures in your campaign. For a campaign consisting of multiple adventures, you'll need to add some story elements that speak directly to the characters in your game rather than just to the events of the adventure. In other words, the characters should have individual goals in addition to the group's overall goals.

One-Shot

An adventure lasting one session, a one-shot works well for a highly themed adventure using characters or concepts that are novel but that players might not want to stick with long-term.

Adventures 1, typically a dungeon crawl, horror, intrigue, or mystery
Top Level 1, but often starts at a higher level
Time Frame 1 session

Brief Campaign

This structure is meant for a brief, self-contained campaign. It can be ideal for introducing new players to Pathfinder and can be extended to a longer campaign if the group wishes.

Adventures 2, typically one dungeon crawl followed by one high adventure; this format also works well for horror adventures
Top Level 4–5
Time Frame 3 months weekly, 6 months biweekly

Extended Campaign

An extended campaign works well for a dedicated group that might want to switch to a new campaign or a different game after a year or so. It allows for significant character and plot development but doesn't reach the higher levels of the game.

Adventures 5, typically with multiple adventures fitting the main theme of the campaign (such as high adventure or gritty adventure), with other adventure styles for variety
Top Level 11–13
Time Frame 1 year weekly, 1-1/2 years biweekly

Epic Campaign

An ambitious and complex game, the epic campaign takes PCs all the way to level 20, pitting them against the greatest threats in the world and beyond. This can be challenging in terms of time commitment and complexity, but it lets PCs develop into true legends, and the players will likely remember it for years.

Adventures 6 long adventures, typically starting with high adventure or a dungeon crawl and including military adventure, planar adventure, and romantic adventure
Top Level 20
Time Frame 1-1/2 years weekly, 3 years biweekly

Themes

The themes you choose for your campaign are what distinguish it from other campaigns. They include the major dramatic questions of your story and the repeated use of certain environments or creatures, and they can also include embracing a genre beyond traditional high fantasy, such as horror or paranormal. The themes you choose for your campaign also suggest storyline elements you might use.

A storyline's themes usually relate to the backstories, motivations, and flaws of the player characters and villains. For example, if you've chosen revenge as one of the themes of your game, you might introduce a villain whose quest for revenge tears his life apart and causes tragic harm to those around him. You might choose a theme of love, leading to nonplayer characters involved in doomed romances, seeking to regain lovers they've lost, or courting the player characters.

Linking Adventures

In a campaign that includes multiple adventures, a smooth transition from one adventure to the next ties the story together. You might use NPCs who could appear in both adventures, a treasure or clue found in one adventure that becomes important in a later one, or even fallout from one adventure that causes the next adventure to take place. Related locations can help, too. Adventures that take place in neighboring regions, or both in the same region, have an inherent link. If they take place in two different places, you'll need a reason the PCs should travel between the two, and you can use this journey as a short, interstitial adventure.

Using similar locations and related creatures helps you form connections between disparate adventures. For

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example, you might have the players explore a frozen tundra early on, then later travel to an icy plane filled with more difficult challenges that can be overcome using knowledge they've previously developed. Likewise, hobgoblin soldiers might be tough enemies for your group at low levels, but as the PCs attain higher levels and the hobgoblins become mere minions of another creature, the players feel a sense of progression. Over time, the players feel like their characters are becoming experts at negotiating with giants, navigating seaways, battling devils, exploring the planes, or dealing with whatever the recurring elements are.

Consider how each adventure's theme plays into the campaign as a whole. You might want to keep similar or recurring themes, especially if each adventure is part of one overarching storyline. On the other hand, this can feel repetitive, and some groups prefer variety and seeing their characters play off of different situations. To convey shifting themes, you can show established parts of the world changing to reflect the new theme. For instance, if you're switching from an adventure about subjugation to one of mayhem, the PCs could take down a villain who wants to cruelly rule over the populace but then face opportunistic brigands who loot and pillage once order breaks down.

Player Goals

Ask what you and the other players enjoy and would like to see in the game. You can use these ideas as touchstones to build off of. When you get into the campaign itself, the PCs' goals come to the forefront. Find out what each character wants to achieve and look for opportunities you can place in the game world and adventures. Consider which part of the game most closely ties to each goal. A PC who wants to build an institution will need money and interpersonal connections, so you can use treasure and NPC interactions to give them the resources they need. For a character whose purpose is to help people in danger, build some encounters that include people who need to be rescued.

Look for good times to recap the state of a character's goals and remind the player how their character has progressed, particularly when something changes in relation to their goals. The Long-Term Goals section on page 45 gives you more details on how you can use goals in downtime.

Changing the World

As the group moves through the campaign, the events of their adventures and downtime should change the world around them. Show this through the responses the characters get from other people, the scenery they see around them, and their environment. You might be able to anticipate some changes, but most will come up in play and require you to make adjustments later on.

Power Level

As the game progresses, the power level of the PCs and their foes increases. Going up in level brings new, stronger abilities into the game, and likewise, adventures bring in new monsters with commensurate capabilities. Higher-level adventures should present new challenges appropriate to the PCs' abilities, such as areas that can be accessed with flight at 7th level or higher. Beyond just the rules, PCs should elicit different reactions from the people they meet as their reputation spreads and they exhibit abilities beyond what most people have ever seen.

Recurring Villains

Consider including villains who can appear multiple times over the course of several adventures. They don't necessarily need to be masterminds. Imagine an unscrupulous mercenary who works for major villain after major villain. When you create a recurring villain, it's best not to make them too integral to the story since the PCs might take them down earlier than you expect! Have some contingency plans in place.

The advice about Roleplaying NPCs on page 13 applies especially to these recurring villains. As they reappear throughout the campaign, they should change in some of the same ways PCs do. Think about how previous run-ins with the PCs have shaped the recurring villain's emotions and plans. Which PC do they have the biggest grudge against, and why? Do they bear scars from previous battles? Have they developed a countermeasure against a PC's spells or tactics?

Villain Goals

Just as PCs have goals, so do your villains. A recurring villain might have a vision for what the world should be and a step-by-step plan to get there. A plan gives you a clear way to progress the plot, and an underlying goal guides you in deciding what the NPC does if their plan goes awry. It can be especially helpful to contrast the villain's goals with those of the PCs. If a PC wants to establish a trade network, maybe a villain plans to get rich robbing caravans or merchant ships. Just like with the PCs' goals, show how the villain's goal has impacted the world, even in small ways. Try to find ways the villain can make a difference, even if the PCs are successful against them. A villain will look ineffective if the PCs foil every single plot or plan. For instance, the villain might turn a memorable NPC to their cause, set an institution ablaze, or invade a village.

Starting the Campaign

Before your first session begins, communicate back and forth with the players about the following details to make sure you've planned your campaign to fit their preferences, then recap and communicate your final decisions.

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- Establish the expected schedule and, generally, how long you expect the campaign to last. It's okay if you don't know the total length for sure, but you should still give an estimate.
- Inform the players when and where the first session will take place, what they should prepare in advance, and what materials to bring. If you're running a session zero to create characters first (page 9), let them know. You might also need to tell them whether to bring food, drinks, and other supplies beyond what they'll use for the game itself.
- Let the players of know any restrictions or extra options for character building. Even if you plan to run a session zero, give them a heads-up before the session starts.
- Tell the players where in the game world the first session will take place.
- Give the players a basic idea of the genre or theme.

At the First Session

If you're running a session zero, read the Session Zero section on page 9 for advice on your first session. For the first time you play through an adventure, follow these bits of advice.

- Recap the basics of the campaign you established earlier, particularly where it starts and any themes you feel will be important for the players to understand as they roleplay.
- Have the players introduce their characters. If they have detailed backstories, it's usually best that they start out just describing what the other PCs could learn from first impressions. If they want to go deeper into their backstory during play, they can do so later.
- Ask questions about the characters. Note down anything you think will be significant, so you can adjust your plans for later sessions. You'll want to keep doing this throughout play.
- Begin the adventure using the Starting a Session steps on page 11. For your first adventure, find a good place for the PCs to meet and a reason for them to be together.

Starting at a Higher Level

A typical campaign starts at 1st level, but you can start at a higher level if you choose. This can be especially satisfying for a one-shot or short campaign, or if your group wants to play a specific adventure made for higher-level groups. The PCs should all start at the same level. They simply make a 1st-level character, then level it up the number of times needed to reach the starting level.

The Character Wealth table on page 61 indicates how much currency and what common items of various levels the character should start with. Let the players choose their own items as well as spend their currency on common items if they choose. This table gives them fewer items than they might have had if they'd gained items through adventuring, but it balances the fact that they can choose what items they want.

Ending the Campaign

A campaign might have a well-planned, emotionally resonant ending that executes perfectly, or the group might die in a ridiculous fashion at the worst time possible. It's important that the ending follows the story, wherever it has gone, even if it doesn't match the idea you had in your head at the start. Check in with your group, especially when you're getting close to the end of each adventure, to see how long they want the campaign to go on. Check in with yourself, too, and express your opinion to the other players. Ideally, you know at least a session in advance that the end is coming, allowing you to prepare for a thrilling conclusion. You might plan for the final session's gameplay to be a bit shorter—possibly just one big showdown—to allow time for an epilogue and for the group to reminisce and decompress at the end.

An epilogue can make the end of a campaign more fulfilling. First, let the group finish out their roleplaying in the final moments of the adventure until they're content. Then tell the group the results of what they accomplished in broad terms, with concrete details of what happens to certain places or allied NPCs. Ask the players what their characters do after the adventure. You might want to narrate a few short scenes. When your epilogue is done, thank everyone for playing. If the campaign ended in success for the PCs, give yourselves a round of applause. A victorious ending warrants celebration!

Dealing with Failure

If a campaign ends prematurely, get a sense from the players about whether they want to continue. The advice on Total Party Kills on page 33 should be helpful. If the campaign ended in a stranger way than a total party kill—say, a PC handing over the powerful relic the villain needed to complete a master plan—you can still look for ways the campaign might continue. Maybe the PCs struggle to survive in the world after the calamity, or maybe they have just enough time to still be able to stop the plan.

The Next Campaign

If the group plays another campaign in the same world that takes place after your previous campaign, think through the repercussions of the last campaign and change the world as needed. You might introduce new elements into the world that call back to the previous campaign: newly powerful factions, new settlements, or new options for player characters, such as backgrounds, all based on the impact the previous PCs made on the world.

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Adventure Design

Creating an adventure for your players can be one of the most fulfilling parts of being a GM. This is much more challenging than using a published one but lets you express yourself, be even more creative, and tailor the game directly to the players and their characters.

Adventure plotting can start at many different points. You might begin with a particular antagonist, then construct an adventure that fits that villain's theme and leads the group to them. Alternatively, you could start with an interesting location for exploration, then populate it with adversaries and challenges appropriate to the setting.

Player Motivations

One of your most important and rewarding tasks is getting to know your players and what makes them tick, then implementing plot hooks that speak to their motivations. If your players all like similar things (maybe they all like epic storylines or all prefer tactical combat), your job will be a bit easier. For most groups, there's a mix, and you'll want to put in a detailed NPC who appeals to one player's love of social scenes, a powerful villain to engage a player who loves stories of winning against overwhelming odds, and exotic animals that attract a player who's into having animal friends. If you're not sure what your players enjoy, ask them in advance what they'd like to see in the game!

Considering player motivations doesn't mean assuming you know what the players or their characters will do! It can be risky to expect PCs to react in certain ways or take certain paths. Knowing their motivations gives you a way to put in elements you expect will appeal to your players, but their decisions will still take the adventure in unexpected directions. The important thing is getting the players engaged, not predicting the future.

Theme and Feeling

Think about the emotional and thematic touchstones you want to hit during play. Good games elicit strong emotions, and planning for them can give an emotional arc to an adventure in addition to the narrative arc. Consider what you want players to feel as they play. Is it triumph? Dread? Sadness? Optimism? None of these will be the *only* emotions to come out, but they'll inform how you build the settings and NPCs. Adventure Recipes gives steps to effectively implement theme and feeling.

Keeping It Varied

You can give players variety through the types of challenges the group faces (combat, social, problem-solving, and so on), the locations they explore, the NPCs they meet, the monsters they face, and the treasure they acquire. Even if you're building an enclosed dungeon, you don't want to place a combat in every room, or exploration will quickly become stale.

Think in terms of sessions. If your group gets through five scenes per session, how do you make one game session feel different from another? Maybe two of the scenes in each are fairly basic combat encounters, but if you make the other scenes significantly different, or even if you set the encounters in different environments, the sessions won't feel repetitive. Also think about the tools used to solve each situation. Maybe one requires complex negotiations, another brute force, and a third sneaking about. Aim to give everybody something compelling, and ideally targeted at their motivations.

Adventure Recipes

These procedures help you build an adventure skeleton or outline. You'll then go through and flesh out the details of the adventure, including adversaries and locations. As you play, you'll keep adjusting to fit the events of the game. Anything you haven't already introduced can be changed as needed. Just like with any recipe, you're meant to adjust the details to fit your group's preferences. You might stray far from your starting point, and that's OK!

These recipes use eight steps. You might want to look ahead to your future steps and make choices out of order based on what's most important for you to convey. The catch-all term "opposition" refers to the various adversaries and obstacles the PCs will face. The opposition should be thematically consistent but not necessarily monolithic. It might contain multiple individuals or groups who might not get along with one another.

- **Styles (page 69):** The overall vibe of your game, such as a gritty game, dungeon crawl, or high adventure. These frameworks offer guidelines for the number of sessions and types of encounters that work best.
- **Threats (page 71):** Thematic dangers to incorporate into your game, and ways to evoke them as you play. The style and threat are the core parts of your recipe.
- **Motivations (page 72):** Determine more specifically what the opposition's goals and motivations are.
- **Story Arcs (page 73):** This section gives you guidance on how to construct story arcs that will play out over your adventure and maybe beyond.
- **NPCs and Organizations (page 74):** The characters and factions you include should fit the theme.

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- **Locations (page 74):** The adventuring sites and settlements featured in your adventure.
- **Encounters (page 74):** The individual rooms and locales within your adventuring sites, including the creatures and hazards found at these places.
- **Treasure (page 74):** The rewards you give out to characters after dealing with encounters.

Styles

These frameworks for building your adventure include some basic elements to get you started outlining an adventure. Slot ideas from the threats section (page 71) into this structure, then customize as you see fit.

Dungeon Crawl

Number of Sessions 3–4

Exploration Scenes 1 long voyage to reach the dungeon; 3 voyages through long, trapped hallways or mazes; 1 secure cave or other staging area; 2 secret passages or rooms

Combat Encounters 2 trivial, 4 low, 6 moderate, 6 severe. Many encounters can be bypassed through secret routes.

Roleplaying Encounters 4 conversations with dungeon creatures; 1 negotiation to establish a truce

Encounter Tropes Cramped quarters, short lines of sight, and poor lighting conditions, with occasional vaulted chambers and flooded crypts. Traps and puzzles.

Gritty Adventure

Number of Sessions 5–7

Exploration Scenes 1 long voyage, plagued by attacks; 2–3 voyages through urban environments; 1 prison break, heist, or other test of skill

Combat Encounters 2 trivial, 4 low, 7 moderate, 8 severe; possibly 1 extreme. Foes are often other humanoids.

Roleplaying Encounters 2 battles of wits, 2 chances to bypass opponents with deception or threats, 2 opportunities to gather information and rumors

Encounter Tropes Stakes are often more personal, such as the PCs clearing their names from a false accusation or being paid to eliminate a problem. Betrayal, ambushes, and other duplicity. Town fires, weather conditions, unfriendly crowds. The *Pathfinder Critical Hit Deck* is particularly appropriate.

High Adventure

Number of Sessions 6–8

Exploration Scenes 2 long voyages, often by sea or air, punctuated with combat; 1 trapped dungeon, tournament, or other test of skill

Combat Encounters 16 moderate, 8 severe. Avoid low- and trivial-threat battles.

Roleplaying Encounters 2 battles of wits; 4 conversations with bizarre creatures

Encounter Tropes Unique environments and terrain for dynamic battles. Swinging from balconies on curtains, fighting atop high wires, racing chariots, and so on. Use difficult terrain sparingly, coupled with creative ways to get around it. Large groups of low-level enemies the PCs can defeat with ease.

Horror

Number of Sessions 1–2

Exploration Scenes 1 short voyage on foot; 2–4 creepy areas to investigate, like haunted mansions or dark forests

Combat Encounters 2 moderate, 1 severe, possibly 1 extreme. Avoid trivial- and low-threat encounters, except as moments of relief in a longer adventure. Extreme-threat encounters against overwhelming foes are excellent in horror one-shots.

Roleplaying Encounters 2 conversations with doubtful authority figures, 1 opportunity to gather information and rumors, 1 revelation of a horrible truth

ADVENTURE RESEARCH

In addition to the advice and adventure recipes detailed here, reading other adventures is a great way to get ideas, whether they're published adventures or ones your friends have written. You can borrow ideas and structures if they work for your game and tweak as needed.

You don't need to go into the same level of detail you'd see in a published adventure. You might be able to get by with just an outline, some bullet points for each NPC, a breakdown of encounters, and a few rough maps. Or maybe for your style of running games, you prefer to have some text written about each scene, or even particular lines of dialogue. If you're creating your first adventure, it can be good to write out a little more than you need. Just keep in mind that things might change in play. If you prepared more than you actually used, that's normal! Detailing NPCs or locations in particular can be useful, especially if they're going to appear again. But in many of these cases, you'll add details at the table and can jot down those notes for later.

RUNNING YOUR OWN ADVENTURE

It's often easier to run an adventure you made yourself, but that's not true for everybody. If you notice as you run your adventure that your notes don't have enough for you to go on, you can be more thorough next time. And if something ended up inconsistent, there's nothing wrong with telling your players you want to revise something you previously said.

Because this is your own creation, it's closer to your heart. If the adventure doesn't go well, it can sting. Sometimes this is because of random chance, sometimes due to unforeseen decisions, and occasionally because you made a mistake. Those are all normal parts of the game! One of the things you'll internalize the more you run games is that you're a part of the creative process and don't need to be perfect.

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Encounter Tropes Surprising and jarring encounters, making it hard for the PCs to feel safe. Encounters that feel overwhelming, even when they're not. Retreat is often the right option (include a reasonable way for the PCs to escape).

Intrigue

Number of Sessions 2–3

Exploration Scenes 1 long voyage, often by land or sea; 3–4 competitions, performances, or other test of skill; 1–2 infiltrations or escapes

Combat Encounters 2 trivial, 2 low, 4 moderate, 1 severe. Severe-threat encounters should be reserved for major reveals of the ongoing intrigue—an ally is revealed to be a foe, a schemer is exposed and must call on his guard, and so on.

Roleplaying Encounters 2–3 battles of wits; 2 political or courtroom scenes; 1 conversation with a cryptic source; 2 opportunities to gather information and rumors

Encounter Tropes Urban environments, including fights atop runaway carriages, around (and atop) banquet tables, and running over rooftops. Ambushes in apparently safe social settings. Assassination attempts.

Military Adventure

Number of Sessions 2–3

Exploration Scenes 1 long march and 2–3 short marches, or a tour of the defenses for a siege; 2–3 trapped enemy campsites and secret spy redoubts

Combat Encounters 4 low, 4 moderate, 1 severe. Most combat encounters should be made up of 2–4 foes, typically humanoid soldiers with a range of capabilities.

Roleplaying Encounters 1–2 skill challenges to convince neutral parties to become allies or raise troops' morale

Encounter Tropes Fortified battlegrounds with moats, high walls, defensive towers, and siege weapons. Victory conditions that are goal or deadline oriented—holding a gate for 10 minutes while reserves rush to defend it, setting fire to an enemy catapult, rescuing prisoners, and so on.

Mystery

Number of Sessions 2–3

Exploration Scenes 2–3 trapped rooms, concealed hideouts, or other tests of skill; 2 puzzles or investigations

Combat Encounters 2 trivial, 4 low, 6 moderate, 6 severe. Solving the mystery uncovers an advantage over the most powerful foe.

Roleplaying Encounters 1 battles of wits, 1 conversation with a bizarre creature, 1 opportunity to gather information and rumors, 1 gathering to reveal the answer to the mystery

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Encounter Tropes Encounters come naturally during investigations or upon discovering some element of the mystery. Multiple clues can send PCs to the same locations; if the mystery stalls, some creature that doesn't want the PCs to solve the mystery can attack to move the plot forward.

Planar Adventure

Number of Sessions 6–8

Exploration Scenes 3–4 long voyages through different planes, often by *gate*, spells, or planar vessel, punctuated by combat; 1–2 scouting a demiplane, planar city or fortress, or other planar stronghold

Combat Encounters 12 moderate, 12 severe. Avoid trivial- and low-threat encounters, except as set dressing to introduce a new plane.

Roleplaying Encounters 6 conversations with bizarre creatures, including some with alien ways of thinking; 2 opportunities to gather information and rumors

Encounter Tropes Fights showcasing otherworldly environs—on the sides of glaciers, in limitless oceans, on chunks of rock floating along rivers of lava, atop bottomless pits, or on the chains of 100-foot-tall gates.

Romantic Adventure

Number of Sessions 4–6

Exploration Scenes 1 tour of a kingdom or other central locale; 1 adventure into the wilds on a hunting trip or bandit hunt; 1 tournament to prove a PC's love or worth

Combat Encounters 3 low, 6 moderate, 3 severe. Emphasize emotional stakes and battles that end with the loss of honor or pride, not life.

Roleplaying Encounters 2 battles of wits, 1 grand ball, 1 entreaty before a ruler, 2 scenes of relaxation or carousing with unexpected import

Encounter Tropes Duels—social or combat—against romantic rivals. PCs and their foes fight only for a purpose or cause. Savvy enemies have strong connections to the PCs.

Threats

Think of each type of threat as the deep, visceral danger the enemies represent. NPCs should be avatars of the threat, whether they're enemies who represent different aspects of the threat or allies and bystanders damaged by it. Each threat entry gives a brief description, followed by some bullet points you can use to guide you in expressing the consequences of the threat. This is followed by monsters that typify this theme. As always, you can come up with your own thematic threats too!

Corruption

The opposition wants to weaken or even change the motivation of a place, person, institution, ideal, or group.

- Show the effects of corruption on people and places, especially those closely connected to the PCs. Once-safe areas become less friendly and present threats, allies become unable to help or even turn against the PCs.
- Make enemies subtle; patient; and willing to allow rumors, lies, diseases, and poisons time to take effect. In battle, they might be satisfied to curse PCs and their allies or otherwise inflict long-term afflictions, then retreat.
- Contrast the corruption with education, healing, and working towards betterment.
- When the PCs make progress, allow them to expose agents of corruption and to inoculate allies and neutral parties against the growing threat or educate them about it.

Foes alghollthu, fiends, rakshasas, undead

Devastation

The opposition wants to destroy or lay waste to a place, person, institution, ideal, or group.

- Show the effects of destruction on people and places, especially those the PCs hold dear. Show them desperate, devoid of resources, and psychologically changed.
- Make enemies hard to reason with and overwhelming in number. In battle, they want not just to win, but to kill, maim, or devour.
- Contrast devastation with forces of preservation and order.
- When the PCs make progress, show the slow recovery from devastation.

Foes dragons, demons

Extremism

The opposition seeks a massive change—one they think is for the better. Their violent means of achieving it put them in conflict with the PCs.

- Demonstrate the ruthlessness of the enemy, especially the discrepancy between their care for their cause and their ambivalence or hatred toward everything else.
- Have enemies focus purely on their goal. Have them fall back on their rhetoric or dogma to justify themselves.

BUILDING A SANDBOX

In a "sandbox" game, you give the players a sizable location to explore and let them decide how to go about it. A sandbox doesn't have as many time-sensitive events as a directed adventure, and the flow of the game is driven more by the players than by the opposition. You can put self-contained dungeons or other locations within the sandbox, but it's up to the players when and how to visit them or deal with them.

To make a sandbox, create about triple the number of encounters and spread them out among multiple locations or factions. You can expect the PCs won't deal with all of them. In most cases, you'll want to determine where the PCs are headed next before the end of a session so you can prepare for the next session. Depending on the size and complexity of the location, the number of encounters might be much higher. Treat each sub-area as a kind of mini-adventure and only loosely sketch it until you know what the PCs' plans are.

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- If something about the extremists' cause is just—such as preserving the natural world or protecting their people—reveal the foes' sympathetic side. Demonstrate the horror of what they're fighting against in addition to the horror of the way they fight it.
- When the PCs make progress, show uncertainty or demoralization in their foes, possibly even desertion in their enemies' ranks.

Foes cultists, revolutionaries

Mayhem

The opposition is a force for mayhem, without any greater plan or long-term goal. It might be a mindless force of violence such as a wounded beast, or a thinking foe that simply revels in causing chaos and damage.

- Mayhem is easy to track and find, often leaving a trail of destruction in its path. Show how the senseless violence causes uncertainty and fear, disrupting both settlements and the natural order of things.
- A single powerful foe is a common source of mayhem, but a pack, herd, cult, or secret society could also be to blame. The source of the mayhem might have resulted from the natural order being out of balance or might be a distraction set off by a different foe looking to use it to further its own goals.
- Emphasize the cascading effects of unchecked mayhem. Normal trade, farming, migration, and similar systems are disrupted, causing problems far from the immediate location of violence and disruption.
- When the PCs make progress, show how resilient systems can recover from massive disruptions but might need additional help or protection.

Foes beasts, dinosaurs, drakes, giants



Subjugation

The opposition wants to rule over a group, location, or even the world. Their ultimate objective is to control and rule.

- Show how groups submit to subjugation rather than suffer the consequences of resistance. The PCs see elements of culture destroyed to ensure subjugation—are religions and churches destroyed, subverted, or replaced? Are lackeys put in place to keep oppressed populations in line?
- Make enemies self-righteous, focused, and in control of groups they have previously subjugated. Fights aren't just for the sake of violence, but steps towards greater control.
- Show opposition: open conflict, rebellion, secret groups, sabotage, and countercultural art. Give PCs the opportunity to support or participate in each.
- When the PCs make progress, have previously cowed or neutral parties be moved to rebel.

Foes devils, dragons, hags, hobgoblins

Motivations

Think about your opposition, and what their goals and motivations are. The motivation of the opposition needs to match your threat. If you have multiple adversaries, their motivations should all work toward your theme, but they might have different goals and act more as rivals or enemies. Motivations should be more than one dimensional. There should be a reason for every action the opposition takes—not necessarily a good one or a smart one, but a believable one. Be true to each character!

Consider these questions so you can use the answers when deciding what the opposition will do.

- What does the opposition want?
- Who or what does the opposition fear? (And no, "the PCs" isn't an answer.)
- Why is the opposition sure to succeed? If the PCs don't do anything, what makes the opposition unstoppable?

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- What are the opposition's weaknesses? How can they be bribed or tricked? What's something they ignore that might be used against them?

Story Arcs

Keep several story arcs in mind. Most of these arcs will be driven by the opposition in the early going, but PCs might initiate their own story arcs. Think of what the beginning, middle, and end of each arc might look like. Imagine a logical end point the arc would reach if nothing else changes. Then, adjust it based on events in the game. As changes occur, revisit the end point you've imagined. If the adversary's plan has been derailed, what might they do instead? Story arcs should reflect the theme of the adventure and be well-positioned to show off motivations.

Many arcs will last only for the duration of one adventure, but others build up and recur across the whole campaign. Include some of each so you have variety. This also provides closure, as the players can see some storylines wrapped up in the short term and others over a long period. Too many dangling plot threads can result in some being forgotten or make players feel overloaded.

Touchstones like the ones below make a story arc adaptable, not too restricted to specific scenes or characters.

- **Use motifs.** Use repeated thematic elements, visuals, phrases, and items to reinforce the connection between one adventure or segment of the story and another. The motif can also build in complexity as you move further along in the overarching story.
- **Follow character growth**. Respond to how the PCs changed in previous adventures. Their next undertaking should reflect who they are now.
- **Escalate!** Build on the previous story and show that the next threat is scarier. The first adventure might endanger a village, the next a city, the next a whole nation, and so on.
- **Bring in recurring characters.** A recurring character is especially strong if they appear in similar circumstances each time. For instance, a merchant who travels the world might appear in the campaign only when she wants the PCs to undermine her rivals.
- **Make each adventure count.** While developing an arc, don't diminish individual adventures by making what happened in them inconsequential compared to the larger story. Illustrate the consequences of such adventures so the players feel a sense of accomplishment for completing one before they move onto the next. Each adventure needs some sort of denouement to show immediate and lingering effects of the PCs' victory or defeat.

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NPCs and Organizations

Allied, neutral, and adversarial NPCs and organizations can all contribute to the theme. You'll want most to follow the theme directly, like the examples in Threats on page 71. However, you can add a few counterpoints to the theme. For example, a horror game might include one or two NPCs who are more hopeful, either to grant respite from the dread or to kill off to show just how bad things are. Including NPCs who aren't adversaries makes the world feel more real. It also increases the stakes, as PCs have people to care about, protect, and socialize with. You'll often find that NPCs you create will become more or less important than you expected. You can "demote" an NPC if the players don't find them interesting or "promote" them if the PCs like them more than expected.

Locations

Memorable settings that include mysterious and fantastical locations for players to visit can elicit the players' curiosity. Exploring each location should be a treat in itself, not just a chore the players must complete to get from one fight to the next. As you create a locale, picture it in your mind's eye and write down minor details you can include as you narrate the game. Describing decorations, natural landmarks, wildlife, peculiar smells, and even temperature changes make a place feel more real. See Quick Environmental Details on page 39 for some ideas.

Beyond monsters and loot, your locations can include environment-based challenges, from environmental conditions like blizzards to puzzles, traps, or other hazards. These challenges should suit your adventure's location: walls of brambles in a castle ruin overrun with vegetation, pools of acid in a cursed swamp, or magical traps in the tomb of a paranoid wizard.

Additional Guidance: building your own hazards (page 109), environments (page 90), hazards (page 98)

Encounters

A robust set of encounters forms the backbone of your adventure. Encounters often feature combat with other creatures, but they can also include hazards, or you might create social encounters in which characters duel only with words. The rules for building encounters appropriate to your group's level begin below.

Some adventures have a clear and direct progression, with encounters occurring at specific times or in a specific order. Others, such as a dungeon filled with interconnected rooms the group can investigate in any order, are nonlinear, and the group can face encounters in any order—or even avoid them entirely. Most adventures are somewhere in between, with some keystone encounters you know the characters will need to contend with, but others that are optional.

Additional Guidance: building your own creatures (page 112), building your own hazards (page 109), encounter design (page 75)

Treasure

Your adventure should give out an amount of treasure that's appropriate to the characters' level. You can dole out treasure in all kinds of ways. Treasure could be items carried by an adversary, rewards from a patron for completing a mission, or a classic pile of coins and items inside a wooden chest guarded by a monster. It's best to spread treasure throughout an adventure rather than stockpiled in a single hoard. This gives the players incremental rewards, letting their characters advance in frequent small steps rather than giant leaps separated by many hours of play.

Additional Guidance: assigning treasure (page 58)



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Encounter Design

Encounters play a fundamental part in roleplaying games, but it can be tricky to know where to start when building them. It's important to follow the rules and guidelines, but creating a compelling encounter goes beyond that. Good encounters have a place in the story, compelling adversaries, interesting locations, and twists and turns to make them dynamic.

Encounter design goes hand in hand with location, map, and adventure design. You might set an adventure in a swamp and populate it with swamp creatures and environmental features. Or you might have a dungeon denizen in mind, and structure a section of your dungeon to fit that creature.

When you're starting out, straightforward encounters of low or moderate threat can let you get your bearings. Then, you can increase complexity as you get more confident and as the PCs collect more tools to use against their foes. The more encounters you build, the more comfortable you'll get with your own personal style. You can always come back here to get more ideas or advice on executing a certain type of encounter.

Combat Threats

The most common type of encounter is a combat encounter, where the PCs face other creatures. Combat encounters are strictly governed by rules; the guidelines that follow will help you build combat encounters that pose appropriate challenges for your group. Building hazard encounters works the same way.

To build a combat encounter, first decide how the encounter fits in the adventure as a whole. Then, estimate how much of a threat you want the encounter to pose, using one of five categories below.

Trivial-threat encounters are so easy that the characters have essentially no chance of losing. They're unlikely to spend significant resources unless they're particularly wasteful. These encounters work best as warm-ups, palate cleansers, or reminders of how awesome the characters are. A trivial-threat encounter can still be fun to play, so don't ignore them just because of the lack of challenge.

Low-threat encounters present a veneer of difficulty and typically use some of the party's resources. However, it would be rare or the result of very poor tactics for the entire party to be seriously endangered.

Moderate-threat encounters are a serious challenge to the characters, though unlikely to overpower them completely. Characters usually need to use sound tactics and manage their resources wisely to come out of a moderate-threat encounter ready to continue on and face a harder challenge without resting.

Severe-threat encounters are the hardest encounters most groups of characters have a good chance to defeat. These encounters are appropriate for important moments in your story, such as confronting a final boss. *Use severe encounters carefully*—there's a good chance a character could die, and a small chance the whole group could. Bad luck, poor tactics, or a lack of resources can easily turn a severe-threat encounter against the characters, and a wise group keeps the option to disengage open.

Extreme-threat encounters are so dangerous that they are likely to be an even match for the characters, particularly if the characters are low on resources. This makes them too challenging for most uses! *Use an extreme encounter only if you're willing to take the chance the entire party will die.* An extreme-threat encounter might be appropriate for a fully rested group of characters that can go all-out, for the climactic encounter at the end of an entire campaign, or for a group of veteran players using advanced tactics and teamwork.

XP Budget

Once you've selected a threat level, it's time to build the encounter. You have an XP budget based on the threat, and each creature costs some of that budget. Start with the monsters or NPCs that are most important to the encounter, then decide how you want to use the rest of your XP budget. Many encounters won't match the XP budget exactly, but they should come close. The XP budget is based on a group of four characters. If your group is larger or smaller, see Different Party Sizes on page 76.

Encounter Budget

Threat	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	20
Moderate	80	20
Severe	120	30
Extreme	160	40

Creature XP and Role

Creature Level	XP	Suggested Role
Party level – 4	10	Low-threat lackey
Party level – 3	15	Low- or moderate-threat lackey
Party level – 2	20	Any lackey or standard creature
Party level – 1	30	Any standard creature
Party level	40	Any standard creature or low-threat boss
Party level + 1	60	Low- or moderate-threat boss
Party level + 2	80	Moderate- or severe-threat boss
Party level + 3	120	Severe- or extreme-threat boss
Party level + 4	160	Extreme-threat solo boss

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Quick Adventure Groups

If you want an easy framework for building an encounter, you can use one of the following basic structures and slot in monsters and NPCs.

- **Boss and Lackeys (120 XP):** One creature of party level + 2, four creatures of party level – 4
- **Boss and Lieutenant (120 XP):** One creature of party level + 2, one creature of party level
- **Elite Enemies (120 XP):** Three creatures of party level
- **Lieutenant and Lackeys (80 XP):** One creature of party level, four creatures of party level – 4
- **Mated Pair (80 XP):** Two creatures of party level
- **Troop (80 XP):** One creature of party level, two creatures of party level – 2
- **Mook Squad (60 XP):** Six creatures of party level – 4

Choosing Creatures

In all but the most unusual circumstances, you'll select creatures for your encounter that range from 4 levels lower than the PCs' level to 4 levels higher (see the Creature XP and Role table). Each creature has a part to play in your encounter, from a lowly lackey to a boss so mighty it could defeat the entire party single-handedly.

Each creature costs some of the XP from your XP budget for the encounter, based on its level compared to the levels of the characters in your party. For instance, if the PCs are 5th level, a 2nd-level creature is a "party level – 3" creature, a lackey appropriate for a low- to-moderate-threat encounter, and it costs 15 XP in an encounter's XP budget. Party level is typically equal to the level of all the characters in the party (find more detail on page 57).

Different Party Sizes

For each additional character in the party beyond the fourth, increase your XP budget by the amount shown in the Character Adjustment value for your encounter on the Encounter Budget table. If you have fewer than four characters, use the same process in reverse: for each missing character, remove that amount of XP from your XP budget. Note that if you adjust your XP budget to account for party size, the XP awards for the encounter don't change—you'll always award the amount of XP listed for a group of four characters.

It's best to use the XP increase from more characters to add more enemies or hazards, and the XP decrease from fewer characters to subtract enemies and hazards, rather than making one enemy tougher or weaker. Encounters are typically more satisfying if the number of enemy creatures is fairly close to the number of player characters.

Variety

Variety in encounters is essential to let players try new tactics and give different PCs chances to shine as they face foes with weak points they're uniquely suited to exploiting. Consider the following forms of encounter variety.

- **Theme:** Look for ways to include varied creatures and locations. Even if the PCs delve into a dungeon inhabited by undead, they should encounter other creatures, too! All creatures should have a justification for fitting in, but no place needs to be uniform.
- **Difficulty:** A string of moderate-threat encounters can feel flat. Use low- and even trivial-threat encounters to give PCs chances to really shine, and severe-threat encounters for especially powerful enemies. Extreme-threat encounters should be used sparingly, for enemies who match the threat posed by the PCs and have a solid chance of beating them! The adventure recipes on page 68 include a mix of combat difficulties that can be useful to look at.
- **Complexity:** Use high complexity judiciously, saving it for important or memorable fights.
- **Encounter Composition:** The number of creatures per encounter and their levels should vary. Higher-level single enemies, squads of enemies, and large numbers of lackeys all feel different.
- **Setup:** Not all encounters should start and end the same way. PCs might sneak up on unprepared enemies, get ambushed by foes hunting them, enter into a formal duel, or find a diplomatic overture fails and turns into a fight. On the other side, enemies might all be taken out, retreat, beg for mercy, or even shift the encounter to a chase or other phase.
- **Information:** Uncertainty can increase the tension and sense of danger the players feel. Ambushes, fights against unknown foes or foes behind battlements, and other scenarios can create this basic uncertainty.

Encounter Locations

Choose compelling settings for your encounters. When encounters take place in a building or lair, the most significant environmental features originate from the occupants, both past and present. Think about their tastes, biology, or wealth. These features could be natural, such as the sickening reek of decay in the lair of a great predator. They could also be alchemical, such as a cloud of poisonous gas, or magical, such as a strange electric current that arcs through the walls and occasionally leaps out at passersby.

In some cases, you'll have a location in which an enemy always appears, and you can design your location to suit that specific creature. Other times, an encounter might appear in a variety of places, such as a guard patrol or wandering monster. In these cases, you'll need several terrain and structure options so there's something interesting about the environment no matter where the battle takes place.

Maps and Terrain

Features on the map have a substantial impact on the flow of combat. Three considerations to keep in mind

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when designing a map are maneuverability, line of sight, and attack ranges. Even empty rooms and corridors can provide variety based on their size and shape. Narrow passageways make natural choke points. In particularly small rooms, space is at a premium, favoring melee combatants and making area effects hard to aim without friendly fire. By contrast, huge areas lend themselves to spread-out combat, which gives plenty of room to use all manner of abilities but poses challenges for ones with limited range. To make large rooms more interesting, add furniture, stalagmites, or other features the PCs and their foes can duck behind for cover.

Inhabitant or Intruder?

In most cases, the PCs enter territory that's far more familiar to their foes than it is to them. NPCs and monsters who live in an area are likely to be adapted to its dangers, either because they know where they are and how to avoid them, or because they are unaffected by them. A kobold in their lair might bait a PC into walking into a trap the kobold avoided. Marshland may be troublesome terrain for most PCs, but it poses little inconvenience to amphibious creatures. When using creatures with the ability to burrow, climb, or swim, consider incorporating features such as mazelike corridors, high walls with platforms, or rivers. If the foes are smaller or larger than the PCs, consider including paths, cubbyholes, staircases, or narrow passages that one side of the fight can use more effectively.

Sometimes, though, the PCs must defend their own base from intruders. In these situations, you're flipping the script, so give the PCs time to trap and ward the area. Watching the invaders fall prey to hazards and ambushes can be a delightful change of pace for your players.

Wild Weather

On a bright, sunny day, the PCs see clearly and fight without obstruction, but adding wind, precipitation, or fog creates additional challenges. Rain creates sloshy, muddy ground that slows movement, and cold weather introduces the threat of slippery patches of ice. Only the most extreme temperatures have a direct impact on the PCs during an encounter, but a slog through blistering heat or freezing cold can leave the PCs worn out and more vulnerable to foes. Light levels play a key role in both outdoor and indoor encounters. Although torches are plentiful, their reach is limited, and lights are sure to draw attention in dark areas.

Budgeting for Terrain

If you include terrain that's tricky to navigate or takes extra work to deal with, consider whether it should count toward the encounter's XP budget. A fight that requires

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Climbing, Swimming, or pushing through difficult terrain can be much tougher—especially if the enemies have strong ranged attacks. Think about the impact of the terrain in advance, especially if the battle would already be a severe threat, or you might kill the party. You can pick an equivalent monster level for your terrain and factor that into your budget, or just assign extra XP at the end if the threat without terrain is on the low or moderate end.

Enemy Motivations

Every encounter should happen for a reason. Consider a creature's motivation to fight. Is it defending its lair? Robbing to enrich itself? Following sadistic impulses? Simply being paid to fight? You may realize a creature doesn't have a compelling motivation, or that the PCs have done something that eliminates the impetus to fight. In that case, the encounter doesn't need to happen! Your game might be more satisfying if the PCs' clever actions avoid the fight—provided you award them XP accordingly.

Morale

Think how an enemy reacts when a fight is going poorly for them—or well! Enemies who do something other than fight to the death make an encounter more dynamic and believable. While PCs occasionally encounter truly fanatical zealots or single-minded creatures that would never back down from a fight, most creatures—even nonsapient creatures like animals—back down from a battle they're obviously losing. This normally means foes fleeing at a certain point, potentially ending the encounter, but if the PCs need to capture those opponents, it could add a secondary objective and split their focus. Look at how differences in morale between participants impact the fight. For instance, after the necromancer's living allies surrender to the PCs, she might activate a latent magic she implanted within them, killing them and merging their bodies into an enormous undead abomination. An enemy's morale could even change the encounter from combat to social, as the PCs enter negotiations over a surrender or try to convince foes of the errors of their ways.

Dynamic Encounters

While you can certainly create enjoyable encounters by placing a group of opponents in a square room with little else, you have numerous tools to create encounters that are more interactive and dynamic. These tools can challenge your players to invent new strategies, inspire interesting character decisions, and make your setting richer.

No encounter needs to use all of the elements presented here, and not all encounters need more than one or two. The more complex a dynamic encounter is, the longer it takes to run and the more demanding it is. In general, these tools are perfectly suited for boss encounters, for memorable foes, and as a spice to add throughout your campaign however often works best for you and your players.

Hazards in Combat

In isolated encounters where the PCs have plenty of time to recover from hazards' effects, simple hazards can feel more like speed bumps than true challenges. But when combined with other threats, even simple hazards can prove perilous. A noisy explosion can draw attention, allowing foes to burst through the door for a dramatic start to the encounter. Simple hazards can also be an active part of an encounter, particularly if the foes know how to avoid triggering them.

As their name suggests, complex hazards are a more powerful tool for encounters. Because they continue to act, they are an ongoing presence in the fight. When combined with hostile creatures, complex hazards offer the PCs plenty of choices for what they want to do next. This is particularly true if foes benefit from the hazard. Should the PCs first disable the array of pipes spewing magical fire into the room, or should they prioritize the fire elemental growing stronger with exposure to the inferno? There's no right answer, and the PCs' choices have a clear impact on the obstacles they face. Hazards in combat shine when they give the PCs ways to contribute meaningfully other than dealing damage to a creature. Interesting actions to disable a hazard are a fun way to give several PCs something fresh and different to do rather than piling on damage.

Evolving Battlefields

While some battlefields are relatively static, allowing the PCs and foes to clobber each other until one side wins, complex or evolving battlefields can lead to far more memorable encounters. One of the most straightforward ways to create an evolving battlefield is with dynamic environmental features. Maybe the floating platforms that make up the room's floor shuffle around on their own turn each round, or various points teleport creatures to different locations—possibly between two rooms where separate battles take place simultaneously. These dynamic features have some overlap with complex hazards, though they don't tend to be an opposition or obstacle specifically threatening the PCs.

Similarly, a third party in the encounter, perhaps a rampaging monster or a restless spirit, could pose a danger to both sides but potentially benefit either. For instance, perhaps the PCs or their foes could harness this third party as a dangerous but powerful ally with a successful skill check of some kind or by making a risky bargain.

Sometimes the evolving battlefield is more of a state change, or series of state changes, and less of a constant presence. For instance, defeating a ritualist and ending his ritual could cause the foes to lose a powerful beneficial effect but unleash a demon that crawled through the remains of the botched ritual, or cause part of the room to collapse from the magical backlash. Major physical changes to the environment,

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like such a collapse, portions of the room rising or falling, or water beginning to rush in and fill the room, can force the PCs to rethink their plans to handle the new situation. Sometimes the evolving battlefield is more of an unexpected plot twist that occurs in the middle of the encounter. Perhaps the evil tyrant reveals that they were a dragon all along, or reinforcements arrive for whichever side was outmatched. Whatever you choose, make sure it changes things up and makes the encounter feel more dynamic and different. For instance, raising up a portion of the battlefield that isn't particularly relevant when neither the PCs nor their foes are likely to care is less interesting than raising up the pedestal holding the jewel the PCs and their enemies are trying to recover.

Combining and Separating Encounters

Picture this: the PCs storm a castle. They choose to eschew stealth in favor of a direct approach. On the ramparts, a guard spots them and raises an alarm. The sound of horns and whistles blares throughout the keep as each defender ensures that everyone is ready for a fight. And then, they politely wait in whatever room they were already standing in for the PCs to come and attack them. It sounds pretty unrealistic, and it feels unrealistic at the table. Many players find it far more satisfying when their foes take reasonable actions and countermeasures against them, such as moving to defensible positions or banding together with allies. Taken to an extreme, combining encounters can quickly lead to fights that are unwinnable, so be careful. In the castle example, some guards may come out to attack the PCs, while others cluster around the central keep. Perhaps each individual patrol of guards around the castle is a trivial-threat encounter, but as they gather together, they form groups of gradually escalating threat. Such groups give the PCs a sense of how challenging their opposition is, so that if a fight against six guards is a challenge, they won't try to pick a fight with 30. When the PCs' foes amass into an overwhelming force, give the PCs fair warning and a chance to retreat and try again another day. Of course, if the PCs come back after the alarm has been raised, the guards are likely to change their rotations to better secure the keep.

The most common reason to separate an encounter into multiple pieces is to set up a combined encounter, like when an injured foe retreats to gather reinforcements. This provides the PCs with a choice: do they ignore the fleeing enemy and focus on the battle in front of them, or do they split their own forces, weighing the risk of being led into a dangerous encounter against the chance of stopping later foes from preparing for their approach? An encounter might also separate into pieces because of dramatic changes to the battlefield, such as a collapsing ceiling or a magical wall that prevents those on each side of the barrier from accessing the other without spending actions to bypass the obstruction.

PITFALLS

This section arms you with a wide variety of useful tricks to add interest to your encounters, but you should keep an eye out for some common pitfalls of encounter building.

- **Don't Make Every Encounter Complex:** There are many ways to make complex and dynamic encounters, but making every single encounter complex will become exhausting for you and your players. Some encounters should be simple, both because it will make the world feel more real and because it's a good way for the group to relax without as much to keep track of.
- **Avoid Flat Difficulty:** Ensure that not too many of your encounters fall at the same threat level. Having some low- and even trivial-threat battles adds variety, and it's great to throw in a few severe encounters beyond just bosses.
- **Beware of Unexpected Difficulty:** You might end up with creatures that have abilities that fit well together, making them extremely powerful as a combo, or that are particularly well-suited against your PCs. Compare the creatures and what you know about your PCs in advance, especially if the encounter is already a severe threat by the numbers. Page 26 has suggestions for what to do if you find a spike in difficulty during an encounter rather than in advance.
- **Watch for Overpowered Terrain:** As noted under Budgeting for Terrain, some features of the environment can increase the danger drastically. Consider your creature and the environment, and see whether the creature has a massive advantage compared to PCs in that terrain, such as a monster with powerful, long-range attacks when PCs are stuck at a distance. If so, you might want to adjust.

Time Pressure

Time pressure adds an extra sense of urgency to any encounter and can be a great way to make an otherwise trivial- or low-threat encounter tactically engaging, satisfying, and memorable. After all, while low- and trivial-threat encounters have an incredibly low chance of defeating the PCs, the opposition can usually hold on long enough to make the PCs spend a few rounds to defeat them unless the PCs expend more resources than they normally would on such foes. Time pressure is often related to a secondary objective in the encounter, though it could be a countdown directly related to the encounter itself. For instance, if the ritual will grant a lich its apotheosis in 4 rounds, the heroes need to defeat the lich before then!

Secondary Objectives

One of the simplest and most exciting ways to create a dynamic encounter, even if the combat itself is not so

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SOCIAL ENCOUNTER EXAMPLES

These are just a few challenges you might want to play out using social encounters.

- Besting a rival bard in a battle of wits
- Brokering peace between warring groups
- Convincing a dragon not to eat the party
- Convincing a monarch to defend against an invasion
- Disproving a rival's scientific theories before an alchemists' guild assembly
- Ending a tense standoff
- Exposing a slippery villain's deception before a court of nobles
- Getting a desperate criminal to free a hostage
- Persuading a clan to trust their ancient rivals
- Petitioning for admittance to a magical academy
- Proving someone's innocence in front of a judge
- Securing a major contract over a rival
- Quelling an angry mob
- Swaying a fallen priest to return to the faith
- Tricking a charlatan into contradicting their past lies
- Turning a leader against their corrupted advisor
- Turning low-ranking agents against their leader
- Urging a lawmaker to grant clemency or a stay of execution
- Winning a debate about a contentious topic

difficult, is to add a secondary objective beyond simply defeating foes. Perhaps the villains are about to burn captives in a fire, and some of the PCs need to divert their efforts to avoid a pyrrhic victory. Encounters with a parallel objective that require PCs to take actions other than destroying foes can keep those foes around long enough to do interesting things without inflating their power level. It also gives PCs skilled in areas related to the side mission a chance to shine.

Sometimes a secondary objective might present a time limit, like if the PCs need to prevent evidence from being burned, either by fighting quickly or by actively protecting the documents. Another type of secondary objective relates to how the PCs engage in combat with the primary opposition. The PCs might need to use nonlethal attacks against guards who mistakenly believe the PCs are criminals, or they might need to prevent slippery scouts from retreating to alert others. Options like these highlight mobile characters like the monk. You could even create truly off-the-wall secondary objectives that require the PCs to lose the encounter in order to succeed. The PCs might need to put up a believable fight but retreat and let foes steal their caravan in order to follow the foes back to their lair. Secondary objectives are a great way to highlight different abilities in combat and make for a memorable encounter, but—like all of these tactics—they can become annoying if overused.

Opponent Synergy

Most encounters assume that the PCs' opponents work together to oppose the PCs, but when groups of foes have been collaborating and fighting together for a long time, they can develop additional strategies. Consider giving each member of these tightly knit teams a reaction triggered by their allies' abilities, or another benefit they gain based on their allies' actions. Just as a team of PCs learns how to best position the rogue to flank enemies and minimize the harm they take from the wizard's *fireball* spell, NPCs can learn to complement each other's strategies and avoid interfering with each other. On the opposite end of the spectrum, opponents with poor coordination make the fight much easier for the PCs. Poor coordination between mindless creatures is common, and PCs can use clever tactics to run circles around these foes. When intelligent creatures accidentally (or deliberately) harm each other or pursue conflicting strategies, particularly if they engage in banter with each other as they fight, it can make for an amusing break in the typical rhythm of combat.

When taken to its extreme, synergy can represent the actions of a hive mind or a single massive creature. These synergistic components can be creatures, hazards, or both. For example, instead of representing a kraken the size of a warship as a single foe, you could represent each of its tentacles as an individual opponent. Perhaps the kraken can sacrifice actions it would otherwise use to crush PCs in its maw to use its tentacles more freely. In this case, you could model a field of tentacles as a complex hazard that mainly reacts to the PCs moving within it, but allow the kraken's head to act with a few tentacles directly.

Misdirection

Sometimes, a bit of misdirection can add a lot of interest to an encounter, especially against offense-heavy groups. Rather than amping up the opposition to match the PCs' firepower and creating opponents whose own offenses are too powerful for the PCs' defenses, consider a little sleight of hand. For instance, a villain might have an illusory or disguised decoy target with just enough durability to take a few hits while the true villain is hiding nearby, ready to emerge and attack. Illusion spells can allow a foe to attack from a safer position, and *possession* grants the foe a disposable body unless the PCs brought along *spirit blast* or similar magic. Sometimes you can even hide the villain in plain sight: for instance, in an encounter with three goblins with similar-looking gear and an ogre, one of the goblins might be the biggest threat, but the PCs are likely to target the ogre first.

Care when setting up the battle map can also go a long way to misdirect your players—or at least avoid accidentally telegraphing what an encounter will be. For instance, if you always put out statue minis whenever

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there are statues in the room, the PCs might at first be overly suspicious of ordinary statues, but they will be more surprised later on when a statue turns out to be a construct than if you place minis only when the statue is actually a construct.

Recurring Villains

Not every villain dies the first time the PCs defeat them in combat. Some may escape, perhaps through teleportation, misdirection, or with other ploys. When a villain escapes and lives to fight the PCs again another day, it's good to have that foe learn from their past failures. In their next encounter with the PCs, give them additional minions, spells, or other defenses designed to counteract the strategies the PCs used against them previously. Even if the villain doesn't escape, they might have other tricks up their sleeves, such as rising again to oppose the PCs. They could well return later in the adventure—or they might come back immediately for a second battle, so long as there is a proper justification for doing so. For example, defeating an otherworldly villain's outer shell might reveal its terrible true form, or a previously living necromancer might rise again as an undead monstrosity bent upon destroying the PCs.

Social Encounters

Details on how to run a social encounter, and the differences between a social and combat encounter, appear on page 31. The setup for a social encounter tends to be less detailed. For the NPCs involved, you'll just need statistics for their social skills, Perception, and Will. These use the non-combat level of the creature (page 31), based on the creature's social skills, *not* its combat level. You determine the challenge of a social encounter based on this non-combat level.

You also need to decide the objective or consequences of the social encounter—what the PCs can achieve and what happens if they fail—and the form of the challenge. It might be a public debate, a private audience with a powerful person, or some kind of contest. Just like with combat encounters, think about the environment, with a particular eye toward the other people around. Is there a crowd the PCs can sway? Are they in an imposing, luxurious throne room or at a city gate? Is the atmosphere oppressive? Hopeful?

You might find the PCs' goals end up being quite different from what you initially thought they would be. Fortunately, social encounters are adaptable. Thinking of their likely objective helps you construct the scene in your mind more easily but shouldn't limit you.

Treasure by Encounter

The standard rules count treasure over the course of a level, rather than dividing it up by encounter. If you need to select treasure for a single encounter, such as in a sandbox game, you can use the table below. It takes the treasure budget for each level and breaks that down per encounter based on the encounter threat, similar to how XP varies by threat. The final column shows extra treasure you should award if you build an entire level this way. Unlike the standard table, this doesn't include items by item level, as the value doesn't cleanly break down for most single encounters. It's recommended you still give out those permanent items, but you'll need to borrow from other encounters' treasure to account for their value. Include encounters against creatures without treasure to account for this.

TREASURE BY ENCOUNTER

Level	Total Treasure per Level	Low	Moderate	Severe	Extreme	Extra Treasure
1	175 gp	13 gp	18 gp	26 gp	35 gp	35 gp
2	300 gp	23 gp	30 gp	45 gp	60 gp	60 gp
3	500 gp	38 gp	50 gp	75 gp	100 gp	100 gp
4	850 gp	65 gp	85 gp	130 gp	170 gp	170 gp
5	1,350 gp	100 gp	135 gp	200 gp	270 gp	270 gp
6	2,000 gp	150 gp	200 gp	300 gp	400 gp	400 gp
7	2,900 gp	220 gp	290 gp	440 gp	580 gp	580 gp
8	4,000 gp	300 gp	400 gp	600 gp	800 gp	800 gp
9	5,700 gp	430 gp	570 gp	860 gp	1,140 gp	1,140 gp
10	8,000 gp	600 gp	800 gp	1,200 gp	1,600 gp	1,600 gp
11	11,500 gp	865 gp	1,150 gp	1,725 gp	2,300 gp	2,300 gp
12	16,500 gp	1,250 gp	1,650 gp	2,475 gp	3,300 gp	3,300 gp
13	25,000 gp	1,875 gp	2,500 gp	3,750 gp	5,000 gp	5,000 gp
14	36,500 gp	2,750 gp	3,650 gp	5,500 gp	7,300 gp	7,300 gp
15	54,500 gp	4,100 gp	5,450 gp	8,200 gp	10,900 gp	10,900 gp
16	82,500 gp	6,200 gp	8,250 gp	12,400 gp	16,500 gp	16,500 gp
17	128,000 gp	9,600 gp	12,800 gp	19,200 gp	25,600 gp	25,600 gp
18	208,000 gp	15,600 gp	20,800 gp	31,200 gp	41,600 gp	41,600 gp
19	355,000 gp	26,600 gp	35,500 gp	53,250 gp	71,000 gp	71,000 gp
20	490,000 gp	36,800 gp	49,000 gp	73,500 gp	98,000 gp	98,000 gp

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Variant Rules

While the rules presented in* Player Core *and the rest of this book are designed to give you and your group a baseline experience that's easy to learn and fun to play, sometimes you're looking for more customizable options. That's where variant rules come in: options to alter the game's rules to fit your needs. This section adds a collection of variant rules to your toolbox, often with additional options for how to use them.

The variants included in this chapter are divided into the following sections.

- **Automatic Bonus Progression** (page 83) presents a variant for playing the game without relying on fundamental runes to enhance damage and accuracy.
- **Free Archetype** (page 84) presents a method of character generation that adds an archetype to a character's advancement without requiring them to spend their standard class feats.
- **Level 0 Characters** (page 84) can play through the characters' adventures before they take on character classes.
- **Proficiency without Level** (page 85) changes the math of the proficiency system to tell stories where being outnumbered by weaker foes remains a challenge and high-level characters are less superhuman.

Choosing Variant Rules

When you and your group are deciding which variant rules to use, think about the types of stories you want to tell together, including the genre, themes, and characters, to choose which variant rules might be the best fit.

If you're not sure about a variant rule, take a chance! Make sure everyone in your group understands that this is a trial run and that you might need to adjust or remove the variant rules later on if they're causing unexpected side effects or not working as you intended. When you're playing with variant rules, be sure to let any new players who join the group know about the variant rules your group has chosen. This helps them set their expectations, which is important for making sure there is a feeling of fairness among your players.

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If your group is playing a game with themes that call for it, you might wind up combining multiple variant rules together, possibly applying several options at the same time. For instance, in a gritty, low-magic, survival-horror game, you might start the PCs as 0-level characters and alter the proficiency bonus progression to remove level at the same time. In general, the variant options in this chapter are sufficiently self-contained, with explanations of how they change the game, that you should be able to combine them without trouble. When you design your own variant rules, be on the lookout for places where new rules might have unexpected overlapping effects on each other and the game.

Automatic Bonus Progression

This variant removes the item bonus to rolls and DCs usually provided by magic items (with the exception of armor's item bonus) and replaces it with a new kind of bonus—potency—to reflect a character's innate ability. In this variant, magic items, if they exist at all, can provide unique special abilities rather than numerical increases.

Special Class Features

Every character automatically gains the class features on the Automatic Bonus Progression table.

AUTOMATIC BONUS PROGRESSION

Level	Benefits
1	–
2	Attack potency +1
3	Skill potency (one at +1)
4	Devastating attacks (two dice)
5	Defense potency +1
6	Skill potency (two at +1 each)
7	Perception potency +1
8	Saving throw potency +1
9	Skill potency (one at +2, one at +1)
10	Attack potency +2
11	Defense potency +2
12	Devastating attacks (three dice)
13	Perception potency +2; skill potency (two at +2 each, one at +1)
14	Saving throw potency +2
15	Skill potency (three at +2 each, one at +1)
16	Attack potency +3
17	Ability apex; skill potency (one at +3, two at +2 each, two at +1 each)
18	Defense potency +3
19	Devastating attacks (four dice), Perception potency +3
20	Saving throw potency +3; skill potency (two at +3 each, two at +2 each, two at +1 each)

Attack Potency 2nd

Starting at 2nd level, you gain a +1 potency bonus to attack rolls with all weapons and unarmed attacks. This increases to +2 at 10th level, and +3 at 16th level.

Skill Potency 3rd

At 3rd level, choose a single skill. You gain a +1 potency bonus with that skill. At 6th level, choose a second skill to gain a +1 potency bonus. At 9th level, choose one of those skills and increase its potency bonus to +2. At 13th level, increase the potency bonus of your second skill to +2 and choose a third skill to gain a +1 potency bonus. At 15th level, increase the third skill's potency bonus to +2 and choose a fourth skill to gain a +1 potency bonus. At 17th level, choose one of your three skills with a +2 potency bonus to increase to +3, and choose a fifth skill to gain a +1 potency bonus. Finally, at 20th level, choose one of the two skills with a +2 potency bonus to increase to +3, choose one of the three skills at a +1 potency bonus to increase to +2, and choose one new skill to gain a +1 potency bonus. You can spend 1 week to retrain one of these assignments at any time.

Devastating Attacks 4th

At 4th level, your weapon and unarmed Strikes deal two damage dice instead of one. This increases to three at 12th level and to four at 19th level.

Defense Potency 5th

At 5th level, you gain a +1 potency bonus to AC. At 11th level, this bonus increases to +2, and at 18th level, to +3.

Perception Potency 7th

At 7th level, you gain a +1 potency bonus to Perception, increasing to +2 at level 13 and +3 at level 19.

Saving Throw Potency 8th

At 8th level, you gain a +1 potency bonus to saves, increasing to +2 at level 14 and +3 at level 20.

Ability Apex 17th

At 17th level, choose one attribute score to either increase by 2 or increase to 18 (whichever grants the higher score).

Adjusting Items and Treasure

With this variant, you can ignore as much of the Party Treasure by Level table on page 59 as you want, though you'll usually want to provide consistent currency. The main area your choice will impact is in spellcasting items, such as scrolls and wands.

Remove all potency runes, *striking* runes, and *resilient* runes. Items that normally grant an item bonus to statistics or damage dice no longer do, other than the base item bonus to AC from armor. Apex items do not increase attribute modifiers. If your world still includes magic items, a safe bet is to continue to give out consumable items at roughly the rate on page 59.

If you choose to eliminate runes entirely, this can reduce the PCs' damage since they won't have runes like *flaming* or *holy*. If you've removed nearly all treasure, challenges might become more difficult, even with automatic bonuses.

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Free Archetype

Sometimes the story of your game calls for a group where everyone is a pirate or an apprentice at a magic school. The free archetype variant introduces a shared aspect to every character without taking away any of that character's existing choices.

Building a Character

The only difference between a normal character and a free-archetype character is that the character receives an extra class feat at 2nd level and every even level thereafter that they can use only for archetype feats. You might restrict the free feats to those of a single archetype each character in the group has (for a shared backstory), those of archetypes fitting a certain theme (such as only ones from magical archetypes in a game set in a magic school), or entirely unrestricted if you just want a higher-powered game.

If the group all has the same archetype or draws from a limited list, you might want to ignore the free archetype's normal restriction of selecting a certain number of feats before taking a new archetype. That way a character can still pursue another archetype that also fits their character.

Playing with Free Archetypes

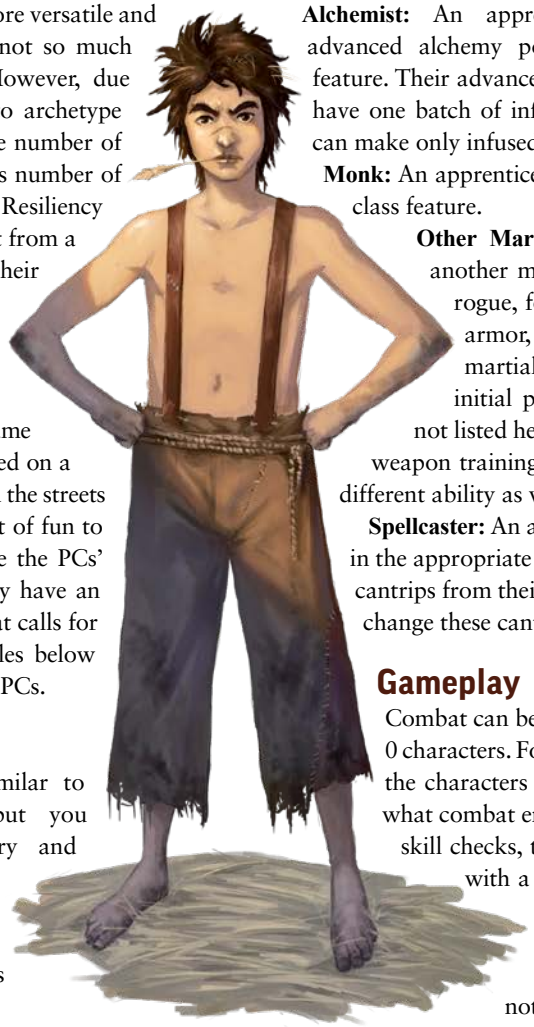
Free-archetype characters are a bit more versatile and powerful than normal, but usually not so much that they unbalance your game. However, due to the characters' increased access to archetype feats, you should place a limit on the number of feats that scale based on a character's number of archetype feats (mainly multiclass Resiliency feats). Allowing a character to benefit from a number of these feats equal to half their level is appropriate.

Level 0 Characters

Before they were heroes, every PC came from somewhere, whether they worked on a farm like Valeros or picked pockets on the streets like Seelah. Sometimes, it can be a lot of fun to play a prequel game set years before the PCs' first adventure as heroes, or you may have an idea for a low-powered adventure that calls for commoners and apprentices. The rules below provide ways to build and use level 0 PCs.

Building Characters

Building a level 0 character is similar to building a 1st-level character, but you stop after choosing your ancestry and background. A level 0 character still gets the four free attribute boosts from Step 6 of the normal character creation process, but not the class attribute boost.



Initial Proficiencies

A level 0 character is trained in Perception, all saving throws, unarmed attacks, unarmored defense, and one simple weapon of their choice. Additionally, they are trained in a number of skills equal to 2 + their Intelligence modifier. The proficiency bonus for a level 0 character works the same way as normal, but since the level is 0, the total proficiency bonus for being trained is +2.

Hit Points

A level 0 character adds their Constitution modifier to their ancestry Hit Points to determine their starting Hit Points.

Starting Money

A level 0 character starts with 5 gp (50 sp) for equipment.

Apprentice Option

If the story you want to tell is about characters who have started training to become a particular class, you can grant them a small number of additional abilities. An apprentice character is trained in the skill or skills specified for their chosen class (such as Occultism and Performance for a bard) in addition to the skills they gain through their initial proficiencies. They also gain benefits based on the class.

Alchemist: An apprentice alchemist gains the advanced alchemy portion of the alchemy class feature. Their advanced alchemy level is 1, and they have one batch of infused reagents each day. They can make only infused alchemical items.

Monk: An apprentice monk gains the powerful fist class feature.

Other Martial Class: An apprentice of another martial class (fighter, ranger, or rogue, for example) is trained in light armor, all simple weapons, and one martial weapon listed in the class's initial proficiencies. If a martial class not listed here lacks light armor or martial weapon training (as the monk does), give it a different ability as well.

Spellcaster: An apprentice spellcaster is trained in the appropriate magic tradition and gains two cantrips from their class. A prepared caster can't change these cantrips each day.

Gameplay

Combat can be especially dangerous for level 0 characters. For safety's sake, you might treat the characters as level –1 when determining what combat encounters are appropriate. For skill checks, they can still accomplish tasks with a simple trained DC using their trained skills, but success is less certain. Since they have fewer skills, the party might not have anyone trained for a

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given task. If you're playing these characters for more than a few sessions, consider advancing them to 1st level using the fast advancement speed (800 XP). If your group wants a longer experience at level 0, start the group without the apprentice benefits, then level up to apprentice (gaining those benefits and the apprentice adjustments for their class), and then level up to 1st level.

Treasure

As the characters start with 5 gp, their adventures up to 1st level should account for the rest of a 1st-level character's starting money. That means you'll distribute treasure worth 10 gp × the number of PCs, a large percentage of which should be in currency.

Proficiency Without Level

This variant removes a character's level from their proficiency bonus, scaling it differently for a style of game that's outside the norm. This is a significant change to the system. The proficiency rank progression in *Player Core* is designed for heroic fantasy games where heroes rise from humble origins to world-shattering strength. For some games, this narrative arc doesn't fit. Such games are about hedging bets in an uncertain and gritty world, in which even the world's best fighter can't guarantee a win against a large group of moderately skilled brigands.

The initial implementation is fairly straightforward: the proficiency bonus just becomes +2 for trained, +4 for expert, +6 for master, and +8 for legendary. It's best to give an untrained character a –2 proficiency modifier instead of a +0 proficiency bonus.

Additionally, for creatures, hazards, magic items, and so on, reduce each statistic that would include a proficiency bonus by the level of the creature or other rules element. These statistics are typically modifiers and DCs for attacks, ACs, saving throws, Perception, skills, and spells.

Finally, decrease the skill DCs of most tasks. You can just subtract the level from the DC tables on page 53, or you can reference the Simple Skill DCs (No Level) table for a set of DCs that's easier to remember. The new DCs make it a little harder for high-level characters to succeed than it would be when using the default numbers, in keeping with the theme mentioned earlier. Combat outcomes will tend to flatten out, with critical successes and critical failures being less likely across the game. This is particularly notable in spells, where you're less likely to see the extreme effects of critical failures on saves.

Simple Skill DCs (No Level)

Proficiency Rank	DC
Untrained	10
Trained	15
Expert	20
Master	25
Legendary	30

Adjusting Encounters

Telling stories where a large group of low-level monsters can still be a significant threat to a high-level PC (and conversely, where a single higher-level monster is not much of a threat to a group of PCs) requires some significant shifts in encounter building, including shifts in the PCs' rewards.

Under the default math, two monsters of a certain level are roughly as challenging as a single monster 2 levels higher. However, with level removed from proficiency, this assumption is no longer true. The XP budget for creatures uses a different scale, as shown in the Creature XP (No Level) table. You'll still use the same XP budget for a given threat level as shown on the Encounter Budget table on page 75 (80 XP for a moderate-threat encounter, 120 for a severe-threat encounter, and so on).

Creature XP (No Level)

Creature's Level	XP
Party level – 7	9
Party level – 6	12
Party level – 5	14
Party level – 4	18
Party level – 3	21
Party level – 2	26
Party level – 1	32
Party level	40
Party level + 1	48
Party level + 2	60
Party level + 3	72
Party level + 4	90
Party level + 5	108
Party level + 6	135
Party level + 7	160

While the XP values in the Creature XP (No Level) table work well in most cases, sometimes they might not account for the effects of creatures' special abilities when facing a party of a drastically different level. For instance, a ghost mage could prove too much for 5th-level PCs with its incorporeality, flight, and high-rank spells, even though it's outnumbered.

Adjusting Treasure

Items on standard creatures are chosen to avoid giving out too much treasure for the level at which PCs will typically fight them. However, using this variant, PCs might defeat a creature 5 levels higher than they are, or even more! Too many encounters with higher-level foes can wind up giving the PCs more treasure than you expected, or vice versa if they're fighting weaker foes that put up more of a fight but still have poor treasure. You can make periodic adjustments if the PCs' treasure drifts too far from expectations. Making it so they can't easily sell or buy magic items will mean it's harder for them to exploit treasure they gain. To sidestep the issue entirely, you can use automatic bonus progression (page 83).

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Afflictions

Wherever there is life, there are insidious perils that threaten the health and well-being of living creatures. Some of these afflictions, including many diseases, are inherent to the natural world. Others—curses being the most notorious—exist solely to cause harm to others.

Afflictions strike creatures with potent and often escalating results. This section presents a variety of curses, and diseases for use in your game. A broad sampling of poisons can be found beginning on page 248, and the rules for afflictions start on page 430 in *Player Core*.

Depending on the tone of the campaign, the GM might want to roll secret saving throws for PCs affected by an affliction. This is particularly effective when the affliction is an element within a survival or horror game, or when it's part of a mystery.

Curses

A curse is a manifestation of potent ill will. Curses typically have a single effect that takes place upon a failed saving throw and lasts a specified amount of time, or can be removed only by certain actions a character must perform or conditions they must meet. Rarely, curses will have stages; these follow the rules for afflictions.

Curses may come from a malicious action, such as a lich's Paralyzing Touch or a spell from an evil spellcaster. Guardians of a tomb or treasure might ward their charge with a curse as protection against thieves. Gods may inflict curses on servants who have raised their ire. In some rare cases, a curse might manifest as a response to a terrible act, such as a massacre. When using a curse in your game, assign the curse to an item, location, situation, or similar element. Then, decide on a trigger for the curse—such as a creature attempting to steal a warded book, destroy a work of art, or slay a specific creature. A curse can even be tied to a specific location, in which case it functions as a simple hazard. Once that trigger occurs, the curse affects the triggering creature or creatures. Each affected creature must attempt a saving throw against the curse; if they fail, they are subject to the effects specified in the curse's Effect entry.

Curse of Nightmares — Curse 2

CURSE MAGICAL MENTAL

This curse plagues you with terrible nightmares whenever you sleep, preventing you from resting properly.

Saving Throw DC 16 Will; **Effect** You must rest for 12 hours instead of 8 to avoid becoming fatigued and can't gain any benefits from resting or long-term rest. You can still make your daily preparations.

Theft of Thought — Curse 3

CURSE MAGICAL MENTAL

This curse protects a single book and activates against any creature who Steals it.

Saving Throw DC 18 Will; **Effect** You begin to lose details from your memories, as well as a portion of your procedural memory. After being cursed, the first time you attempt a check using a skill in which you are trained or better, your proficiency rank in the skill used decreases by one rank for as long as you are cursed.

Slayer's Haunt — Curse 4

CURSE ILLUSION MAGICAL VISUAL

You are haunted by all those you have killed.

Saving Throw DC 19 Will; **Effect** You see all creatures around you as those you have slain, still bearing their wounds. You can't identify, Recall Knowledge about, or otherwise interact with these creatures in any way that involves seeing their true form without first succeeding at a Will save against the curse's DC to see through the illusion. On a critical failure for such a Will save, you become frightened 1.

Coward's Roots — Curse 5

CURSE EMOTION FEAR MAGICAL MENTAL

You find all courage stolen from your heart. When faced with something frightening, you flee in terror or stand frozen in place.

Saving Throw DC 20 Will; **Effect** At the start of your turn, if you are frightened, you become your choice of immobilized or fleeing until the end of that turn.

Curse of the Ravenous — Curse 5

CURSE MAGICAL

This hideous curse kills through constant hunger. You become gaunt and repeatedly gnash your teeth as your body begins to consume itself.

Saving Throw DC 20 Fortitude; **Effect** No matter how much you eat, you aren't satiated. After 1 day, you begin starving (page 43). Each week, you receive a new saving throw against the curse.

Wizard's Ward — Curse 6

CURSE MAGICAL

A wizard's ward is placed upon a single book, usually a spellbook. If you damage the book, you must attempt a save against the curse's effect.

Saving Throw DC 22 Will; **Effect** You take 5d6 damage of the same damage type as the damage you dealt to the book, and the damage can't be healed as long as the curse lasts. Repairing the book, including replacing any missing text, ends this curse.

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OATH OF THE FLESH CURSE 7

CURSE MAGICAL

When you swear an oath, you must obey that oath or suffer terrible consequences.

Saving Throw DC 23 Fortitude; **Effect** Each time you make a promise to someone, an ornate symbol representing that promise is magically carved into your flesh. Breaking any of these promises causes the symbol tattoo to grow into a gaping wound, dealing 3d6 slashing damage to you; damage from the curse can't be healed as long as the curse is still in effect.

SELLSWORD'S FOLLY CURSE 9

CURSE EMOTION MAGICAL MENTAL

Even the most experienced combat veteran becomes as reckless as a rookie when suffering from sellsword's folly.

Saving Throw DC 26 Will; **Effect** The chaos of combat overwhelms you. Each time you roll initiative for a combat encounter, you must attempt a new saving throw against the curse; on a failure, you become confused for 1 round. This is an incapacitation effect.

CURSE OF SLUMBER CURSE 11

CURSE INCAPACITATION MAGICAL SLEEP

This legendary curse sends you into a sleep indistinguishable from death.

Saving Throw DC 28 Fortitude; **Effect** You fall asleep for 1 round (or permanently on a critical failure) and seem to be dead; a creature must succeed at a DC 30 Medicine check to realize you are alive. Noise doesn't awaken you, but taking damage gives you a new saving throw against the curse.

REVILING EARTH CURSE 12

CURSE DEATH MAGICAL

A reviling earth curse usually appears across a specific geographical region, such as a ruined town, a necromancer's domain, or a similar area.

Saving Throw DC 30 Fortitude; **Effect** When you enter the area, you become doomed 1, or doomed 2 on a critical failure.

SPIRIT ANCHOR CURSE 13

CURSE MAGICAL

This curse prevents your soul from moving on after death.

Saving Throw DC 31 Fortitude; **Effect** If you die while affected, your spirit is anchored to the plane you currently inhabit, and you become a ghost or other incorporeal undead.

UNENDING THIRST CURSE 15

CURSE MAGICAL

This curse kills through dehydration in the same vein as the curse of the ravenous, but with deadly speed.

Saving Throw DC 32 Fortitude; **Effect** You gain no benefit from drinking water or other liquids and begin suffering from thirst (page 43). Each day, you receive a new saving throw against the curse.

REVILED OF NATURE CURSE 18

CURSE EMOTION MAGICAL MENTAL

This curse makes the hunter into the hunted, drawing the ire of animals wherever you go.

Saving Throw DC 38 Will; **Effect** Creatures of the natural world abhor you. Whenever an animal becomes aware of you, it must attempt a Will save against the curse. On a failure, it attacks you and fights to the death.

THIEF'S RETRIBUTION CURSE 19

CURSE MAGICAL

This punishment causes you to lose something dear to you whenever you rob or steal. If you have nothing to lose, the curse exacts its punishment upon your body instead.

Saving Throw DC 39 Fortitude; **Effect** Each time you steal something, you lose something more valuable—this item is whisked away and can't be found again. Typically this item is one of greater monetary value, but it might be one of greater value in another sense, such as one of greater emotional value, or something you need to complete a task. If you aren't carrying anything of greater value at the time of the theft, you lose one of your limbs instead, taking 10d6 slashing damage and losing use of that limb. The damage can't be healed, nor the limb restored, until the stolen item is returned, even through use of spells like *regenerate*.

SWORD OF ANATHEMA CURSE 20

CURSE DIVINE

With divine intervention, followers of a deity can bestow this curse upon an enemy of the faith.

Saving Throw DC 40 Will; **Effect** You are marked by the deity invoked as an enemy of the church. You gain weakness 10 to damage dealt by worshippers of that deity.

GRAVE CURSE CURSE, LEVEL VARIES

CURSE MAGICAL

A grave curse punishes you for stealing from a tomb or other resting place.

Saving Throw Will save, with a high spell DC for a monster of its level (page 53); **Effect** You are hounded by undead creatures of the same level as the curse. Every night, you must attempt a DC 15 flat check. On a failure, an incorporeal undead manifests to hassle and harry you throughout the night, retreating before it can take much damage and often preventing you from gaining a full night's rest. Whenever you enter a graveyard or other area where bodies are buried, you must succeed at the same flat check or a body animates as a corporeal undead (typically a skeleton or zombie) to attack you.

These undead are temporary and exist only to harry you; if you take control of the undead, move on, or otherwise avoid their attacks, incorporeal undead discorporate and corporeal undead collapse into ordinary corpses. The curse can be removed by returning the stolen items to their resting place.

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Diseases

Exposure to disease can be a hazard, such as when PCs come into contact with a plague-ridden corpse; such hazards grant XP as a simple hazard of the disease's level. When a disease gives a sickened condition that can't be reduced until it runs its course, that typically means the disease has symptoms such as a difficulty swallowing, loss of appetite, or nausea that make eating and drinking difficult but not impossible. Despite the condition's prohibition on eating or drinking, a creature can slowly and carefully eat and drink as long as they aren't in an encounter.

Bog Rot — Disease 0

DISEASE

Sometimes called bog foot, bog rot is caused by having waterlogged feet for an extended period of time. In addition to the usual cures for an affliction, bog rot can be cured through amputation of the affected appendages.

Saving Throw DC 13 Fortitude; **Onset** 1 day; **Stage 1** clumsy 1 (1 day); **Stage 2** clumsy 1 and a –5-foot status penalty to Speed (1 day); **Stage 3** clumsy 2 and a –10-foot status penalty to Speed (1 day)

Scarlet Fever — Disease 1

DISEASE

The relatively simple sore throat caused by this disease leads many victims to initially dismiss it as a mild illness, but scarlet fever can be deadly if left untreated. You can't reduce your sickened condition while affected with scarlet fever.

Saving Throw DC 13 Fortitude; **Onset** 2 days; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 2 (1 day); **Stage 3** sickened 3 and can't speak (1 day); **Stage 4** death

Tetanus — Disease 1

DISEASE

An infection introduced through open wounds, tetanus can produce stiffness, muscle spasms strong enough to break bones, and ultimately death.

Saving Throw DC 14 Fortitude; **Onset** 10 days; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Tuberculosis — Disease 1

DISEASE

An extended respiratory disease, tuberculosis can pose particular challenges to spellcasters and some performers due to the intense coughing fits it produces.

Saving Throw DC 15 Fortitude; **Onset** 1 week; **Stage 1** carrier with no effects (1 week); **Stage 2** coughing requires you to succeed at a DC 5 flat check to Cast a Spell that has the concentrate trait or Activate an Item that has the concentrate trait (1 week); **Stage 3** fatigued, can't recover from the fatigued condition, and coughing requires a successful DC 15 flat check to Cast a Spell that has the concentrate trait or Activate an Item that has the concentrate trait (1 week); **Stage 4** unconscious (1 week); **Stage 5** death

Malaria — Disease 2

DISEASE

A pernicious disease spread by bloodsucking insects, malaria sometimes enters long periods of dormancy. If you succumb to malaria, you may continue to be periodically affected by the disease, even if you're cured. You can't reduce your sickened condition while affected with malaria.

Saving Throw DC 16 Fortitude; **Onset** 10 days; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 2 (1 day); **Stage 3** sickened 2, and disease recurs every 1d4 months even if cured (1 day); **Stage 4** unconscious (1 day); **Stage 5** death

Bubonic Plague — Disease 3

DISEASE

This widespread illness can sweep through entire communities, leaving few unaffected. The first indication of the disease is a telltale swelling of glands. In some cases, the disease can move into your lungs (pneumonic plague) or blood (septicemic plague), which is even more fatal. If you have bubonic plague, you can't remove the fatigued condition while affected.

Saving Throw DC 17 Fortitude; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and take 1d6 persistent bleed damage every 1d20 minutes (1 day)

Scarlet Leprosy — Disease 4

DISEASE VIRULENT

Scarlet leprosy is widely feared for its devastating effects, crushing bones and organs while making recovery nearly impossible. Damage taken from scarlet leprosy can't be healed until the disease is cured.

Saving Throw DC 19 Fortitude; **Onset** 1 day; **Stage 1** 2d6 bludgeoning damage (1 day); **Stage 2** 2d6 bludgeoning damage, and whenever you gain the wounded condition, increase the condition value by 1 (1 day); **Stage 3** 4d6 bludgeoning damage and can't heal any Hit Point damage (1 day)

Bonechill — Disease 5

DISEASE PRIMAL

If you are wounded and exposed to persistent cold, you might contract bonechill.

Saving Throw DC 20 Fortitude; **Onset** 1 day; **Stage 1** clumsy 1 (1 day); **Stage 2** clumsy 2 and can't heal cold damage until this disease is cured (1 day); **Stage 3** clumsy 3 and all cold temperature effects are one step more severe for the victim (page 95) (1 day); **Stage 4** paralyzed and all cold temperature effects are one step more severe for the victim (1 day)

Choking Death — Disease 6

DISEASE

This disease is capable of wiping out nations or even entire continents. A few pockets of the disease still remain in Iobaria, keeping that region's population sparse.

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Saving Throw DC 22 Fortitude; **Onset** 1 day; **Stage 1** hoarse voice but no other symptoms (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 and can't speak (1 day); **Stage 4** death

BLINDING SICKNESS DISEASE 7

DISEASE

Endemic to jungles of the Mwangi Expanse, blinding sickness is transmitted by dirty water or the bites of certain creatures.

Saving Throw DC 23 Fortitude; **Stage 1** carrier with no effects (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** enfeebled 2 and permanently blinded (1 day); **Stage 5** enfeebled 4 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

SEWER HAZE DISEASE 7

DISEASE VIRULENT

Many healers and alchemists suspect that sewer haze has a supernatural origin, but the study is so unpleasant that research has made little progress.

Saving Throw DC 23 Fortitude; **Onset** 2 days; **Stage 1** stupefied 2 (1 day); **Stage 2** drained 2 and stupefied 2 (1 day); **Stage 3** drained 3 and stupefied 3 (1 day)

NIGHTMARE FEVER DISEASE 8

DISEASE OCCULT

Thought to be caused by a divine curse, nightmare fever inflicts you with terrible nightmares, and you awaken with the wounds you received in your dreams. Some versions cause you to dream of being wounded by bludgeoning or piercing weapons, in which case you take that type of damage instead. Damage and the fatigued condition caused by the disease can't be healed until the disease is removed.

Saving Throw DC 25 Will; **Stage 1** 2d6 slashing damage and fatigued (1 day); **Stage 2** 4d6 slashing damage and fatigued (1 day); **Stage 3** 4d6 slashing damage, fatigued, and whenever you take slashing damage, you must succeed at a Will save against the disease's DC or become frightened 2 (1 day); **Stage 4** 6d6 slashing damage, fatigued, and whenever you take slashing damage, you must succeed at a Will save against the disease's DC or become paralyzed for 1 round (1 day); **Stage 5** 6d6 slashing damage and unconscious

BRAIN WORMS DISEASE 11

DISEASE VIRULENT

Scholars suspect these brain parasites have an otherworldly or extraplanar origin. Though transmitted by the bites of infected targets, the disease remains relatively rare—most hosts are killed by the effects before they can pass it on. While infected, whenever you attack due to confusion, you bite your target (if you don't have a jaws or fangs attack, you deal piercing damage as an unarmed attack with damage equal to your lowest unarmed attack).

Saving Throw DC 28 Fortitude; **Onset** 1 day; **Stage 1** stupefied 2 (1 day); **Stage 2** stupefied 2, and whenever you take damage, you must succeed at a Will save against the disease's DC or become confused for 1 round (1 day); **Stage 3** stupefied 3, and whenever you take damage, you must succeed at a Will save against the disease's DC or become confused for 1 minute (1 day); **Stage 4** stupefied 4 and confused, damage does not end the confused condition (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

CRIMSON OOZE DISEASE 15

DISEASE VIRULENT

This devastating fungus infects your hand and can be cured by amputating the limb before you reach stage 4.

Saving Throw DC 34 Fortitude; **Stage 1** clumsy 1 (1 day); **Stage 2** clumsy 2, and using the infected hand deals 3d6 persistent bleed damage (1 day); **Stage 3** clumsy 2, stupefied 2, and the infected hand is unusable (1 day); **Stage 4** clumsy 3, stupefied 3, and infected hand is permanently unusable (1 day); **Stage 5** confused, and damage does not end the confused condition (1 day); **Stage 6** death



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Environment

Primarily used during exploration, environment rules bring the locales your party travels through to life. You'll often be able to use common sense to adjudicate how environments work, but you'll need special rules for environments that really stand out.

Each of the environments presented in this section uses the terrain rules (*Player Core* 423) in different ways, so be sure to familiarize yourself with those rules before reading this section. Some environments refer to the rules for climate (page 95) and natural disasters (beginning on page 96). Many places have the traits of multiple environments; a snow-covered mountain might use both the arctic and mountain environments, for example. For environmental features with effects based on how tall or deep they are, those effects vary further based on a creature's size. For instance, a shallow bog for a Medium creature might be a deep bog for smaller creatures, and a deep bog for a Medium creature could be only a shallow bog for a larger creature (and so insignificant for a truly massive creature that it isn't even difficult terrain).

The Environmental Features table (below) lists the features of various environments alphabetically for quick reference. The Proficiency DC Band entry indicates a range of appropriate simple DCs for that environmental feature, while also providing a rough estimate of the danger or complexity of the feature.

Environmental Damage

Some environmental features or natural disasters deal damage. Because the amount of damage can vary based on the specific circumstances, the rules for specific environments and natural disasters use damage categories to describe the damage, rather than exact numbers. Use the Environmental Damage table to determine damage from an environment or natural disaster. When deciding the exact damage amount, use your best judgment based on how extreme you deem the danger to be.

Environmental Damage

Category	Damage
Minor	1d6–2d6
Moderate	4d6–6d6
Major	8d6–12d6
Massive	18d6–24d6

Environmental Features

Feature	Pages	Proficiency DC Band
Avalanches	96	Expert–legendary
Blizzards	96	–
Bogs	92	Untrained–trained
Canopies	91	Trained–master
Chasms	91	–
Cliffs	91	Trained–master
Collapses	96	Expert–legendary
Crowd	92	Trained–master
Currents	91	Trained–master
Doors	91	See page 93
Earthquakes	96	Trained–legendary
Floods	96	Expert–legendary
Floors	93, 94	Untrained–expert
Fog	95	–
Gates	93	–
Guards	93	–
Hedges	92	Untrained–trained
Ice	91	Trained–master
Lava	97	Expert–legendary
Ledges	94	Untrained–master
Portcullises	93	See page 93
Precipitation	95	–
Rooftops	93	Trained–master
Rubble	91, 94	Untrained–expert
Sand	91	Untrained–expert
Sandstorms	96	Trained–master
Sewers	93	–
Slopes	92	Untrained–trained
Snow	91	Untrained–expert
Stairs	94	Untrained–trained
Stalagmites and Stalactites	94	Trained–expert
Streets	94	Untrained–trained
Temperature	95	–
Tornadoes	96	Master–legendary
Trees	91	Untrained–master
Tsunamis	96	Master–legendary
Undergrowth	91, 92	Untrained–expert
Underwater Visibility	91	–
Volcanic Eruptions	97	Trained–legendary
Walls	94	See page 93
Wildfires	97	Expert–legendary
Wind	95	Untrained–legendary

Aquatic

Aquatic environments are among the most challenging for PCs short of other worlds and unusual planes. PCs in an aquatic environment need a way to breathe (typically a *water breathing* spell) and must usually Swim to move, though a PC who sinks to the bottom can walk awkwardly, using the rules for greater difficult terrain. Characters in aquatic environments make frequent use of the rules for aquatic combat (page 30, *Player Core* 437) and the drowning and suffocation rules (*Player Core* 437).

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Currents and Flowing Water

Ocean currents, flowing rivers, and similar moving water are difficult terrain or greater difficult terrain (depending on the speed of the water) for a creature Swimming against the current. At the end of a creature's turn, it moves a certain distance depending on the current's speed. For instance, a 10-foot current moves a creature 10 feet in the current's direction at the end of that creature's turn.

Underwater Visibility

It's much harder to see things at a distance underwater than it is on land, and it's particularly difficult if the water is murky or full of particles. In pure water, the maximum visual range is roughly 240 feet to see a small object, and in murky water, visibility can be reduced to only 10 feet or even less.

Arctic

The main challenge in an arctic environment is the extreme low temperature, but arctic environments also contain ice and snow. The disasters that most often strike in arctic environments are avalanches, blizzards, and floods.

Ice

Icy ground is both uneven ground and difficult terrain, as characters slip and slide due to poor traction.

Snow

Depending on the depth of snow and its composition, most snowy ground is either difficult terrain or greater difficult terrain. In denser snow, characters can attempt to walk along the surface without breaking through, but some patches might be loose or soft enough that they're uneven ground.

Desert

Desert encompasses sandy and rocky deserts as well as badlands. Though tundra is technically a desert, it's classified as arctic, as the climate is the primary challenge in such areas. Sandy deserts often have quicksand hazards (page 107) and sandstorms.

Rubble

Rocky deserts are strewn with rubble, which is difficult terrain. Rubble dense enough to be walked over rather than navigated through is uneven ground.

Sand

Packed sand doesn't usually significantly impede a character's movement, but loose sand is either difficult terrain (if it's shallow) or uneven ground (if it's deep). The wind in a desert often shifts sand into dunes, hills of loose sand with uneven ground facing the wind and steeper inclines away from the wind.

Forest

These diverse environments include jungles and other wooded areas. They are sometimes struck by wildfires.

Canopies

Particularly dense forests, such as rain forests, have a canopy level above the ground. A creature trying to reach the canopy or travel along it must Climb. Swinging on vines and branches usually requires an Acrobatics or Athletics check. A canopy provides cover, and a thicker one can prevent creatures in the canopy from seeing those on the ground, and vice versa.

Trees

While trees are omnipresent in a forest, they typically don't provide cover unless a character uses the Take Cover action. Only larger trees that take up an entire 5-foot square on the map (or more) are big enough to provide cover automatically.

Undergrowth

Light undergrowth is difficult terrain that allows a character to Take Cover. Heavy undergrowth is greater difficult terrain that automatically provides cover. Some sorts of undergrowth, such as thorns, might also be hazardous terrain, and areas with plenty of twisting roots might be uneven ground.

Mountain

Mountain environments also include hills, which share many aspects of mountains, though not their more extreme features. The most common disasters here are avalanches.

Chasms

Chasms are natural pits, typically at least 20 feet long and clearly visible (barring mundane or magical efforts to conceal them). The main danger posed by a chasm is that characters must Long Jump to get across. Alternatively, characters can take the safer but slower route of Climbing down the near side of the chasm and then ascending the far side to get across.

Cliffs

Cliffs and rock walls require creatures to Climb to ascend or descend. Without extensive safety precautions, a critical failure on Climb checks can result in significant falling damage.

Rubble

Mountains often have extremely rocky areas or shifting, gravelly scree that makes for difficult terrain. Especially deep or pervasive rubble is uneven ground.

Slopes

Slopes vary from the gentle rises of normal terrain to difficult terrain and inclines, depending on the

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TERRAIN RULES

Environments make frequent use of the rules for difficult terrain, greater difficult terrain, and hazardous terrain, so those rules are summarized here.

Difficult terrain is any terrain that impedes movement, ranging from particularly rough or unstable surfaces to thick ground cover and countless other impediments. Moving into a square of difficult terrain (or moving 5 feet into or within an area of difficult terrain, if you're not using a grid) costs an extra 5 feet of movement. Moving into a square of **greater difficult terrain** instead costs 10 additional feet of movement. This additional cost is not increased when moving diagonally. Creatures can't normally Step into difficult terrain.

Any movement creatures make while jumping ignores terrain that the creature is jumping over. Some abilities (such as flight or being incorporeal) allow creatures to avoid the movement reduction from some types of difficult terrain. Certain other abilities let creatures ignore difficult terrain while traveling on foot; such an ability also allows a creature to move through greater difficult terrain using the movement cost for difficult terrain, but unless the ability specifies otherwise, these abilities don't let creatures ignore greater difficult terrain.

Hazardous terrain damages creatures whenever they move through it. For instance, an acid pool, a pit of burning embers, and a spike-filled passageway all constitute hazardous terrain. The amount and type of damage depend on the specific hazardous terrain.

angle of elevation. Moving down a slope is typically normal terrain, but characters might need to Climb up particularly steep slopes.

Undergrowth

Light undergrowth is common in mountains. It is difficult terrain and allows a character to Take Cover.

Plains

The plains environment encompasses grasslands such as savannas and farmland. The most common disasters in plains are tornadoes and wildfires.

Hedges

Hedges are planted rows of bushes, shrubs, and trees. Their iconic appearance in adventures consists of tall hedges grown into mazes. A typical hedge is 2 to 5 feet tall, takes up a row of squares, and provides cover. A character trying to push through a hedge faces greater difficult terrain; it's sometimes faster to Climb over.

Undergrowth

Light undergrowth is difficult terrain that allows a character to Take Cover. Heavy undergrowth is greater difficult terrain that provides cover automatically. Undergrowth in plains is usually light with a few scattered areas of heavy undergrowth, but fields of certain crops, like corn, are entirely heavy undergrowth.

Swamp

Wetlands are the most common kind of swamp, but this category also includes drier marshes such as moors. Swamps often contain quicksand hazards (page 107). Despite their soggy nature, swamps aren't very likely to experience heavy flooding, since they act as natural sponges and absorb a great deal of water before they flood.

Bogs

Also called mires, bogs are watery areas that accumulate peat, are covered by shrubs and moss, and sometimes feature floating islands of vegetation covering deeper pools. Shallow bogs are difficult terrain for a Medium creature, and deep bogs are greater difficult terrain. If a bog is deep enough that a creature can't reach the bottom, the creature has to Swim. Bogs are also acidic, so particularly extreme or magical bogs can be hazardous terrain.

Undergrowth

Light undergrowth is difficult terrain that allows a character to Take Cover, while heavy undergrowth is greater difficult terrain that provides cover automatically. Some sorts of undergrowth, such as thorns, are also hazardous terrain, and areas with plenty of twisting roots are uneven ground.

Urban

Urban environments include open city spaces as well as buildings. The building information in this section also applies to ruins and constructed dungeons. Depending on their construction and location, cities might be vulnerable to many sorts of disasters, especially fires and floods.

Crowds

Crowded thoroughfares and similar areas are difficult terrain, or greater difficult terrain if an area is truly packed with people. You might allow a character to get a crowd to part using Diplomacy, Intimidation, or Performance.

A crowd exposed to an obvious danger, like a fire or a rampaging monster, attempts to move away from the danger as quickly as possible, but it is slowed by its own mass. A fleeing crowd typically moves at the Speed of an average member each round (usually 25 feet), potentially trampling or leaving behind slower-moving members of the crowd.

Doors

Opening an unlocked door requires an Interact action (or more than one for a particularly complicated or large door). Stuck doors must be Forced Open, and locked ones require a character to Pick the Lock or Force them Open.

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Floors

Wooden floors are easy to walk on, as are flagstone floors made of fitted stones. However, floors of worn flagstone often contain areas of uneven ground.

Gates

Walled settlements often have gates that the city can close for defense or open to allow travel. A typical gate consists of one portcullis at each end of a gatehouse, with murder holes in between or other protected spots from which guards can attack foes.

Guards

Most settlements of significant size have guards working in shifts to protect the settlement at all hours, patrolling the streets and guarding various posts. The size of this force varies from one guard for every 1,000 residents to a force 10 times this number.

Portcullises

A portcullis is a wooden or iron grate that descends to seal off a gate or corridor. Most are raised on ropes or chains operated by a winch, and they have locking mechanisms that keep them from being lifted easily. The rules on lifting a portcullis or bending its bars appear in the sidebar on this page. If a portcullis falls on a creature, use a slamming door trap (page 104).

Rooftops

Rooftops make for memorable ambushes, chase scenes, infiltrations, and running fights. Flat roofs are easy to move across, but they're rare in any settlement that receives significant snowfall, since heavy buildups of snow can collapse a roof. Angled roofs are uneven ground, or inclines if they're especially steep. The peak of an angled roof is a narrow surface.

Hurdling from roof to roof often requires a Long Jump, though some buildings are close enough to Leap between. A High Jump might be necessary to reach a higher roof, or a Leap followed by Grabbing an Edge and Climbing up.

Sewers

Sewers are generally 10 feet or more below street level and are equipped with ladders or other means to ascend and descend. Raised paths along the walls allow sewer workers access, while channels in the center carry the waste itself. Less sophisticated sewers, or sections those workers don't usually access, might require wading through disease-ridden waste. Sewers can be accessed through sewer grates, which usually require 2 or more Interact actions to open.

Sewer Gas

Sewer gas often contains pockets of highly flammable gas. A pocket of sewer gas exposed to a source of flame explodes, dealing moderate environmental fire damage to creatures in the area.

DOORS, GATES, AND WALLS

Some of the most common obstacles that characters face in urban areas and dungeons are doors, gates, and walls.

Climbing

The table below gives the typical DC for Athletics checks to Climb a structure, which is usually a simple DC. You might adjust the difficulty based on the specifics of the structure and environment.

Demolishing

A character might want to smash their way through a door, a window, or certain walls. The Hardness, Hit Point, and Broken Threshold values provided in the table below are based on the material the structure is typically made out of, so a portcullis made of iron, for example, has a higher Hardness than one of wood. For more on damaging objects, see *Player Core* 269.

Strong walls, such as well-maintained masonry or hewn stone, can't be broken without dedicated work and proper tools. Getting through such walls requires downtime.

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)
Wall	**Climb DC**	**Hardness, HP (BT)**
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)
Portcullis	**Climb DC**	**Hardness, HP (BT)**
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

FORCING OPEN

Structures that can be opened—such as doors, gates, and windows—can be Forced Open using Athletics. This is usually necessary only if they're locked or stuck. The DC to Force Open a structure uses the Thievery DC of its lock but adjusts it to be very hard (increasing the DC by 5). If there's no lock, use the following table; when lifting a portcullis, use the lock DC or the DC from the table, whichever is higher.

Structure	Force Open DC
Stuck door or window	15
Exceptionally stuck	20
Lift wooden portcullis	20
Lift iron portcullis	30
Bend metal bars	30

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DUNGEONS

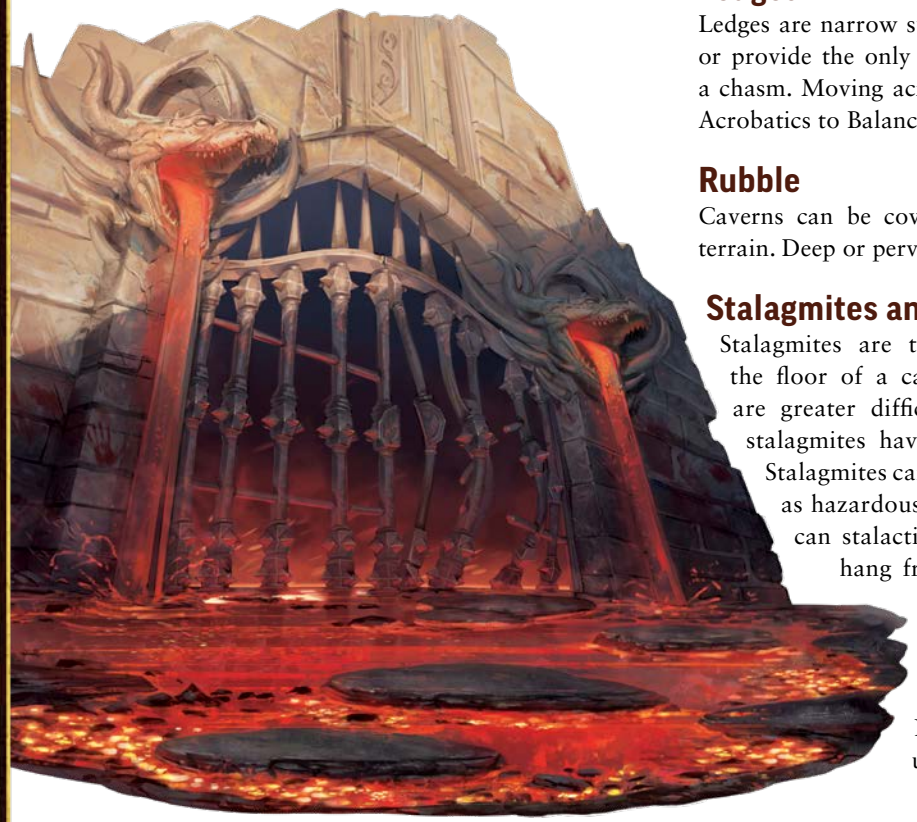
Dungeon environments, which include both ruins and contemporary buildings constructed in the wilderness, are a fairly common venue for adventures. As an environment, they combine urban features like doors and buildings (page 92) with features from an underground environment, and occasionally components from other environments. While underground dungeons are particularly common, you might also consider setting your adventure in a ruin reclaimed by the forest, with giant trees spreading their roots through the walls, or a ruin deep in a swamp, with bogs covering access to some of the ruin's hidden secrets.

Stairs

Stairs are difficult terrain for characters moving up them, and shoddy stairs might also be uneven ground. Some temples and giant-built structures have enormous stairs that are greater difficult terrain both up and down, or might require Climbing every step.

Streets

Most settlements have narrow and twisting streets that were largely established organically as the settlement grew in size. These roads are rarely more than 20 feet wide, with alleys as narrow as 5 feet. Streets are generally paved with cobblestones. If the cobblestones are in poor repair, they could be difficult terrain or uneven ground.



Particularly lawful or well-planned cities have major thoroughfares that allow wagons and merchants to reach marketplaces and other important areas in town. These need to be at least 25 feet wide to accommodate wagons moving in both directions, and they often have narrow sidewalks that allow pedestrians to avoid wagon traffic.

Walls

Well-built structures have exterior walls of brick or stonemasonry. Smaller, lower-quality, or temporary structures might have wooden walls. Interior walls tend to be less sturdy; they could be made of wooden planks, or even simply of thick, opaque paper held in a wooden frame. An underground structure might have thick walls carved out of solid rock to prevent the weight of the ground above from collapsing the structure. Rules for climbing and breaking walls are in the sidebar on page 93.

Underground

Underground environments consist of caves and natural underground areas. Artificial dungeons and ruins combine underground features with urban features like stairs and walls. Deep underground vaults have some of the same terrain features as mountains, such as chasms and cliffs. The most common disasters underground are collapses.

Floors

Natural underground environments rarely have flat floors, instead featuring abrupt changes in elevation that result in difficult terrain, uneven ground, and inclines.

Ledges

Ledges are narrow surfaces that overlook a lower area or provide the only means to move along the edge of a chasm. Moving across a narrow ledge requires using Acrobatics to Balance.

Rubble

Caverns can be covered in rubble, which is difficult terrain. Deep or pervasive rubble is also uneven ground.

Stalagmites and Stalactites

Stalagmites are tapering columns that rise from the floor of a cave. Areas filled with stalagmites are greater difficult terrain, and especially large stalagmites have to be sidestepped or Climbed. Stalagmites can be sharp enough they can be used as hazardous terrain in some circumstances, as can stalactites (icicle-shaped formations that hang from the roof of a cave) if they're knocked loose from a ceiling or overhang.

Walls

Natural cave walls are rough and uneven, with nooks, crannies, and

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ledges. Since most caves are formed by water, cave walls are often damp, making them even more difficult to Climb.

Climate

Weather is more than just set dressing to establish mood—it has mechanical effects you can combine with environmental components to create a more memorable encounter. Weather can impose circumstance penalties on certain checks, from –1 to –4 based on severity.

Fog

Fog imposes a circumstance penalty to visual Perception checks, depending on the thickness; it causes creatures viewed through significant amounts of fog to be concealed; and it cuts off all visibility at half a mile or less—possibly much less. Conditions limiting visibility to about a mile are called mist, and those that do so to about 3 miles are called haze.

Precipitation

Precipitation includes rain as well as colder snow, sleet, and hail. Wet precipitation douses flames, and frozen precipitation can create areas of snow or ice on the ground. Drizzle or light snowfall has little mechanical effect beyond limited visibility.

Visibility

Most forms of precipitation impose circumstance penalties on visual Perception checks. Hail often is sparser but loud, instead penalizing auditory Perception checks. Especially heavy precipitation, such as a downpour of rain or heavy snow, might make creatures concealed if they're far away.

Fatigue

Precipitation causes discomfort and fatigue. Anything heavier than drizzle or light snowfall reduces the time it takes for characters to become fatigued from overland travel to only 4 hours. Heavy precipitation can be dangerous in cold environments when characters go without protection. Soaked characters treat the temperature as one step colder (mild to severe, severe to extreme; see Temperature below).

Thunderstorms

High winds and heavy precipitation accompany many thunderstorms. There's also a very small chance that a character might be struck by lightning during a storm. A lightning strike usually deals moderate electricity damage, or major electricity damage in a severe thunderstorm.

Temperature

Often, temperature doesn't impose enough of a mechanical effect to worry about beyond describing the clothing the characters need to wear to be comfortable. Particularly hot and cold weather can make creatures fatigued more quickly during overland travel and can cause damage if harsh enough, as shown in the Temperature Effects table below.

Appropriate cold-weather gear can negate the damage from severe cold or reduce the damage from extreme cold to that of particularly severe cold.

Temperature Effects

Category	Temperature	Fatigue	Damage
Incredible cold	–80°F or colder	2 hours	Moderate cold every minute
Extreme cold	–79°F to –20°F	4 hours	Minor cold every 10 minutes
Severe cold	–21°F to 12°F	4 hours	Minor cold every hour
Mild cold	13°F to 32°F	4 hours	None
Normal	33°F to 94°F	8 hours	None
Mild heat	95°F* to 104°F*	4 hours	None
Severe heat	105°F* to 114°F	4 hours	Minor fire every hour
Extreme heat	115°F to 139°F	4 hours	Minor fire every 10 minutes
Incredible heat	140°F or warmer	2 hours	Moderate fire every minute

* Adjust temperatures down by 15° in areas of high humidity.

Wind

Wind imposes a circumstance penalty on auditory Perception checks depending on its strength. It also interferes with physical ranged attacks such as arrows, imposing a circumstance penalty to attack rolls involving such weapons, and potentially making attacks with them impossible in powerful windstorms. Wind snuffs out handheld flames; lanterns protect their flame from the wind, but particularly powerful winds can extinguish these as well.

Moving in Wind

Wind is difficult or greater difficult terrain when Flying. Moving in wind of sufficient strength requires a Maneuver in Flight action, and fliers are blown away on a critical failure or if they don't succeed at a minimum of one such check each round.

Even on the ground, particularly strong winds might require a creature to succeed at an Athletics check to move, knocking the creature back and prone on a critical failure. On such checks, Small creatures typically take a –1 circumstance penalty, and Tiny creatures typically take a –2 penalty.

Natural Disasters

Climate and environmental features can be a hindrance or long-term threat, but natural disasters represent

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acute danger, especially to those directly exposed to their fury. The damage in the following sections uses the categories in the Environmental Damage table on page 90.

Avalanches

Though the term avalanche specifically refers to a cascading flow of ice and snow down a mountain's slope, the same rules work for landslides, mudslides, and other similar disasters. Avalanches of wet snow usually travel up to 200 feet per round, though powdery snow can travel up to 10 times faster. Rockslides and mudslides are slower, sometimes even slow enough that a character might be able to outrun them.

An avalanche deals major or even massive bludgeoning damage to creatures and objects in its path. These victims are also buried under a significant mass. Creatures caught in an avalanche's path can attempt a Reflex save; if they succeed, they take only half the bludgeoning damage, and if they critically succeed, they also avoid being buried.

Burial

Buried creatures take minor bludgeoning damage each minute, and they potentially take minor cold damage if buried under an avalanche of snow. At the GM's discretion, creatures without a sufficient air pocket could also risk suffocation (*Player Core* 437). A buried creature is restrained and usually can't free itself.

Allies or bystanders can attempt to dig out a buried creature. Each creature digging clears roughly a 5-foot-by-5-foot square every 4 minutes with a successful Athletics check (or every 2 minutes on a critical success). Using shovels or other proper tools halves the time.

Blizzards

Blizzards combine cold weather, heavy snow, and strong winds. They don't pose a single direct threat as other disasters do; instead, the combination of these factors all at once poses a substantial impediment to characters.

Collapses

Collapses and cave-ins occur when caverns or buildings fall, dumping tons of rock or other material on those caught below or inside them. Creatures under the collapse take major or massive bludgeoning damage and become buried, just as with an avalanche. Fortunately, collapses don't spread unless they weaken the overall integrity of the area and lead to further collapses.

Earthquakes

Earthquakes often cause other natural disasters in the form of avalanches, collapses, floods, and tsunamis, but they also present unique threats such as fissures, soil liquefaction, and tremors.

Fissures

Fissures and other ground ruptures can destabilize structures, but more directly they lead to creatures taking bludgeoning damage from falling into a fissure.

Soil Liquefaction

Liquefaction occurs when granular particles shake to the point where they temporarily lose their solid form and act as liquids. When this happens to soil, it can cause creatures and even whole buildings to sink into the ground. You can use the *earthquake* spell for more specific rules, though that spell represents only one particular kind of localized quake.

Tremors

Tremors knock creatures prone, causing them to fall or careen into other objects, which can deal bludgeoning damage appropriate to the severity of the quake.

Floods

Though more gradual floods can damage structures and drown creatures, flash floods are similar to avalanches, except with a liquid mass instead of a solid one. Instead of burying creatures, a flash flood carries creatures and even massive objects away, buffeting the creatures and potentially drowning them. The drowning rules appear on page 437 of *Player Core*.

Sandstorms

Mild sandstorms and dust storms don't present much more danger than a windy rainstorm, but they can cause damage to a creature's lungs and spread diseases across long distances. Heavy sandstorms deal minor slashing damage each round to those exposed to the sand, force creatures to hold their breath to avoid suffocation, or both.

Tornadoes

In a tornado's path, wind conditions impose severe circumstance penalties, but creatures that would normally be blown away are instead picked up in the tornado's funnel, where they take massive bludgeoning damage from flying debris as they rise through the cone until they are eventually expelled (taking bludgeoning damage from falling).

Tornadoes usually travel around 300 feet per round (roughly 30 miles per hour). They normally travel a few miles before dissipating. Some tornadoes are stationary or travel much faster.

Tsunamis

Tsunamis present many of the same dangers as flash floods but are much larger and more destructive. Tsunami waves can reach 100 feet or more in height, wrecking buildings and creatures alike with massive bludgeoning damage from both the wave itself and debris pulled up along its path of destruction.

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Volcanic Eruptions

Volcanic eruptions can contain any combination of ash, lava bombs, lava flows, pyroclastic flows, and vents.

Ash

Ash from volcanic eruptions is hot enough to cause minor fire damage each minute. It limits visibility like a thick fog and can make air unbreathable, requiring characters to hold their breath or suffocate (*Player Core* 437). Ash clouds generate ash lightning strikes, which typically deal moderate electricity damage but are very unlikely to hit an individual creature. Ash buildup on the ground creates areas of uneven ground, difficult terrain, or greater difficult terrain, and ash in the atmosphere can block the sun for weeks or even months, leading to colder temperatures and longer winters.

Lava Bombs

Pressure can launch lava into the air that falls as lava bombs: masses of lava that solidify as they fly and shatter on impact, dealing at least moderate bludgeoning damage and moderate fire damage.

Lava Flows

Lava flows are an iconic volcanic threat; they usually move between 5 and 60 feet per round over normal ground, so characters can often outrun them. However, flows can move up to 300 feet per round in a steep volcanic tube or channel. Lava emanates heat that deals minor fire damage even before it comes into contact with creatures, and immersion in lava deals massive fire damage each round.

Pyroclastic Flows

Mixes of hot gases and rock debris, pyroclastic flows spread much faster than lava, sometimes more than 4,000 feet per round. While cooler than the hottest lava, pyroclastic flows are capable of overwhelming entire settlements. They work like avalanches but deal half of their damage as fire damage.

Vents

Steam vents shoot from the ground, dealing moderate fire damage or more in a wide column. Acidic and poisonous gases released from beneath the surface can create wide areas of hazardous terrain that deals at least minor acid or poison damage.

Wildfires

Wildfires travel mainly along a front moving in a single direction. In a forest, the front can advance up to 70 feet per round (7 miles per hour). They can move up to twice as fast across plains due to a lack of shade and the relatively low humidity. Embers from the fire, carried by winds and rising hot air, can scatter, forming spot fires as far as 10 miles away from the main wildfire. Wildfires present three main threats: flames, heat, and smoke.

Flames

Flames are hazardous terrain, usually dealing moderate damage and potentially setting a character on fire, dealing moderate persistent fire damage. The flames from a small fire are often less dangerous than the advancing heat from the front of a large fire.

Heat

Wildfires increase the temperature in advance of the front, reaching nearly 1,500°F at the fire's arrival, as hot as some lava. This begins as minor fire damage every round at a reasonable distance from the front and increases to massive fire damage for someone within the wildfire.

Smoke

Wind can carry smoke far in front of the wildfire itself. Smoke imposes a circumstance penalty to visual Perception checks, depending on the thickness. It causes creatures viewed through significant amounts of smoke to be concealed, and it cuts off all visibility at half a mile or less. Near or within the wildfire, the combination of smoke and heated air require characters to hold their breath or suffocate (*Player Core* 437).



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Hazards

Dungeons are rife with devious traps meant to protect the treasures within. These range from mechanical devices that shoot darts or drop heavy blocks to magic runes that explode into bursts of flame. In addition to traps, adventurers may stumble into other types of hazards, including naturally occurring environmental hazards, mysterious hauntings, and more.

Detecting a Hazard

Every hazard has a trigger of some kind that sets its dangers in motion. For traps, this could be a mechanism like a trip wire or a pressure plate, while for an environmental hazard or haunt, the trigger may simply be proximity. When characters approach a hazard, they have a chance of finding the trigger area or mechanism before triggering the hazard. They automatically receive a check to detect hazards unless the hazards require a minimum proficiency rank to do so.

During exploration, determine whether the party detects a hazard when the PCs first enter the general area in which it appears. If the hazard doesn't list a minimum proficiency rank, roll a secret Perception check against the hazard's Stealth DC for each PC. For hazards with a minimum proficiency rank, roll only if someone is actively searching (using the Search activity while exploring or the Seek action in an encounter), and only if they have the listed proficiency rank or higher. Anyone who succeeds becomes aware of the hazard, and you can describe what they notice.

Magical hazards that don't have a minimum proficiency rank can be found using *detect magic*, but this spell doesn't provide enough information to understand or disable the hazard—it only reveals the hazard's presence. Determining a magical hazard's properties thoroughly enough to disable it requires either the use of more powerful magic or a successful skill check, likely using Identify Magic or Recall Knowledge. Magical hazards with a minimum proficiency rank cannot be found with *detect magic* at all.

Triggering a Hazard

If the group fails to detect a hazard and the hazard's trigger is a standard part of traveling (such as stepping on a floor plate or moving through a magical sensor while walking), the hazard's reaction occurs. Hazards that would be triggered only when someone directly manipulates the environment—by opening a door, for example—use their reactions only if a PC explicitly takes that action.

Reaction or Free Action

Most hazards have reactions that occur when they're triggered. For simple hazards, the reaction is the entirety of the hazard's effect. For complex hazards, the reaction may also cause the hazard to roll initiative, either starting a combat encounter or joining one already in progress, and the hazard continues to pose a threat over multiple rounds. Some hazards have a triggered free action instead of a reaction; for instance, quicksand can suck down multiple creatures per round.

Routine

A complex hazard usually follows a set of preprogrammed actions called a routine. Once triggered, the hazard first performs its initial reaction; then, if the PCs are not yet in encounter mode, they should roll initiative. If they are already in encounter mode, their initiative remains the same. The hazard might tell you to roll initiative for it—in this case, the hazard rolls initiative using its Stealth modifier.

After this happens, the hazard follows its routine each round on its initiative. The number of actions a hazard can take each round, as well as what they can be used for, depend on the hazard.

Resetting a Hazard

Some hazards can be reset, allowing them to be triggered again. This can occur automatically, as for quicksand, whose surface settles after 24 hours, or manually, like a hidden pit, whose trapdoor must be closed for the pit to become hidden again.

Disabling a Hazard

The most versatile method for deactivating traps is the Disable a Device action of the Thievery skill, though most mechanical traps can also simply be smashed, and magical traps can usually be counteracted. Environmental hazards often can be overcome with Nature or Survival, and haunts can often be overcome with Occultism or Religion. The specific skill and DC required to disable a hazard are listed in the hazard's stat block. Like using Disable a Device, using these skills to disable a trap is a 2-action activity with the same degrees of success, though the activity might have different traits determined by the GM. As with detecting a hazard, disabling a hazard might require a character to have a certain proficiency rank in the listed skill.

A character must first detect a hazard (or have it pointed out to them) to try to deactivate it. They can attempt to deactivate a hazard whether or not it has

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already been triggered, though some hazards no longer pose a danger once their reactions have occurred, especially if there is no way for them to be reset.

For most hazards, a successful check for the listed skill against the DC in the stat block disables the hazard without triggering it. Any other means of deactivating the hazard are included in the hazard's stat block, as are any additional steps required to properly deactivate it. A critical failure on any roll to disable a hazard triggers it, including a critical failure on a roll to counteract a magical hazard.

Some hazards require multiple successful checks to deactivate, typically because they have a particularly complicated component or have several discrete portions. For hazards with a complex component, a critical success on a check to disable the hazard counts as two successes on a single component.

Damaging a Hazard

Rather than trying to carefully disable a hazard, a character might just smash it. Damaging a mechanical trap or another physical hazard works like damaging objects: the hazard reduces the damage it takes by its Hardness. In most cases, hitting the hazard also triggers it, as explained in Attacking a Hazard below. If a hazard's Hit Points are reduced to its Broken Threshold (BT) or lower, the hazard becomes broken and can't be activated, though it can still be repaired. If it's reduced to 0 HP, it's destroyed and can't be repaired. (See *Player Core* 269 for more information on damaging objects.)

Hazards' AC, applicable saving throw modifiers, Hardness, HP, and BT are listed in their stat blocks. A hazard that doesn't list one of these statistics can't be affected by anything targeting that statistic. For example, a hazard that has HP but no BT can't be broken, but it can still be destroyed. Hazards are immune to anything an object is immune to unless specifically noted otherwise, and they can't be targeted by anything that can't target objects. Some hazards may have additional immunities, as well as resistances or weaknesses.

Attacking a Hazard

If someone hits a hazard—especially if it's a mechanical trap—they usually trigger it, though you might determine otherwise in some cases. An attack that breaks the hazard might prevent it from triggering, depending on the circumstances. If the hazard has multiple parts, breaking one part might still trigger the trap. For example, if a trap has a trip wire in one location and launches an attack from another location, severing the trip wire could still trigger the attack. Destroying a trap in one blow almost never triggers it. These rules also apply to most damaging spells or other effects in addition to attacks.

MONSTERS AND HAZARDS

The statistics for NPCs and monsters usually don't list their proficiency ranks. Most of the time, they don't need to deal with detecting or disabling hazards the way PCs do, so you don't need this information. However, if a PC resets a trap in a monster's path or plans to lure a monster into a hazard, you can improvise this information.

For Perception, a monster is usually an expert at 3rd or 4th level, a master at 8th or 9th level, and legendary at 16th or 17th level. If the monster has Thievery listed in its skills, it has the highest proficiency possible for its level (trained at 1st, expert at 3rd, master at 7th, and legendary at 15th); otherwise, it's untrained. Of course, an individual monster might deviate from these guidelines, especially if it's mindless or not very perceptive.

Repairing a Hazard

You might allow a character to repair a damaged hazard to restore its functionality. You determine the specifics of this, since it can vary by trap. The Repair action might be insufficient if fixing the trap requires gathering scattered components or the like. If the item has a Reset entry, the character needs to do whatever is listed there, in addition to repairing the damage.

Counteracting a Magical Hazard

Some magical hazards can be counteracted using *dispel magic* and the counteracting rules (*Player Core* 303). These hazards' spell ranks and counteract DCs are listed in their stat block. Counteracting a hazard otherwise works like using a skill check to disable the hazard.

Hazard Experience

Characters gain Experience Points for overcoming a hazard, whether they disable it, avoid it, or simply endure its attacks. If they trigger the same hazard later on, they don't gain XP for the hazard again. The XP values for hazards of different levels also appear on page 57 but are repeated here for convenience. The XP for a complex hazard is equal to the XP for a monster of the same level, and the XP for a simple hazard is one-fifth of that. Hazards of a lower level than the party's level – 4 are trivial and award no XP.

HAZARD XP

Level	Simple Hazard	Complex Hazard
Party level – 4	2 XP	10 XP
Party level – 3	3 XP	15 XP
Party level – 2	4 XP	20 XP
Party level – 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	30 XP	150 XP

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Hazard Format

Hazards are presented in a stat block format similar to those used for monsters. A few notes regarding the format follow the sample stat block.

HAZARD NAME **[LEVEL]**

TRAITS

Stealth This entry lists the Stealth modifier for a complex hazard's initiative or the Stealth DC to detect a simple hazard, followed by the minimum proficiency rank to detect the hazard (if any) in parentheses. If *detect magic* can be used to detect the hazard, this information is located here as well.

Description This explains what the hazard looks like and might include special rules.

Disable The DC of any skill checks required to disable the hazard are here; if the hazard can be counteracted, its spell rank and counteract DC are listed in parentheses.

AC the hazard's AC; **Saving Throws** the hazard's saves. Usually only haunts are subject to Will saves.

Hardness the hazard's Hardness; **HP** the hazard's Hit Points, with its Broken Threshold in parentheses; **Immunities** the hazard's immunities; **Weaknesses** the hazard's weaknesses, if any; **Resistances** the hazard's resistances, if any

Action Type ↻ or ◆ This is the reaction or free action the hazard uses; **Trigger** The trigger that sets off the hazard appears here; **Effect** For a simple hazard, this effect is often all the hazard does. For a complex hazard, this might also cause the hazard to roll initiative.

Routine This entry describes what a complex hazard does on each of its turns during an encounter; the number in parentheses after the word "Routine" indicates how many actions the hazard can use each turn. Simple hazards don't have this entry.



Action Any action the hazard can use appears here. Typically, this is a melee or ranged Strike.

Reset If the hazard can be reset, that information is here.

Level

The hazard's level indicates what level of party it's a good challenge for. If the hazard involves a toxin, curse, or other non-spell feature, that feature's level is the hazard's level.

Traits

The most notable hazard traits are trap (constructed to harm intruders), environmental (natural hazards), and haunt (spectral phenomena). Traps have a trait to indicate whether they're magical or mechanical. Hazards that have initiative and a routine have the complex trait.

Stealth or Stealth DC

Complex hazards list their Stealth modifier, which they use for initiative, instead of their Stealth DC. If you need the DC, it's equal to this modifier + 10.

Simple Hazards

A simple hazard uses its reaction only once, after which its threat is over unless the hazard is reset.

ARMAGEDDON ORB **HAZARD 23**

RARE MAGICAL TRAP

Stealth DC 10 or *detect magic*

Description A roiling red orb, forged from a drop of the god Rovagug's blood, rains fire from the sky when a specified condition is met.

Disable DC 48 Thievery (legendary) to imbue a thieves' toolkit with aspects representing Asmodeus and Sarenrae and use them to drain away the orb's power over 10 minutes; the character attempting this check takes 5 fire damage each round until the orb is depleted

Burn It All ↻ (death, divine, fire) **Trigger** A special condition set by the trap's creator occurs, typically the event of their death; **Effect** Fire rains from the sky in a 100-mile radius, dealing 10d6 fire damage to creatures and objects in the area. Each creature or object can attempt a DC 46 basic Reflex save. Any creature reduced to 0 Hit Points by this damage dies instantly. This is not enough damage to completely burn away a forest or level an entire mountain or city, but it typically kills most creatures in the area.

BLOODTHIRSTY URGE **HAZARD 10**

HAUNT

Stealth DC 31 (trained)

Description An object haunted by the echoes of a vicious mind attempts to kill someone who comes near.

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Disable DC 29 Religion (master) to exorcise the spirit or DC 31 Diplomacy (expert) to talk it down

Quietus ↷ (death, emotion, fear, illusion, mental, occult) **Trigger** A creature moves within 10 feet of the haunted object; **Effect** The haunt takes control of the triggering creature, forcing it to attack itself. The creature must attempt a DC 29 Will save.

Critical Success The target is unaffected.

Success The target makes a Strike against itself and automatically hits; the target also becomes frightened 1.

Failure The target makes a Strike against itself and automatically scores a critical hit; the target also becomes frightened 2.

Critical Failure The target attempts a Fortitude save. If the target succeeds, it is subject to the effects of a failure instead. If the target fails, it is reduced to 0 HP and dies.

BOTTOMLESS PIT — HAZARD 9

MAGICAL MECHANICAL TRAP

Stealth DC 30 (or 0 if the trapdoor is disabled or broken) or *detect magic*

Description An iron trapdoor covers an infinitely deep 10-foot-square pit.

Disable DC 28 Thievery (trained) to remove the trapdoor

AC 28; **Fort** +12, **Ref** +12

Trapdoor Hardness 9; **Trapdoor HP** 36 (BT 18); **Immunities** critical hits, object immunities, precision damage

Infinite Pitfall ↷ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and continues to fall, potentially forever. That creature can try to Grab an Edge to avoid falling (*Player Core* 419). The DC to Climb the walls or Grab an Edge is 26.

The pit contains many handholds, so the falling creature can try to Grab an Edge again every 6 seconds. If the creature succeeds, it can start to Climb out from that point (though it might be a very long climb, depending on how far the creature fell). Since the creature falls endlessly, it can rest and even prepare spells while falling, though items dropped while falling are usually lost forever.

Reset The trap still causes creatures to fall forever if they fall in, but the trapdoor must be reset manually for the trap to become hidden again.

ELECTRIC LATCH RUNE — HAZARD 3

ELECTRICITY MAGICAL TRAP

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable DC 20 Thievery (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (2nd rank; counteract DC 18) to counteract the rune

Electrocution ↷ (arcane, electricity) **Trigger** A creature grasps the door latch directly or with a tool; **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

HAZARDS BY LEVEL

This chapter's hazards are organized by complexity, then by name. If you need to choose a hazard for a certain level of play, use the following table.

Hazard Name	Level	Complexity	Page
Hidden Pit	0	Simple	102
Snowfall	0	Simple	104
Hampering Web	1	Simple	102
Poisoned Lock	1	Simple	103
Slamming Door	1	Simple	104
Summoning Rune	1	Complex	108
Poisonous Mold	2	Simple	103
Spear Launcher	2	Simple	104
Drowning Pit	3	Complex	106
Electric Latch Rune	3	Simple	101
Quicksand	3	Complex	107
Scythe Blades	4	Simple	103
Spinning Blade Pillar	4	Complex	107
Titanic Flytrap	4	Simple	105
Fireball Rune	5	Simple	101
Spectral Reflection	5	Simple	104
Ghostly Choir	6	Simple	102
Hallucination Powder Trap	6	Simple	102
Wheel of Misery	6	Complex	108
Eternal Flame	7	Complex	106
Pharaoh's Ward	7	Simple	103
Confounding Betrayal	8	Complex	105
Poisoned Dart Gallery	8	Complex	107
Bottomless Pit	9	Simple	101
Bloodthirsty Urge	10	Simple	100
Hammer of Forbiddance	11	Simple	102
Flensing Blades	12	Complex	107
Polymorph Trap	12	Simple	103
Planar Rift	13	Simple	103
Dance of Death	16	Complex	106
Vorpal Executioner	19	Simple	105
Armageddon Orb	23	Simple	100

FIREBALL RUNE — HAZARD 5

FIRE MAGICAL TRAP

Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable DC 22 Thievery (expert) to erase the rune without triggering the sensor, or *dispel magic* (3rd rank; counteract DC 20) to counteract the rune

Fireball ↷ (arcane, fire) **Trigger** A living creature enters the sensor area; **Effect** The rune detonates a fireball centered on the triggering creature's square. This is a 3rd-rank *fireball* spell that deals 6d6 fire damage (DC 22 basic Reflex save).

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GHOSTLY CHOIR HAZARD 6

HAUNT

Stealth DC 20 (expert)

Description A choir of lost souls rises out of the floor, singing an eerie chant that terrifies its listeners and buffets their bodies with walls of sound.

Disable DC 28 Performance (trained) to disrupt the song's resonance with another tune or DC 28 Religion (trained) to ritually silence the spirits

Profane Chant ↻ (auditory, emotion, fear, mental, occult) **Trigger** A creature moves within 10 feet of the section of floor from which the choir can arise; **Effect** The choir rises, and its song deals 4d8+18 mental damage to non-evil creatures within 30 feet of the souls' spectral forms. Affected creatures must each attempt a DC 24 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes frightened 1.

Failure The creature takes full damage and becomes frightened 2.

Critical Failure The creature takes double damage. It also becomes frightened 3 and fleeing for 1 round.

HALLUCINATION POWDER TRAP HAZARD 6

MAGICAL TRAP

Stealth DC 24 (expert)

Description A tube of hallucinogenic powder armed with a miniature explosive is connected to a doorknob or similar latch.

Disable DC 26 Thievery (expert) to disable the hammer that strikes the percussion cap

AC 24; **Fort** +0, **Ref** +0

Hardness 0, **HP** 1; **Immunities** critical hits, object immunities, precision damage



GHOSTLY CHOIR

Powder Burst ↻ (mental, poison) **Trigger** The latch is opened or the tube is broken; **Effect** The tube explodes, spraying hallucinogenic powder in a 30-foot cone. Any creature in the cone must succeed at a DC 24 Will save or be confused for 1 round and take a –2 status penalty to Perception checks and saves against mental effects for 1d4 hours. On a critical failure, the penalty is instead –4.

HAMMER OF FORBIDDANCE HAZARD 11

MAGICAL MECHANICAL TRAP

Stealth DC 30 (expert)

Description An enormous hammer at an edifice's entrance swings down in an attempt to damage a creature entering an area, push it back, and prevent it from going any further.

Disable DC 28 Thievery (expert) once on the hammer itself and once on its joint to prevent the hammer from swinging

AC 32; **Fort** +24, **Ref** +15

Hammer Hardness 22; **Hammer HP** 88 (BT 44); **Joint Hardness** 16; **Joint HP** 64 (BT 32); **Immunities** critical hits, object immunities, precision damage

Forbid Entry ↻ (divine) **Trigger** A creature attempts to enter through the entrance; **Effect** The hammer swings down, making a Strike against the triggering creature.

Melee hammer +28, **Damage** 6d8+20 bludgeoning plus the target is knocked back 10 feet and must succeed at a DC 30 Will save or be unable to enter the edifice through any entrance for 24 hours (on a critical hit, the target automatically fails the Will save); no multiple attack penalty

Reset The trap resets over the course of the round, and is ready to swing again 1 round later.

HAMPERING WEB HAZARD 1

ENVIRONMENTAL

Stealth DC 18 (expert)

Description Semitransparent sheets of webbing span the entryway, ready to capture small insects or hamper larger creatures that pass through.

Disable DC 17 Survival (trained) to dislodge it

AC 19; **Fort** +10, **Ref** +11

HP 26 (BT 13); **Immunities** critical hits, object immunities, precision damage

Ensnare ↻ **Trigger** A creature that isn't a spider walks into the web; **Effect** The web wraps around the triggering creature's body, clinging to their limbs. The triggering creature must succeed at a DC 20 Reflex save or take a –10-foot circumstance penalty to all their Speeds until they Escape the web (DC 20). On a critical failure, the webbing also clings to the creature's face, making them sickened 1, and they can't attempt to reduce this condition until they Escape the web.

HIDDEN PIT HAZARD 0

MECHANICAL TRAP

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

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Disable DC 12 Thievery to remove the trapdoor
AC 10; **Fort** +1, **Ref** +1
Trapdoor Hardness 3; **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage
Pitfall ↷ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.
Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

PHARAOH'S WARD HAZARD 7

MAGICAL TRAP
Stealth DC 25 (expert)
Description A curse is imbued on an entryway's threshold.
Disable DC 27 Thievery (master) to painstakingly remove the lintel without triggering the magic, or *dispel magic* (4th rank; counteract DC 25) to counteract the rune
Curse the Intruders ↷ (curse, divine) **Trigger** The seal on the tomb is broken from the outside; **Effect** Each living creature within 60 feet must succeed at a DC 23 Will save or be subjected to the pharaoh's curse. A cursed creature takes a –2 status penalty to Fortitude saves, and any natural or magical healing it receives is halved. The curse remains until removed by *cleanse affliction* or similar magic.
Reset The trap resets when the door is shut.

PLANAR RIFT HAZARD 13

MAGICAL TRAP
Stealth DC 35 (trained)
Description A rift attempts to draw creatures into another plane (the GM chooses the specific plane).
Disable DC 33 Thievery (master) to assemble a rift seal using objects strongly grounded to your plane, or *dispel magic* (7th rank; counteract DC 31) to counteract the rift
Into the Great Beyond ↷ (occult, teleportation) **Trigger** A creature moves within 10 feet of the rift; **Effect** The triggering creature and all creatures within 30 feet of the rift are drawn into another plane. Each creature can attempt a DC 33 Reflex save to avoid this fate.

POISONED LOCK HAZARD 1

MECHANICAL TRAP
Stealth DC 17 (trained)
Description A spring-loaded, poisoned spine is hidden near the keyhole of a lock. Disabling or breaking the trap does not disable or break the lock.
Disable DC 17 Thievery (trained) on the spring mechanism
AC 15; **Fort** +8, **Ref** +4
Hardness 6; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage
Spring ↷ **Trigger** A creature tries to unlock or Pick the Lock; **Effect** A spine extends to Strike the triggering creature.
Melee spine +13, **Damage** 1 piercing plus cladis poison
Cladis Poison (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)

POISONOUS MOLD HAZARD 2

ENVIRONMENTAL FUNGUS
Stealth DC 21 (trained)
Description This grotesque fungus releases poisonous spores when a creature comes near.
Disable DC 18 Survival (trained) to safely remove the mold
Floating Spores (aura, poison); 5 feet. A creature that enters or starts its turn in the aura takes 2d6 poison damage.
AC 18; **Fort** +11 **Ref** +5
HP 30 (BT 15); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 10
Feed on Decay The mold expands when fed by blood or decay. If at any point a creature takes bleed damage while adjacent to the mold or a dying or dead body is adjacent to the mold, the mold grows to expand into every square adjacent to its current space. This can happen only once per day.
Spore Burst ↷ (poison) **Frequency** once per day; **Trigger** A creature touches the mold, hits it, or damages it; **Effect** The mold explodes in a burst of spores and mold clusters, dealing 2d6+6 poison damage to creatures within 10 feet of it, with a DC 18 basic Fortitude save.
Reset Unless entirely eradicated (typically with acid or fire), the mold regrows over the course of 2 weeks.

POLYMORPH TRAP HAZARD 12

MAGICAL TRAP
Stealth DC 34 (trained)
Description A Druidic glyph attempts to transform a trespasser into an animal.
Disable DC 32 Thievery (master) to drain the glyph's power harmlessly, or *dispel magic* (6th rank; counteract DC 30) to counteract the glyph
Cursed Metamorphosis ↷ (primal) **Trigger** A creature moves within 30 feet of the glyph without speaking the passphrase in Druidic; **Effect** The creature is targeted by *cursed metamorphosis* (DC 32 Will save).

SCYTHE BLADES HAZARD 4

MECHANICAL TRAP
Stealth DC 23 (trained)
Description Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.
Disable DC 21 Thievery (trained) to disable each blade
AC 21; **Fort** +12, **Ref** +8
Hardness 11; **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage
Falling Scythes ↷ **Trigger** The trip wire is pulled or severed; **Effect** Both blades swing down, each one Striking all creatures under the ceiling grooves.
Melee scythe +17 (deadly d12), **Damage** 2d12+4 slashing; no multiple attack penalty
Reset The trap resets after 15 minutes.

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SLAMMING DOOR HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description Pressure-sensitive panels in the floor connect to a stone slab hidden in a hallway's ceiling.

Disable DC 15 Thievery (trained) on the floor panels before the slab falls

AC 16; **Fort** +10, **Ref** +2

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Slam Shut ↷ **Trigger** Pressure is placed on any floor tile; **Effect** The door falls, closing off the hallway. The stone slab deals 3d8 bludgeoning damage to anyone beneath or adjacent to the slab when it drops and pushes them out of its space in a random direction. A creature that succeeds at a DC 17 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, they can choose the direction.

Lifting the fallen slab requires a successful DC 25 Athletics check. Hitting the floor panels triggers the trap. The slab uses the same AC and saves as the trap, but it has Hardness 12, HP 48 (BT 24).

SNOWFALL HAZARD 0

ENVIRONMENTAL

Stealth DC 16 (trained)

Description Loose snow and ice have built up on a high surface, such as a tree branch or a rooftop. Its grip on the surface is tenuous, and it is likely to fall if the surface moves.

Disable DC 19 Survival (trained) to safely dislodge the snow, or deal any amount of fire damage to destroy the hazard without triggering it

AC 16; **Fort** +10, **Ref** +8

HP 8; **Immunities** critical hits, object immunities, precision damage

Snowdrop ↷ **Trigger** A creature moves beneath where the snowfall is resting; **Effect** Ice and snow fall on the triggering creature, dealing 2d6+3 bludgeoning damage (DC 18 basic Reflex save) and soaking their clothing. Until they change into fresh clothing or spend at least an hour in an area of normal or higher temperature, they treat cold environments as one step colder (for example, mild cold as severe cold).

SPEAR LAUNCHER HAZARD 2

MECHANICAL TRAP

Stealth DC 20 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

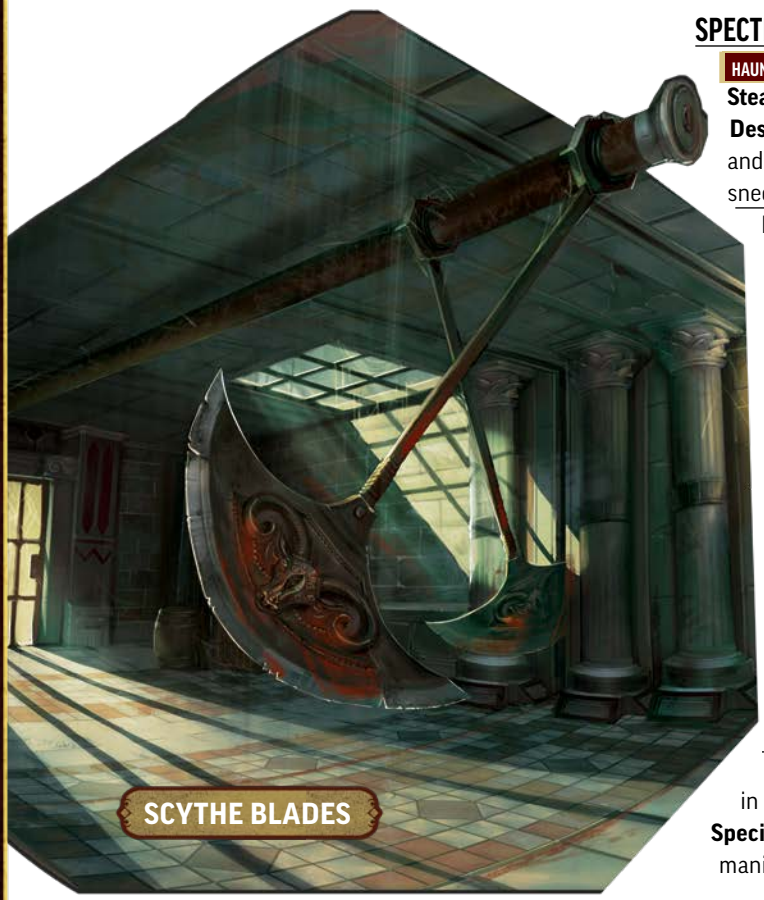
Disable DC 18 Thievery (trained) on the floor tile or wall socket

AC 18; **Fort** +11, **Ref** +3

Hardness 8; **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Spear ↷ **Trigger** Pressure is applied to the floor tile; **Effect** The trap shoots a spear, making a Strike against the creature or object on the floor tile.

Ranged spear +14, **Damage** 2d6+6 piercing



SCYTHE BLADES

SPECTRAL REFLECTION HAZARD 5

HAUNT

Stealth DC 26 (expert)

Description The reflection in the mirror subtly twists and distorts, its expression taking on an unnerving sneer of malice.

Disable DC 23 Religion (trained) to exorcise the spirit, or DC 23 Thievery (trained) to quickly cover the mirror

AC 19; **Fort** +15, **Ref** +10

Hardness 13; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Spectral Impale ↷ **Trigger** A living creature approaches within 15 feet of the mirror, and the mirror is lit with dim or brighter light; **Effect** Shadowy barbs impale the body of the reflected creature as the haunt makes a shadow barbs Strike.

Melee shadow barbs +19, **Damage** 4d8+9 void plus sap vitality

Sap Vitality A creature hit by the reflection's shadow barbs must attempt a DC 22 Fortitude save as the haunt tries to draw a portion of its vital essence into the mirror. The target is drained 1 on a failed saving throw, or drained 2 on a critical failure.

Reset The haunt re-forms after 1 minute, manifesting in any mirror within its infused area (see Special below).

Special Spectral reflections often infuse entire buildings, manifesting in any sufficiently large mirror. The example

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Hit Points and Hardness given represent a typical mirror reinforced by the haunt; at your discretion, the haunt might appear in reflective surfaces that are harder to destroy. Defeating a manifestation through damage destroys the surface, preventing the haunt from using it again. If this haunt appears in an area with many mirrors, consider giving PCs double or even triple the XP for a typical simple hazard.

TITANIC FLYTRAP HAZARD 4

ENVIRONMENTAL

Stealth DC 25 (trained)

Description On the surface, a titanic flytrap appears to be a patch of the more common flytrap plant, but beneath murky waters it hides a far larger set of jaws, reaching 10 feet across, reinforced with woody branches and lined with paralytic hairs.

Disable DC 22 Survival (trained) to mislead the flytrap's sense of weight and pressure

AC 21; **Fort** +15, **Ref** +8

HP 56 (BT 28); **Immunities** mental; **Resistances** acid 20, fire 10

Snap Shut ↷ **Trigger** A Small or Medium creature moves into a square that is within reach of the flytrap's hidden jaws; **Effect** The flytrap's jaws snap shut, making a jaws Strike against the triggering creature.

Melee ❖ jaws +17, **Effect** devour

Devour The target is trapped by the flytrap's jaws, gaining the grabbed condition until it Escapes (DC 21). Additionally, it is exposed to the titanic flytrap toxin from the hundreds of tiny hairs that line the inside of its leaves. If the flytrap's jaws Strike was a critical success, the target takes a –2 circumstance penalty to its saving throws against this poison. At the end of each of the target's turns that it remains grabbed, the target takes 3d6 acid damage.

Titanic Flytrap Toxin (contact, poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison damage and stunned 1 (1 round); **Stage 2** 3d6 poison damage and stunned 2 (1 round); **Stage 3** 4d6 poison damage and paralyzed (1 round)

Reset 1 hour (or longer, after a large meal)

VORPAL EXECUTIONER HAZARD 19

MECHANICAL TRAP

Stealth DC 43 (expert)

Description A wickedly sharp saw blade descends and travels along grooves in a complex path throughout the room, attempting to decapitate everyone within.

Disable DC 41 Thievery (expert) at four different junctions to jam all the saw blade's possible paths, preventing it from traveling through the room

AC 43; **Fort** +32, **Ref** +32

Hardness 30; **HP** 120 (BT 60) per junction; **Immunities** critical hits, object immunities, precision damage

Total Decapitation ↷ **Trigger** A creature attempts to exit the room; **Effect** The saw blade travels along its path, making one Strike against each creature in the room, twisting and varying its height for a maximum chance of beheading its targets.

Melee saw blade +40 (deadly d12, death), **Damage** 6d12+25 slashing plus decapitation; no multiple attack penalty

Decapitation On a critical hit, a target must succeed at a DC 39 Fortitude save or be decapitated, dying instantly unless it can survive without a head.

Reset The trap resets over the course of the round and can be triggered again 1 round later.

Complex Hazards

Complex hazards function similarly to monsters during encounters, as they roll initiative and have actions of their own, though these are usually automated in a routine. Complex hazards can be used in encounters to take the place of a creature of the same level, and are worth commensurate XP (see page 57).

CONFOUNDING BETRAYAL HAZARD 8

COMPLEX HAUNT

Stealth +21 (expert)

Description Allies appear to shed their disguises and reveal themselves to be malevolent monsters.

Disable DC 28 Deception (expert) twice to confound the haunt with your own deceptions, or DC 28 Occultism (trained) twice to create a ward against the haunt's mental influence

Unmask ↷ (illusion, occult) **Trigger** Two or more creatures enter the haunt's area; **Effect** Each creature sees the forms of nearby creatures shift and change, appearing to transform into fiendish or aberrant beings with a thirst for blood. Each creature in the area must attempt a DC 30 Will save. The haunt then rolls initiative.

- **Critical Success** The creature sees through the illusions entirely and is temporarily immune to the haunt's routine for 1 minute.
- **Success** The creature is unaffected by the strange images.
- **Failure** The creature believes the illusions to be true; if they become confused by the haunt's routine, they can't attempt flat checks to end the confused condition when they take damage.
- **Critical Failure** As failure, but the creature is left with a lingering suspicion of others and can't benefit from Aid reactions for 24 hours.

Routine (1 action; illusion, incapacitation, occult) The haunt continues to confound victims' senses and inspire them to commit violence against each other. Each creature in the haunt's area must attempt a DC 26 Will save.

- **Critical Success** The creature is unaffected and temporarily immune for 1 minute.
- **Success** The creature is unaffected.
- **Failure** The creature is confused for 1 round.
- **Critical Failure** The creature is confused for 1 minute.

Reset The haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

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DANCE OF DEATH — HAZARD 16

COMPLEX HAUNT

Stealth +32 (master)

Description An eerie orchestra compels all who hear it to dance until they collapse from exhaustion.

Disable DC 42 Intimidation (expert) three times to frighten dancers and spectral musicians alike away from participating in the deadly performance, DC 40 Performance (master) twice to produce a tune discordant enough to disrupt the compulsion, or DC 42 Religion (master) three times to banish the spirits with prayers

Prelude ↷ (auditory, incapacitation, mental, occult) **Trigger** A creature approaches within 30 feet of the orchestra; **Effect** The orchestra compels all creatures that can hear it to begin dancing. Each creature must attempt a DC 41 Will save, with the following effects. The haunt then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is off-guard and cannot use reactions. Additionally, it must spend 1 of its actions each round dancing. Dancing is a move action that allows the creature to Stride up to half its Speed.

Failure As success, except the creature must spend 2 of its actions each round dancing.

Critical Failure As failure, except the creature must spend 3 of its actions each round dancing.

Routine (1 action; auditory, incapacitation, mental, occult) The orchestra performs a raucous tune, compelling all creatures that can hear it to spend actions dancing. Each round, creature must attempt a DC 37 Will save; the results of this save modify the number of actions that the creature must spend dancing each round. If this would cause the creature to spend more actions dancing than it can use on its turn, the creature takes 10d6 damage (or double that on a critical failure) from moving faster than its body can manage.

Critical Success The creature decreases the number of actions it must spend dancing by 1.

Success No effect.

Failure The creature increases the actions it must spend dancing by 1.

Critical Failure The creature increases the actions it must spend dancing by 2.

Reset The eerie orchestra spends an hour retuning its phantasmal instruments, after which it is ready to begin its routine again.

DROWNING PIT — HAZARD 3

COMPLEX MECHANICAL TRAP

Stealth +10 (trained); DC 22 (expert) to notice the water spouts once the pit opens

Description A trapdoor covers a 10-foot-square pit that's 30 feet deep and has 5 feet of water at the bottom. Four water spouts in the walls connect to hidden water tanks. Each water spout extends out of a different wall, 6 inches from the top of the pit.

Disable DC 18 Thievery (trained) to seal each water spout, DC 22 Thievery (trained) to open the trapdoor, or DC 22 Athletics to Force Open the trapdoor

AC 19; **Fort** +8, **Ref** +5

Trapdoor Hardness 15; **Trapdoor HP** 60 (BT 30); **Spout Hardness** 8; **Spout HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Pitfall ↷ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes damage from the fall, reduced by 5 feet for falling into the water (typically 12 bludgeoning damage). A creature can Grab an Edge to avoid falling (*Player Core* 419). The trapdoor then slams shut, and the hazard rolls initiative.

Routine (4 actions) The trap loses 1 action each turn for each disabled water spout. On each of the trap's actions, a spout pours water, increasing the depth of the water by 5 feet. Once the pit is full of water, the pit stops using actions, but creatures in the pit begin drowning (*Player Core* 437).

Reset The trap can be reset if the door is manually reengaged and the water tanks are refilled; it can be reset without draining the pit, but doing so renders the pit less effective.

ETERNAL FLAME — HAZARD 7

COMPLEX HAUNT

Stealth +18 (expert)

Description A raging spectral inferno arises out of thin air, strengthening all undead creatures within its area. This haunt most often arises from the charred remains of a group of three people who burned to death, whether in a terrible accident or a deliberate execution, and their unavenged souls burn with rage.

Disable DC 27 Diplomacy (expert) to temporarily calm the rage of one of the three spirits, or DC 30 Religion (trained) to exorcise one of the spirits; three total successes are required to disable the haunt

Searing Agony ↷ (mental) **Trigger** A living creature approaches within 10 feet of the remains of a victim of the original fire; **Effect** Memories of the pain suffered by the fire's past victims assault the triggering creature's mind. The creature must attempt a DC 25 Will save, and the haunt then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 3, and it is off-guard for as long as it remains within the haunt's area and for 3 rounds thereafter.

Routine (1 action) Phantom flames rage across the haunted area, dealing 4d6 fire damage to each living creature within the area (DC 23 basic Will save). Undead creatures in the area are infused with flames for the following round. They gain the fire trait and immunity to fire, and all their attacks deal an additional 1d6 fire damage. Objects in the area are unaffected.

Reset The flames cease 1 minute after all living creatures leave the area, but after 1 hour, the anger and pain simmer up and the haunt is ready to trigger again.

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FLENSING BLADES HAZARD 12

COMPLEX HAUNT

Stealth +25 (expert)

Description A whirling tornado of spectrally propelled glass and steel slices whatever it touches to ribbons.

Disable DC 35 Thievery (master) to precisely adjust the blades so that they destroy each other, or DC 38 Religion (expert) to weaken the haunt; four successes are required to disable it

AC 33; **Fort** +27, **Ref** +25, **Will** +22

Hardness 20; **HP** 100 (BT 50); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** vitality 15

Whirling Blades ↷ **Trigger** Three or more creatures enter the area of the haunt; **Effect** Sharp fragments lift up from the ground and begin to spin in rapid circles taking up one 5-foot square. The haunt rolls initiative.

Routine (3 actions) The tornado of blades uses 3 actions to move, traveling up to 30 feet with each action and dealing 2d10+10 slashing damage. Each creature in its path must attempt a DC 33 Reflex save. Each successful check to disable this hazard reduces the haunt's movement by 30 feet, and the fourth success disables it completely.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage plus 1d10 persistent bleed damage.

Critical Failure The creature takes double damage and 1d10 persistent bleed damage. It also becomes wounded 1 (or increases its wounded value by 1, if it is already wounded).

Reset The haunt draws jagged shards back into its area over the course of an hour, after which it can trigger again.

POISONED DART GALLERY HAZARD 8

COMPLEX MECHANICAL TRAP

Stealth +16 (expert) or DC 31 (master) to notice the control panel

Description Countless holes to launch poison darts from line a long hallway with a hidden control panel on the far end.

Disable DC 21 Thievery (expert) on the control panel deactivates the trap

AC 27; **Fort** +13, **Ref** +17

Hardness 14; **HP** 56 (BT 28) to destroy the control panel and disable the trap; **Immunities** critical hits, object immunities, precision damage

Dart Volley ↷ **Trigger** A creature enters the hallway or ends its turn in the hallway; **Effect** The trap makes a poisoned dart Strike against the triggering creature, then rolls initiative.

Routine (1 action) The trap launches one dart against every creature in the gallery as 1 action. Because it launches darts continuously, the trap can also use the Continuous Barrage free action (see below) to launch darts at each creature during that creature's turn.

Ranged poisoned dart +21, **Damage** 3d4 piercing plus flesset poison; no multiple attack penalty

Continuous Barrage ◆ **Trigger** A creature within the active gallery finishes an action; **Effect** The trap makes a poisoned dart Strike against the triggering creature.

Flesset Poison (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage and clumsy 2 (1 round); **Stage 3** 3d6 poison damage and clumsy 3 (1 round)

Reset The trap deactivates and resets after 1 minute.

QUICKSAND HAZARD 3

COMPLEX ENVIRONMENTAL

Stealth +12 (trained) (or –10 and no minimum proficiency if the surface is disturbed)

Description A 15-foot-wide patch of water and sand attempts to submerge creatures that step onto it.

Disable DC 18 Survival (trained) to disturb the surface

Submerge ◆ **Trigger** A Huge or smaller creature walks onto the quicksand; **Effect** The triggering creature sinks into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation (*Player Core* 437).

A creature in the quicksand can attempt a DC 20 Athletics check to Swim to either raise itself by one step if it's submerged to its neck or worse, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the quicksand escapes the hazard and is prone in a space adjacent to the quicksand patch. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 20 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

SPINNING BLADE PILLAR HAZARD 4

COMPLEX MECHANICAL TRAP

Stealth +11 (trained) or DC 26 (expert) to notice the control panel

Description A metal pole with three razor-sharp spinning blades is hidden in the floor, connected to trigger plates in up to eight floor tiles and a hidden control panel within 30 feet.

Disable DC 21 Thievery (trained) twice on the pillar, or DC 19 Thievery (expert) once on the control panel deactivates the whole trap. Breaking the control panel prevents anyone from disabling the trap using the control panel and prevents the trap from deactivating automatically (see Reset below).

AC 21; **Fort** +10, **Ref** +12

Pillar Hardness 12; **Pillar HP** 48 (BT 24); **Panel Hardness** 5; **Panel HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

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UPGRADED SUMMONING RUNES

You can make a *summoning rune* of nearly any level. It summons a creature of a level equal to the trap's level. Use the DCs by Level table on page 53 to determine the Thievery DC and spell DC, using the trap's level and applying a hard adjustment (+2). The Stealth modifier for the trap is equal to this number – 10. Stronger *summoning runes* usually require expert proficiency or better in Perception to find, and they might require a higher proficiency rank in Thievery to disable.

Rising Pillar ↷ **Trigger** A creature steps on one of the trapped floor tiles; **Effect** The trap pops up in a grid intersection and makes a spinning blade Strike against one adjacent creature (if any), then rolls initiative.

Routine (3 actions) The trap uses its first action to make a spinning blade Strike against each adjacent creature, its second action to move straight in a random direction (roll 1d4 to determine the direction), and its third to make a spinning blade Strike against each adjacent creature. This trap doesn't take a multiple attack penalty.

Speed 10 feet

Melee ❖ spinning blade +12, **Damage** 2d10+5 slashing

Reset The trap deactivates and resets after 1 minute.

SUMMONING RUNE HAZARD 1

COMPLEX MAGICAL TRAP

Stealth +7 (trained)

Description A cloud of invisible magical sensors in a 10-foot radius surrounds an invisible wall or floor rune the size of the creature to be summoned.

Disable DC 15 Acrobatics to approach without triggering the trap followed by DC 17 Thievery (trained) to erase the rune, or *dispel magic* (1st rank; counteract DC 15) to counteract the rune

Summon Monster ↷ (arcane) **Trigger** A creature enters the cloud of magical sensors; **Effect** This trap summons a specific 1st-level creature, determined when the trap is created. The creature rolls initiative and remains for 2d6 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

Reset The trap resets each day at dawn.

WHEEL OF MISERY HAZARD 6

COMPLEX MAGICAL MECHANICAL TRAP

Stealth +16 (expert) to detect the magical sensor; noticing the wheel has a DC of 0

Description An ornate wheel set into a wall—divided into six segments with colored runes on each—is controlled by a magical sensor that detects any creature within 100 feet in front of it.

Disable DC 26 Thievery (expert) on the wheel to stop it from spinning, DC 22 Thievery (master) to erase each rune, or *dispel magic* (4th rank; counteract DC 22) to counteract each rune

AC 24; **Fort** +15, **Ref** +13

Hardness 14; **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Wheel Spin ↷ **Trigger** A creature enters the sensor's detection area; **Effect** The wheel begins to spin and rolls initiative.

Routine (2 actions) On its initiative, the trap uses its first action to spin, then stops. Roll 1d6 to determine which segment is topmost when the wheel stops spinning. The wheel uses its second action to replicate the spell listed for that segment (3rd rank, DC 24, spell attack modifier +14). This spell's target is centered on or otherwise includes the nearest creature in the area. This increases the spell's range to 100 feet if necessary. Any spell cast by this trap is arcane.

1 *sleep*
2 *paralyze*
3 *lightning bolt* (100-foot line)
4 *blindness*
5 *caustic blast*
6 *enfeeble*

Reset The trap deactivates and resets if 1 minute passes without any creature moving within range of its sensor.



WHEEL OF MISERY

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Building Hazards

Building hazards designed for your game allows you to customize them to match your story, location, and needs, as well as to surprise the other players at every turn. There's no wrong way to create a hazard, but this guide presents the information in the order you might see it in a hazard stat block.

Concept

The first thing you'll need is a concept for your hazard. What level is your hazard? Will it be simple or complex? Is it a trap, a haunt, an environmental hazard, or something else? If it's a trap, is it mechanical, magical, or both? This is a good time to brainstorm the hazard's name and description, as this will help you decide how the hazard can be disabled.

Hazard Types

The three main types of hazards are traps, environmental hazards, and haunts.

Traps are usually built or placed. They can also form accidentally, such as if a magic portal, through millennia of disuse, malfunctions as its magic warps. Mechanical traps always have some physical component, whereas purely magical traps typically don't. Magical traps can usually be counteracted by *dispel magic*, and those without a listed proficiency rank for Stealth can be found using *detect magic*. Thievery is the most common skill used to disable traps.

Environmental hazards are either living things, like dangerous spores and molds, or simply features of the terrain or environment, like avalanches or rockslides. While they are always physical, some environmental hazards can't reasonably be attacked or damaged, such as a cloud of poisonous gas or a patch of quicksand. Survival is the most common skill used to disable environmental hazards.

Haunts are spiritual hazards, usually formed when the spiritual essence of a location is imprinted with the instincts and emotions from a living being's demise. Because haunts lack matter, they rarely involve a physical component, and when they do, that component is generally incorporeal or might even be damaged only by vitality energy. The skills and options used to disable haunts vary, though using Religion for an exorcism is common. However, even with a successful check to disable a haunt, it can reoccur until its unfinished business is resolved. Typically, successfully disabling or enduring a haunt provides clues to determine what it would take to lay it to rest permanently.

Understanding and Choosing Statistics

Statistics determine how your hazard interacts with the game world, representing how dangerous it is and how hard it is to render harmless or circumvent. The statistics for your hazard can have extreme, high, or low values. You will want to choose the value that is most appropriate for the concept of your hazard, while ensuring that it is well balanced to ensure a fun encounter.

Extreme: The hazard is world class in this statistic and can challenge almost any character. Almost all hazards have one extreme statistic because hazards normally activate only if they have gone unnoticed or if someone critically failed to disable them. Does it have an extreme Stealth DC that makes it incredibly hard to find, an extreme Disable DC that makes it perilous to disable, or an extreme save DC that makes it deadly in the event it triggers? These are the most common choices, as each affects a different phase of encountering the hazard.

High: Extremely capable but not world class, the hazard presents a challenge for most characters. This is a capable level, and can generally serve as a baseline value.

Low: If a hazard has a weakness, like a poor Reflex save for a bulky mechanical trap or an easy DC to disable



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for a hard-to-find trap, it usually has a low value. If you need something even lower, use a terrible value from Building Creatures (pages 112–125), or just an incredibly low value like the *armageddon orb's* Stealth (page 100).

Stealth and Disable

When determining a hazard's combat statistics, first decide how the hazard can be located and how hard it is to disable. A hazard where the main challenge is how difficult it is to find, like the hidden pit, might have a very different effect for its level than a hazard out in plain sight, daring a PC to try to disable it, like the *armageddon orb*.

Stealth and Disable DCs

Level	Extreme	High	Low
–1	18	15	12 to 11
0	19	16	13 to 12
1	20	17	14 to 13
2	21	18	15 to 14
3	23	20	17 to 15
4	25	22	18 to 17
5	26	23	20 to 18
6	28	25	21 to 19
7	30	27	23 to 21
8	31	28	24 to 22
9	33	30	26 to 23
10	35	32	27 to 25
11	36	33	29 to 26
12	38	35	30 to 27
13	40	37	32 to 29
14	41	38	33 to 30
15	43	40	35 to 31
16	45	42	36 to 33
17	46	43	38 to 34
18	48	45	39 to 35
19	50	47	41 to 37
20	51	48	42 to 38
21	53	50	44 to 39
22	55	52	45 to 41
23	56	53	46 to 42
24	58	55	48 to 43

When deciding how your hazard is disabled, come up with a narrative description of how it would happen, which will inform which methods and skills disable the hazard. You'll need to decide the proficiency rank necessary to find the hazard as well as disable it with each method. Remember, a hazard without a listed rank next to its Stealth DC is obvious enough that creatures can find it without Searching, and magical hazards without a listed rank are not normally protected against *detect magic*. Most hazards built by intelligent creatures are concealed and have at least a trained rank. The Minimum Proficiency table indicates the high and moderate proficiency requirements by level; you can use lower proficiency ranks than the ones listed, and if you use the high rank, consider a secondary, perhaps less-efficient method to disable the hazard using a lower rank. For instance, the bloodthirsty urge haunt (page 100) can be disabled with master Religion, or by a higher DC with expert Diplomacy.

If you need a Stealth modifier for a complex hazard, just subtract 10 from the listed DC.

Minimum Proficiency

Levels	High	Moderate
0 or lower	Untrained	Untrained
1–4	Trained (expert for Perception)	Trained
5–8	Expert	Trained
9–18	Master	Expert
19 or higher	Legendary	Master

Defenses

If there's a physical component that a character could break, you'll need to determine the hazard's AC, Fortitude save, and Reflex save, using the extreme, high, and low values (preceded by E, H, or L on the table) as well as its Hardness, HP, and Broken Threshold (BT). When building a purely magical or formless hazard, you can skip this section.

Hazard Defenses

				E	H	L		
Level	EAC	HAC	LAC	Save	Save	Save	Hardness	HP*
–1	18	15	12	+9	+8	+2	2–4	11–13
0	19	16	13	+10	+9	+3	3–5	15–17
1	19	16	13	+11	+10	+4	5–7	23–25
2	21	18	15	+12	+11	+5	7–9	30–34
3	22	19	16	+14	+12	+6	10–12	42–46
4	24	21	18	+15	+14	+8	11–13	46–50
5	25	22	19	+17	+15	+9	12–14	50–54
6	27	24	21	+18	+17	+11	13–15	54–58
7	28	25	22	+20	+18	+12	14–16	58–62
8	30	27	24	+21	+19	+13	15–17	62–66
9	31	28	25	+23	+21	+15	16–18	66–70
10	33	30	27	+24	+22	+16	17–19	70–74
11	34	31	28	+26	+24	+18	19–21	78–82
12	36	33	30	+27	+25	+19	20–22	82–86
13	37	34	31	+29	+26	+20	21–23	86–90
14	39	36	33	+30	+28	+22	22–24	90–94
15	40	37	34	+32	+29	+23	23–25	94–98
16	42	39	36	+33	+30	+25	25–27	101–107
17	43	40	37	+35	+32	+26	27–29	109–115
18	45	42	39	+36	+33	+27	29–31	117–123
19	46	43	40	+38	+35	+29	31–33	125–131
20	48	45	42	+39	+36	+30	33–35	133–139
21	49	46	43	+41	+38	+32	36–38	144–152
22	51	48	45	+43	+39	+33	39–41	156–164
23	52	49	46	+44	+40	+34	44–46	168–176
24	54	51	48	+46	+42	+36	46–50	180–188

* The Broken Threshold is usually half the hazard's HP.

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Some hazards, even high-level ones, don't make sense with a high Hardness value. In those cases, you can skip the Hardness and use the HP values from table 2–7: Hit Points on page 63. Especially for complex hazards, you might want to divide the durability over multiple sections, located in different positions, to encourage teamwork and mobility.

Offense

Almost all hazards need an attack bonus or a save DC, and hazards that deal damage need to list a damage value. Simple hazards deal about twice as much damage as complex hazards and have a very high attack bonus (abbreviated as S. Atk in the table). Complex hazards usually have more moderate attack bonuses (abbreviated as C. Atk in the table). You can adjust them further using the Attack Bonus table on page 120 if your hazard needs it. Simple hazard DCs aren't as high for their level as their attack bonuses are, since effects with DCs usually have some effect even on a successful saving throw; use the EDC and HDC columns for extreme and hard DCs in the table.

The damage columns on the table give a damage expression you can use, followed by the average damage in parentheses. If you want to make your own damage expression, remember that average damage is 2.5 for a d4, 3.5 for a d6, 4.5 for a d8, 5.5 for a d10, and 6.5 for a d12.

HAZARD OFFENSE

Level	S. Atk	C. Atk	Simple Dmg	Complex Dmg	EDC	HDC
–1	+10	+8	2d4+1 (6)	1d4+1 (3)	19	16
0	+11	+8	2d6+3 (10)	1d6+2 (5)	19	16
1	+13	+9	2d6+5 (12)	1d6+3 (6)	20	17
2	+14	+11	2d10+7 (18)	1d10+4 (9)	22	18
3	+16	+12	2d10+13 (24)	1d10+6 (12)	23	20
4	+17	+14	4d8+10 (28)	2d8+5 (14)	25	21
5	+19	+15	4d8+14 (32)	2d8+7 (16)	26	22
6	+20	+17	4d8+18 (36)	2d8+9 (18)	27	24
7	+22	+18	4d10+18 (40)	2d10+9 (20)	29	25
8	+23	+20	4d10+22 (44)	2d10+11 (22)	30	26
9	+25	+21	4d10+26 (48)	2d10+13 (24)	32	28
10	+26	+23	4d12+26 (52)	2d12+13 (26)	33	29
11	+28	+24	4d12+30 (56)	2d12+15 (28)	34	30
12	+29	+26	6d10+27 (60)	3d10+14 (30)	36	32
13	+31	+27	6d10+31 (64)	3d10+16 (32)	37	33
14	+32	+29	6d10+35 (68)	3d10+18 (34)	39	34
15	+34	+30	6d12+33 (72)	3d12+17 (36)	40	36
16	+35	+32	6d12+35 (74)	3d12+18 (37)	41	37
17	+37	+33	6d12+37 (76)	3d12+19 (38)	43	38
18	+38	+35	6d12+41 (80)	3d12+20 (40)	44	40
19	+40	+36	8d10+40 (84)	4d10+20 (42)	46	41
20	+41	+38	8d10+44 (88)	4d10+22 (44)	47	42
21	+43	+39	8d10+48 (92)	4d10+24 (46)	48	44
22	+44	+41	8d10+52 (96)	4d10+26 (48)	50	45
23	+46	+42	8d12+48 (100)	4d12+24 (50)	51	46
24	+47	+44	8d12+52 (104)	4d12+26 (52)	52	48

Designing Simple Hazards

When designing a simple hazard, make sure to select an appropriate trigger and effect. Often, a simple hazard that merely damages its target is little more than a speed bump that slows down the game without much added value, so think about the purpose of your hazard carefully, both in the story and in the game world, especially when it's a hazard that a creature intentionally built or placed in that location. A great simple hazard does something interesting, has a longer-lasting consequence, or integrates with the nearby inhabitants or even the encounters in some way (you can find more information on integrating hazards with encounters on page 78).

Designing Complex Hazards

Unlike a simple hazard, a complex hazard can play the part of a creature in a battle, or can be an encounter all its own. Many of the concerns with damaging effects when designing a simple hazard don't apply when designing a complex hazard. A complex hazard can apply its damage over and over again, eventually killing its hapless victim, and isn't intended to be a quick-to-overcome obstacle.

A good complex hazard often requires disabling multiple components or otherwise interacting with the encounter in some way. For instance, while the poisoned dart gallery (page 107) requires only one Thievery check to disable, the control panel is on the far end of the gallery, so a PC would need to make their way across first.

Building Routines

A complex hazard has a routine each round, whether it stems from preprogrammed instructions built into a trap, instincts and residual emotions swirling around a complex haunt, or a force of nature like sinking in quicksand. Make sure to build a routine that makes sense for the hazard; an environmental lava chute that ejects lava into the area each round shouldn't be able to seek out and precisely target only the PCs, but it might spatter random areas within range or everything within range, depending on how you describe the hazard. However, a complex haunt might be able to recognize life force and target living creatures.

If you create a hazard that can't consistently attack the PCs (like the blade pillar, which moves in a random direction), you can make it deadlier than normal in other ways.

The hazard should have as many actions as you feel it needs to perform its routine. If you split the routine out into several actions, you can also remove some of the hazard's actions once partial progress is made in disabling or destroying it; this can give the PCs a feeling of progress, and it can encourage them to handle the hazard if it appears in an encounter alongside creatures.

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Building Creatures

Making your own creatures fleshes out your game world and lets you introduce concepts not yet available in published products like* Monster Core *and similar volumes. These guidelines help you customize creatures to your specifications and explore your imagination. From strange beasts to canny political rivals, you have the power to design creatures that fit the narrative needs of your story.

Creatures aren't built the same way PCs are. The rules for building them are more flexible, and their statistics are based on benchmark final numbers rather than combining each individual modifier together. This is called top-down design, in which you consider the design process as a whole and select the details that reflect your intended result, rather than building statistics from the bottom up and hoping the finished creature matches your vision.

This guide provides a step-by-step process to build creatures, but as you get more comfortable with creature creation, you may prefer to use different methods. You could start with one ability you think is cool, or you might look to create a spellcaster of a certain type. There's no wrong starting place or wrong way to compile and present your creation; some GMs prefer to generate a stat block that is as similar to an official *Monster Core* entry as possible, while others prefer just a brief set of notes.



Develop the Concept

To begin, come up with the creature's concept. You likely already have the basic idea. As you add details to the general idea, taking notes can help keep your creature on track. Consider the parts of your creature you find most compelling and want to emphasize when the creature hits the table. For example, in *Monster Core*, demons are creatures of sin and are designed to have weaknesses against specific virtues that oppose them. Satyrs enchant creatures by playing their pipes, represented by their centerpiece ability, Play the Pipes. Note your creature's core aspects, and if you feel uncertain later, you can look back and ask yourself, "Does this emphasize a core aspect or not?"

Next, look at the creature's role in your game. Is it meant to be a combatant? A social creature? A trusted ally? Figuring this out will help you determine whether to give it strong combat abilities or to focus on skills, spells, and special abilities. Think about how the creature might behave if it's in a fight, if someone tries to talk to it, or if it's in a social situation. Does it work better alone or with allies? What sort of character should be best at facing it or be particularly weak against it?

Also consider the complexity of the creature. This matters most when you plan to use a large number of creatures of that type. If you'll use five at the same time, you'll want their turns to move swiftly and avoid complex special actions. A creature that is likely to face a group of PCs alone can have more abilities, and it might need a more versatile set of defenses against PC tactics. Cut complexity as much as you can while retaining your desired theme.

Now, how do you want an encounter with this creature to feel? Should it be scary? Mobile? Confusing? A mystical duel or a knock-down, drag-out fight? What can you give your creature to convey those characteristics? Much of this feel will come from your choice of the creature's special abilities or spells, rather than its raw numbers.

With all this in mind, think about what specific abilities your creature should have. Take a few notes now, and get to the details later. You can use abilities from

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Monster Core or feats in *Player Core*, adjusting as needed, to save yourself time. It helps to think of a creature that's similar to yours and see what makes it tick—and what you can steal from it. Maybe you can just reskin that creature (page 114), instead of making a new one from scratch.

Now that you understand your creature's concept, it's time to get to the statistics. Remember that you can always change your concept later on. Your creation might evolve and transform as you go, so be open to change.

Understanding Statistics

Most of the statistics in this section use a scale of extreme, high, moderate, and low—some use terrible values as well.

Extreme: The creature is world-class in this statistic and can challenge almost any character. Most creatures have no extreme statistics or only one extreme statistic, although some creatures might have additional extreme statistics and weaker related statistics elsewhere (a common example being a creature trading accuracy for extreme damage). Examples from *Monster Core* include the succubus's Diplomacy modifier and the lich's spell DC.

High: Extremely capable but not world-class, the creature presents a challenge for most characters. Just about all creatures have at least one high value. Most combat-focused creatures have high AC and either a high attack bonus and high damage, or a merely moderate attack bonus but extreme damage. An ogre warrior's attack bonus and a kobold scout's Stealth are high values.

Moderate: A middle-of-the road statistic covers anything unremarkable about the creature. Use this one often.

Low: The creature is actively bad at this. Choose these intentionally to represent the creature's weak points. Most creatures should have at least one low statistic; an example is the goblin pyro's Will save.

Terrible: Some statistics can dip even lower than low, to terrible. This indicates a truly awful statistic that still isn't game-breakingly bad. A spider's Intelligence is terrible, as is an ogre's Will save.

Push and Pull

Statistics should be balanced overall. That means if you're giving a creature an extreme statistic, it should have some low or terrible statistics to compensate. For example, if you were making a creature extremely hard to hit by giving it an extreme AC, you'd likely give it lower saving throws or low HP. If a creature is great at spellcasting, it might need several low statistics to be a balanced challenge. There's no perfect system for making these decisions. If you've made a creature that has four high stats and nothing low, or vice-versa, take another look. A creature's strengths and weaknesses change the PCs' strategies for dealing with it, and that's what makes playing the game fun!

Extreme Increases

At the higher levels of the game, PCs have more tools at their disposal, so the creatures they face need to hit back harder! At higher levels, give each creature more extreme statistics. Having one extreme statistic becomes typical around 11th level. A creature of 15th level or higher typically has two extreme statistics, and one of 20th level or higher should have three or four. Keep in mind that these should be relevant to the encounters you expect them to have—extreme social skills aren't much use to a combat-focused creature. Be careful about giving multiple extreme statistics that are closely linked: a creature with extreme damage and Fortitude saves is one thing, but having an extreme attack bonus and extreme damage allows the creature to apply both extreme statistics to each attack.

Building Creatures Overview

This section details the creature-building process using the following steps.

1. **Develop the Concept** (page 112) Think about your creature, and make notes you can use in future steps.
2. **Build the Stat Block** Pick all the statistics for the creatures, going through the list below.
   - Level (page 114)
   - Size and Traits (page 114)
   - Attribute Modifiers (page 114)
   - Perception and Senses (page 115)
   - Languages (page 116)
   - Skills (page 116)
   - Items, if necessary (page 116)
   - AC (page 117)
   - Saving Throws (page 118)
   - Hit Points (page 118)
   - Immunities, Weaknesses, and Resistances (page 119)
   - Speed (page 119)
   - Strikes, including their damage (page 119)
   - Spells, if necessary (page 121)
3. **Design Abilities** (page 123) Create the special abilities your creature can use.
4. **Review Holistically** (page 125) Step back, take stock of your creature as a whole, and tweak as needed.

Trait Abilities (page 126)

This section provides the abilities conveyed by certain traits, such as demon, dragon, and undead. You'll also find abilities typical of creatures with those traits to help guide you as you plan your creatures.

Designing NPCs (page 128)

Sometimes you'll design a creature that's meant to have abilities or characteristics similar to those of a PC. Maybe you need a bold champion, a sly rogue master criminal, or a wizened druid elder for your game. You also might need a common baker, who has little combat ability but great skill with dough and an oven. This section provides ways you might modify aspects of the creature-building process to fit those needs.

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Reskinning a Creature

Sometimes you need a creature with abilities that are almost exactly the same as those of a published creature. In that case, it can be more efficient to simply "reskin" the old creature rather than design a new one—that is, to change the description but keep the abilities mostly the same. Occasionally, reskinning requires small mechanical adjustments. For instance, a fire cat that has immunity to fire, an aura that deals fire damage, and the ability to light people on fire with its jaws to deal persistent fire damage could be reskinned as a caustic animate tree that has immunity to acid, an aura that deals acid damage, and branch attacks that smear acidic sap on a creature's body when they hit, dealing persistent acid damage.

Level

For most creatures you build, their level depends on the level of the party that will encounter it. Look at other creatures you think are similar in power to yours to determine its level. Note that level represents a creature's combat ability, so a creature that's more social might have 3rd-level combat statistics and 6th-level skills, but it would remain a 3rd-level creature. Most such creatures are NPCs; for more information on this distinction and how to use it, see Non-Combat Level on page 128.

Some abilities are hard for PCs to deal with at low levels. For instance, creatures that can fly and have ranged attacks should typically appear around 7th level, when PCs gain access to flight. Natural invisibility or at-will *invisibility* as an innate spell should come at around 6th level, when PCs are more likely to prepare *see the unseen* in lower-rank spell slots, or 8th level, when some PCs get the Blind-Fight feat.

The tables in this chapter go up to 24th level—the highest-level extreme encounter a party might face.

Size and Traits

Fill out the trait line of your creature's stat block. Creatures can be whatever size you need them to be, though you seldom find Large creatures below 1st level, Huge creatures below 5th level, or Gargantuan creatures below 10th level. Generally, you don't automatically adjust statistics for size, except to Strength modifiers for Large and bigger creatures, which you'll find in the following Attribute Modifiers section.

Your creature will almost certainly have one of the following traits to define its type: aberration, animal, astral, beast, celestial, construct, dragon, elemental, ethereal, fey, fiend, fungus, giant, humanoid, monitor, ooze, plant, or undead. If you're making a creature from an existing category of a type, such as demon, it also has that category as a trait. Creatures with a close affinity to elements—air, earth, fire, metal, water and wood—or types of energy—like acid, cold, and electricity—have those traits.

Some abilities that are typical of creatures with the traits listed here can be found in Trait Abilities on page 126. As with the other steps, looking at similar creatures will give you an idea of what traits to use.

Add any traits that have detailed rules attached to them, like amphibious, aquatic, incorporeal, mindless, and swarm. You can add traits related to the creature category, such as dinosaur or werecreature, but most of these traits are pretty self-evident in play. If at any point you realize during play that you didn't add a trait the creature really should have, you can usually apply it retroactively.

Attribute Modifiers

Next, figure out your creature's attribute modifiers, since these will suggest what their other statistics should be. You don't have to determine the exact numbers, but it's good to avoid creating creatures whose attribute modifiers are at odds with their abilities, like creatures with a terrible Wisdom modifier and a very high Perception. Most of the time, you'll just be using attribute modifiers for untrained skills, so they're useful as a guide but not crucial.

The Attribute Modifier Scales table shows some benchmarks for your creatures. Use high for the creature's best attribute modifiers, moderate for ones they're okay at, and low for the rest. If a creature has a truly bad ability, you can go as low as –5. That's the terrible range for attribute modifiers, and doesn't really change by level. This is most common with animals, which have an Intelligence modifier of –4 (for dogs, dolphins, and such) or –5 (for more instinctual animals like spiders), and for mindless creatures, which have a –5 Intelligence modifier.

Few creatures use the extreme column. A powerful, dedicated spellcaster might use an extreme spellcasting statistic, or a preternaturally charming creature like a succubus or nymph might have an extreme Charisma modifier. However, the most common way extreme numbers are used is for really big, really strong creatures. This happens with only Large or bigger creatures from 1st to 5th level, Huge or larger creatures from 6th to 9th level, and Gargantuan creatures from 10th to 15th level. Beyond that level, a creature doesn't gain an extreme Strength modifier from size alone.

Attribute Modifier Scales

Level	Extreme	High	Moderate	Low
–1	–	+3	+2	+0
0	–	+3	+2	+0
1	+5	+4	+3	+1
2	+5	+4	+3	+1
3	+5	+4	+3	+1
4	+6	+5	+3	+2

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5	+6	+5	+4	+2
6	+7	+5	+4	+2
7	+7	+6	+4	+2
8	+7	+6	+4	+3
9	+7	+6	+4	+3
10	+8	+7	+5	+3
11	+8	+7	+5	+3
12	+8	+7	+5	+4
13	+9	+8	+5	+4
14	+9	+8	+5	+4
15	+9	+8	+6	+4
16	+10	+9	+6	+5
17	+10	+9	+6	+5
18	+10	+9	+6	+5
19	+11	+10	+6	+5
20	+11	+10	+7	+6
21	+11	+10	+7	+6
22	+12	+10	+8	+6
23	+12	+10	+8	+6
24	+13	+12	+9	+7

Perception

Perception is a fairly straightforward statistic. Use Wisdom as a guide for setting it, and adjust to the high side if your creature has acute senses or extra training. If your creature has low Wisdom, for example, it would probably have a low Perception modifier, or moderate if it's supposed to be a great hunter. Don't make your creature's Perception higher just because it's often used for initiative; creatures with poor Perception could use a skill check for initiative instead, such as Stealth.

Senses

Choose or design any special senses for your creature, such as low-light vision, darkvision, or scent. If you're making a sense from scratch, simply decide what it senses, whether it has a range limit, and whether it's precise or imprecise. For example, a sinspawn has "sin scent (imprecise) 30 feet." This means it can smell creatures bearing its associated sin if they're within 30 feet, and the sense is imprecise—about as acute as human hearing.

PERCEPTION

Level	Extreme	High	Moderate	Low	Terrible
–1	+9	+8	+5	+2	+0
0	+10	+9	+6	+3	+1
1	+11	+10	+7	+4	+2
2	+12	+11	+8	+5	+3
3	+14	+12	+9	+6	+4
4	+15	+14	+11	+8	+6
5	+17	+15	+12	+9	+7
6	+18	+17	+14	+11	+8
7	+20	+18	+15	+12	+10
8	+21	+19	+16	+13	+11
9	+23	+21	+18	+15	+12
10	+24	+22	+19	+16	+14
11	+26	+24	+21	+18	+15
12	+27	+25	+22	+19	+16
13	+29	+26	+23	+20	+18
14	+30	+28	+25	+22	+19
15	+32	+29	+26	+23	+20
16	+33	+30	+28	+25	+22
17	+35	+32	+29	+26	+23
18	+36	+33	+30	+27	+24
19	+38	+35	+32	+29	+26
20	+39	+36	+33	+30	+27
21	+41	+38	+35	+32	+28
22	+43	+39	+36	+33	+30
23	+44	+40	+37	+34	+31
24	+46	+42	+38	+36	+32

BASE ROAD MAPS

You can use the following suggestions to set the baseline when creating your road map. For example, use the brute for a big, tough creature like an ogre, and the skirmisher for a darting enemy. Each entry is a starting point you can customize as you see fit. Any core statistic that isn't listed should typically use moderate numbers. You can set attribute modifiers and add additional abilities as needed. To make a creature that resembles a character of a certain class, see Class Road Maps on page 129.

Brute low Perception; high or extreme Str modifier, high to moderate Con modifier, low or lower Dex and mental modifiers; moderate or low AC; high Fortitude, low Reflex or Will or both; high HP; high attack bonus and high damage or moderate attack bonus and extreme damage

Magical Striker high attack and high damage; moderate to high spell DCs; either a scattering of innate spells, or prepared or spontaneous spells with a rank up to half the creature's level (rounded up) minus 1

Skill Paragon high or extreme attribute modifier matching its best skills; typically high Reflex or Will and low Fortitude; many skills at moderate or high and potentially one or two extreme skills; at least one special ability to use the creature's skills in combat

Skirmisher high Dex modifier; low Fortitude, high Reflex; higher Speed than typical

Sniper high Perception; high Dex modifier; low Fortitude, high Reflex; moderate to low HP; ranged Strikes have high attack bonus and damage or moderate attack bonus and extreme damage (melee Strikes are weaker)

Soldier high Str modifier; high to extreme AC; high Fortitude; high attack bonus and high damage; Reactive Strike or other tactical abilities

Spellcaster high or extreme modifier for the spellcasting attribute; low Fortitude, high Will; low HP; low attack bonus and moderate or low damage; high or extreme spell DCs; prepared or spontaneous spells with a rank of up to half the creature's level (rounded up)

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Converting First Edition Creatures

If you're converting creatures from First Edition, you won't find a direct numerical conversion. Instead, use the original statistics to create your road map, giving a better AC to a creature that had a good AC in First Edition, and so on.

Here are the main areas of difference that you'll want to keep in mind for your conversion.

- Attribute modifiers scale differently, so don't copy them exactly. The highest modifiers tend not to get as high in Second Edition. You'll rarely see a +10 Strength modifier, for example. Creatures also tend to get better low statistics at higher levels than they used to, particularly for Dexterity and Wisdom. This is most apparent in high-level First Edition creatures with awful Dexterity.
- Low-Intelligence creatures, particularly animals, tend to have more special actions than they would have in First Edition. This is to make encounters with them more dynamic and distinct. Compare dinosaurs between the editions for good examples.
- When converting spell-like abilities to innate spells, you might need to make some substitutions. Some spells will appear as heightened versions of spells (such as *greater dispel magic* now being heightened *dispel magic*), but others will require you to find something different. Also, don't feel like you need to keep every spell; focus on the most thematic and potent ones. The Spells section on page 121 has more advice on this subject.
- Damage reduction has been replaced with two options: resistance to all damage (possibly with exceptions), or more HP and a weakness. Immunities, Weaknesses, and Resistances on page 119 describes the distinction.
- If you want to convert spell resistance, you can give the creature a +1 status bonus to all saves against magic, or +2 if it had abnormally high spell resistance for its level.

Languages

Think about what languages the creature would need to communicate with other creatures in its home. For instance, many intelligent undead speak Necril, and many creatures from the Darklands speak Sakvroth. If you want your creature to be able to speak to the PCs, be sure it has Common; for a creature with no reason to speak the common tongue of your setting (such as most extraplanar creatures in a typical campaign), be sure it doesn't. Some creatures can understand language but can't vocalize; in this case, you can state that they can't speak any language. For creatures that need to be able to infiltrate and communicate wherever they go, you might give them *truespeech* or a similar ability as a constant innate spell.

Skills

You have lots of flexibility in setting your creature's skills. Pick some skills you think are appropriate, and consider how good the creature is at them. High skills are roughly on par with a specialized PC of the creature's level, though they could be a little lower or higher. Most creatures have at least one high skill, but no more than three. The best skills should go with the best attribute modifiers, and you might even want to estimate the creature's proficiency rank for these skills. Some skills can get a high bonus for free to fit the creature's theme, particularly Lore skills.

Most creatures don't have an extreme skill unless they are world-class for their level, like a succubus's Diplomacy. Having an extreme skill is less impactful than having an extreme AC or attack bonus, but it still might warrant a sacrifice elsewhere, especially if the creature also has more high skills than usual. There's no need for terrible skill modifiers, since an untrained skill usually represents that.

Skills

Level	Extreme	High	Moderate	Low
–1	+8	+5	+4	+2 to +1
0	+9	+6	+5	+3 to +2
1	+10	+7	+6	+4 to +3
2	+11	+8	+7	+5 to +4
3	+13	+10	+9	+7 to +5
4	+15	+12	+10	+8 to +7
5	+16	+13	+12	+10 to +8
6	+18	+15	+13	+11 to +9
7	+20	+17	+15	+13 to +11
8	+21	+18	+16	+14 to +12
9	+23	+20	+18	+16 to +13
10	+25	+22	+19	+17 to +15
11	+26	+23	+21	+19 to +16
12	+28	+25	+22	+20 to +17
13	+30	+27	+24	+22 to +19
14	+31	+28	+25	+23 to +20
15	+33	+30	+27	+25 to +21
16	+35	+32	+28	+26 to +23
17	+36	+33	+30	+28 to +24
18	+38	+35	+31	+29 to +25
19	+40	+37	+33	+31 to +27
20	+41	+38	+34	+32 to +28
21	+43	+40	+36	+34 to +29
22	+45	+42	+37	+35 to +31
23	+46	+43	+38	+36 to +32
24	+48	+45	+40	+38 to +33

Special Modifiers

You can also add special, thematic modifiers for certain skill uses. For instance, you might give a creature that secretes adhesive "Athletics +7 (+9 to Climb or Grab)." This special bonus should still remain at or below the extreme number, especially if it has a combat purpose like the Grab bonus above.

Items

If you gave a creature gear equivalent to a PC, your PCs would gain a huge amount of treasure by defeating a large group of them. Using the Safe Items table can help you

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avoid that. A creature can have a single permanent item of the listed level without issue. For example, if a 6th-level creature has a *+1 weapon*, that item's not worth enough that the PCs would be massively rich if they encountered many creatures of that type and sold everything they found. You can give a creature several lower-level items too. Just pay attention to your overall treasure as measured against the Safe Item table below. At the lowest levels, a creature can certainly have multiple level 0 items, even though normally a creature should have only one item of the level listed in the Safe Item Level column.

Specific creatures or NPCs have more leeway to break these guidelines because you can plan the rest of your adventure's loot around them. Also, giving a boss a powerful magic item makes the fight and its aftermath more interesting.

SAFE ITEMS

Creature Level	Safe Item Level
3 or lower	0
4–5	1
6	2 (*+1 weapon*)
7	3
8	4 (*+1 striking weapon*)
9	5 (*+1 armor*)
10	6
11	7
12	8 (*+1 resilient armor*)
13	9
14	10 (*+2 striking weapon*)
15	11 (*+2 resilient armor*)
16	12 (*+2 greater striking weapon*)
17	13
18	14 (*+2 greater resilient armor*)
19	15
20	16 (*+3 greater striking weapon*)
21	17
22	18 (*+3 greater resilient armor*)
23	19 (*+3 major striking weapon*)
24	20 (*+3 major resilient armor*)

Defenses

Consider adjusting your creature's HP, AC, and saves in tandem based on its theme. Almost no creature has great defenses in all areas, and such creatures often result in frustrating fights. A creature with extreme AC might mean reducing its HP to the next lowest category, or reducing its HP by a smaller amount and making another reduction elsewhere. On the other hand, a creature that's easy to hit could have more HP and a strong Fortitude save to compensate.

Armor Class

Because AC is one of the most important combat stats, you need to be more careful when setting this number for any creature you expect to end up in a fight. Low AC typically fits spellcasters, who compensate with their selection of powerful spells. Most creatures use high or moderate AC—high is comparable to what a PC fighter would have. Reserve extreme AC for a creature that is even better defended; these values are for creatures that have defenses similar in power to those of a champion or monk.

IMPROVISING A CREATURE

As you get more experienced, you might find that you don't need to build some creatures in advance. In many cases, especially for simple creatures, you can just select values from the relevant tables on the fly and track its HP. When you do, track which value you used as it came up. For instance, let's say you're improvising a 2nd-level kobold soldier. When it's time for initiative, you decide it has moderate Perception and jot down "Per +8." Your group's fighter beats it at initiative and attacks. You decide the soldier has high AC—looking at the Armor Class table, you see that's 18—and add this information to your note. The fighter's Strike hits, and you select the low end of high HP: 36. Well, now it's 25. Your note says "Per +8, AC 18, HP 25." If it gets to take a turn, you can give it a Strike then.

ARMOR CLASS

Level	Extreme	High	Moderate	Low
–1	18	15	14	12
0	19	16	15	13
1	19	16	15	13
2	21	18	17	15
3	22	19	18	16
4	24	21	20	18
5	25	22	21	19
6	27	24	23	21
7	28	25	24	22
8	30	27	26	24
9	31	28	27	25
10	33	30	29	27
11	34	31	30	28
12	36	33	32	30
13	37	34	33	31
14	39	36	35	33
15	40	37	36	34
16	42	39	38	36
17	43	40	39	37
18	45	42	41	39
19	46	43	42	40
20	48	45	44	42
21	49	46	45	43
22	51	48	47	45
23	52	49	48	46
24	54	51	50	48

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Saving Throws

You can often set saves quickly by assigning one high, one moderate, and one low modifier. Some creatures might vary from this, either because they have poor AC but better saves or because they should thematically have multiple good saves and compensate elsewhere. You have more flexibility with saves, and having one save be 1 more or 1 less than the listed number is rarely a big deal. Pay attention to the creature's Con, Dex, and Wis modifiers—these don't have to correspond to the creature's saves exactly, but should inform your choices.

Extreme saves often pair with extreme or high attribute modifiers. Almost no creature should have more than one extreme save, even at high levels. Assign terrible saves to creatures that have a clear weak point—for example, a nearly immobile creature would have a terrible Reflex save.

SAVING THROWS

Level	Extreme	High	Moderate	Low	Terrible
–1	+9	+8	+5	+2	+0
0	+10	+9	+6	+3	+1
1	+11	+10	+7	+4	+2
2	+12	+11	+8	+5	+3
3	+14	+12	+9	+6	+4
4	+15	+14	+11	+8	+6
5	+17	+15	+12	+9	+7
6	+18	+17	+14	+11	+8
7	+20	+18	+15	+12	+10
8	+21	+19	+16	+13	+11
9	+23	+21	+18	+15	+12
10	+24	+22	+19	+16	+14
11	+26	+24	+21	+18	+15
12	+27	+25	+22	+19	+16
13	+29	+26	+23	+20	+18
14	+30	+28	+25	+22	+19
15	+32	+29	+26	+23	+20
16	+33	+30	+28	+25	+22
17	+35	+32	+29	+26	+23
18	+36	+33	+30	+27	+24
19	+38	+35	+32	+29	+26
20	+39	+36	+33	+30	+27
21	+41	+38	+35	+32	+28
22	+43	+39	+36	+33	+30
23	+44	+40	+37	+34	+31
24	+46	+42	+38	+36	+32

Hit Points

Give a creature HP in the moderate range unless its theme strongly suggests it should use another range. Spellcasters, for example, often have low HP. Brutish creatures usually have high HP, compensating with lower AC, weaker saves, fewer tactical options, or other limitations. As mentioned in the Defenses section above, you don't want a creature with extreme AC to have high HP too.

Hit Points are closely tied in with immunities, weaknesses, and resistances, so if your creature has any of those, look at that section before finalizing HP (page 119).

Regeneration and Healing Abilities

Your creature might have regeneration, fast healing, or some other ability to heal itself. These healing abilities can greatly affect the flow of a fight. Regeneration or fast healing heals a number of hits each round—usually one to one and a half hits. To determine the number of Hit Points it should restore, look at the high damage value on the Strike Damage table (page 120) and multiply that value by the number of hits healed. For instance, if the high damage is 20, regeneration between 20 to 30 makes sense. The value should be higher if the regeneration is easy to overcome—and remember that most regeneration gets easier to overcome at higher levels. Also, you might want to decrease the creature's total HP by double its regeneration value. Fast healing follows the same rules, but because it can't prevent a creature's death and there isn't always a way to deactivate it, you might want to give the creature more HP instead of fast healing to keep things simple.

If a creature can use an ability that heals it, that ability typically restores more HP since it costs actions. An at-will healing ability should be based on a *heal* spell 2 ranks lower than the highest-rank spell a creature of that level could ordinarily cast (for example, an 11th-level creature can typically cast up to 6th-rank spells, so you would base its healing ability on a 4th-rank *heal* spell). If the ability both deals damage and heals, use that same baseline scale from above but with *vampiric feast* instead of *heal*.

HIT POINTS

Level	High	Moderate	Low
–1	9	8–7	6–5
0	20–17	16–14	13–11
1	26–24	21–19	16–14
2	40–36	32–28	25–21
3	59–53	48–42	37–31
4	78–72	63–57	48–42
5	97–91	78–72	59–53
6	123–115	99–91	75–67
7	148–140	119–111	90–82
8	173–165	139–131	105–97
9	198–190	159–151	120–112
10	223–215	179–171	135–127
11	248–240	199–191	150–142
12	273–265	219–211	165–157
13	298–290	239–231	180–172
14	323–315	259–251	195–187
15	348–340	279–271	210–202
16	373–365	299–291	225–217
17	398–390	319–311	240–232
18	423–415	339–331	255–247

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19	448–440	359–351	270–262
20	473–465	379–371	285–277
21	505–495	405–395	305–295
22	544–532	436–424	329–317
23	581–569	466–454	351–339
24	633–617	508–492	383–367

Immunities, Weaknesses, and Resistances

If it's highly thematic for a creature to have an immunity, weakness, or resistance, consider adding it. The Resistances and Weaknesses table lists the ranges for weaknesses and resistances by level.

Immunities are generally reserved for creatures made of an unusual substance (like a fire elemental being immune to fire). You can also give an immunity if a creature's biology or construction would logically cause it to be unaffected (like a mindless creature's immunity to mental effects).

If the creature should be hard to affect with something but the conditions above aren't true, give it a resistance instead. For instance, a giant octopus isn't actually made of cold water, so it wouldn't be immune to cold, but its life in the ocean depths makes it resistant to cold. You'll typically use the lower end of the value on the Resistances and Weaknesses table for a broad resistance that applies to a wide range of effects, like "physical 5 (except silver)" and the higher end for something narrower, like a single damage type. A creature with a resistance, especially a broad resistance or a physical resistance, usually has fewer HP.

Giving your creature a weakness adds flavor to it and greatly rewards effective player tactics once your players identify the weakness. The weakness should apply to one damage type or phenomenon and use the high end of the scale. Creatures typically have at most one weakness. If a creature has a weakness, especially to something common, give it additional HP. The amount of additional HP might depend on how tough the creature should feel if the PCs don't exploit its weakness; a tough creature might have additional HP equal to quadruple the weakness value. A creature with a hard-to-exploit weakness might have additional HP equal to the weakness value or less.

Resistances and Weaknesses

Level	Maximum	Minimum
–1	1	1
0	3	1
1	3	2
2	5	2
3	6	3
4	7	4
5	8	4
6	9	5
7	10	5
8	11	6
9	12	6
10	13	7
11	14	7
12	15	8
13	16	8
14	17	9
15	18	9
16	19	9
17	19	10
18	20	10
19	21	11
20	22	11
21	23	12
22	24	12
23	25	13
24	26	13

The combination of more HP and a weakness has a different feel from standard HP with resistances. If the creature being an impervious tank really fits its theme, use a resistance with an exception, such as "physical 5 (except silver)." If, however, it makes more sense for normal hits to get through and the creature to simply have great staying power, use more HP and a weakness. Skeletons and zombies are a good example of the difference between these styles. Skeletons have resistances because they're bony and hard to hurt. Zombies, on the other hand, have more HP and a weakness to slashing damage—they're tougher, but their bodies aren't built to deflect weapon attacks, and slashing attacks can rip them up quickly.

Speed

Your creature's Speed should be 25 feet if it moves like a human. Beyond that, you can set the Speed to whatever makes sense. Remember that the creature can move up to triple this number if it spends its whole turn moving, so if you want the PCs to be able to chase the creature, its Speed can be only so high. Creatures at higher levels need ways to deal with flying PCs, speedy PCs, and PCs with more efficient actions that let them engage and retreat more easily. This might mean adding a fly Speed, giving the creature ranged attacks, and so forth.

Creatures can have climb and swim Speeds even at low levels. While you can give your creature a fly Speed at those low levels, it's better to wait until around 7th level (when PCs gain access to *fly*) to give your creature a fly Speed if it also has ranged attacks or another way to harry the PCs from a distance indefinitely.

Strikes

When building your creature's selection of Strikes, use the following sections to set the Strike's attack bonus and damage. Give the attack all the normal traits if it's a

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weapon; for unarmed attacks or weapons you invent, give whatever traits you feel are appropriate. Note that these traits might influence the damage you give the Strike.

You might want to make sure a creature has an unarmed attack if you think it's likely to get disarmed. At 7th level and higher, PCs might have the ability to fly, which makes it more important for creatures to have decent ranged Strikes to ensure they aren't totally hopeless against flying PCs (though they could instead have fast fly Speeds or something similar).

Strike Attack Bonus

Use a high attack bonus for physically combative creatures—fighter types—that also usually have high damage. A creature could have a higher attack bonus and lower damage, or vice versa (for instance, a moderate attack bonus and extreme damage might fit a creature that's more like a barbarian), instead of having a poor statistic in another category. Spellcasters typically have poor attack bonuses, potentially in exchange for extreme spell DCs.

STRIKE ATTACK BONUS

Level	Extreme	High	Moderate	Low
–1	+10	+8	+6	+4
0	+10	+8	+6	+4
1	+11	+9	+7	+5
2	+13	+11	+9	+7
3	+14	+12	+10	+8
4	+16	+14	+12	+9
5	+17	+15	+13	+11
6	+19	+17	+15	+12
7	+20	+18	+16	+13
8	+22	+20	+18	+15
9	+23	+21	+19	+16
10	+25	+23	+21	+17
11	+27	+24	+22	+19
12	+28	+26	+24	+20
13	+29	+27	+25	+21
14	+31	+29	+27	+23
15	+32	+30	+28	+24
16	+34	+32	+30	+25
17	+35	+33	+31	+27
18	+37	+35	+33	+28
19	+38	+36	+34	+29
20	+40	+38	+36	+31
21	+41	+39	+37	+32
22	+43	+41	+39	+33
23	+44	+42	+40	+35
24	+46	+44	+42	+36

Strike Damage

The Strike Damage table gives the damage a creature should deal with a single Strike. You might use a lower category if the creature has better accuracy, or a higher category if its accuracy is lower.

A creature that's meant to be primarily a melee threat uses high damage for its melee Strikes, or moderate for melee Strikes that have the agile trait. Ranged attacks more typically use the moderate value, or even low. A creature that's meant to be highly damaging uses the extreme damage values, but might then have a moderate attack bonus. As with most statistics, extreme damage is more likely at higher levels. You can also use the extreme value for special attacks that the creature can use only a limited number of times or under circumstances that aren't likely to happen every round.

More versatile creatures, such as ones that can cast some spells and aren't meant to primarily get their damage through Strikes, go one category lower: moderate for their main melee Strikes, low for agile and ranged Strikes. Spellcasters and other creatures that aren't meant to be competent in a direct fight might use the low damage value, or even less if they completely don't care about their Strikes.

The Strike Damage table entries include a damage expression (a die roll or rolls plus a flat modifier) you can use as is, or you can take the damage in parentheses and build your own damage expression to hit that number. If you do the latter, remember that a d4 counts as 2.5 damage, a d6 as 3.5, a d8 as 4.5, a d10 as 5.5, and a d12 as 6.5. Usually, a damage expression works best when roughly half the damage is from dice and half is from the flat modifier. If your creature deals special damage, like 1d6 fire from *flaming* attacks, that counts toward its total damage per Strike. Keep in mind that a creature using a weapon should have a damage value that feels right for that weapon. Extreme damage works well for two-handed weapons that use d10s or d12s for damage. On the other hand, a dagger uses only d4s, so a dagger wielder would need something like sneak attack to deal extreme damage, or you might compensate for the dagger's lower damage per Strike by giving the creature the ability to attack more efficiently or use other tricks.

STRIKE DAMAGE

Level	Extreme	High	Moderate	Low
–1	1d6+1 (4)	1d4+1 (3)	1d4 (3)	1d4 (2)
0	1d6+3 (6)	1d6+2 (5)	1d4+2 (4)	1d4+1 (3)
1	1d8+4 (8)	1d6+3 (6)	1d6+2 (5)	1d4+2 (4)
2	1d12+4 (11)	1d10+4 (9)	1d8+4 (8)	1d6+3 (6)
3	1d12+8 (15)	1d10+6 (12)	1d8+6 (10)	1d6+5 (8)
4	2d10+7 (18)	2d8+5 (14)	2d6+5 (12)	2d4+4 (9)
5	2d12+7 (20)	2d8+7 (16)	2d6+6 (13)	2d4+6 (11)
6	2d12+10 (23)	2d8+9 (18)	2d6+8 (15)	2d4+7 (12)
7	2d12+12 (25)	2d10+9 (20)	2d8+8 (17)	2d6+6 (13)
8	2d12+15 (28)	2d10+11 (22)	2d8+9 (18)	2d6+8 (15)
9	2d12+17 (30)	2d10+13 (24)	2d8+11 (20)	2d6+9 (16)
10	2d12+20 (33)	2d12+13 (26)	2d10+11 (22)	2d6+10 (17)
11	2d12+22 (35)	2d12+15 (28)	2d10+12 (23)	2d8+10 (19)
12	3d12+19 (38)	3d10+14 (30)	3d8+12 (25)	3d6+10 (20)
13	3d12+21 (40)	3d10+16 (32)	3d8+14 (27)	3d6+11 (21)

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14	3d12+24 (43)	3d10+18 (34)	3d8+15 (28)	3d6+13 (23)
15	3d12+26 (45)	3d12+17 (36)	3d10+14 (30)	3d6+14 (24)
16	3d12+29 (48)	3d12+18 (37)	3d10+15 (31)	3d6+15 (25)
17	3d12+31 (50)	3d12+19 (38)	3d10+16 (32)	3d6+16 (26)
18	3d12+34 (53)	3d12+20 (40)	3d10+17 (33)	3d6+17 (27)
19	4d12+29 (55)	4d10+20 (42)	4d8+17 (35)	4d6+14 (28)
20	4d12+32 (58)	4d10+22 (44)	4d8+19 (37)	4d6+15 (29)
21	4d12+34 (60)	4d10+24 (46)	4d8+20 (38)	4d6+17 (31)
22	4d12+37 (63)	4d10+26 (48)	4d8+22 (40)	4d6+18 (32)
23	4d12+39 (65)	4d12+24 (50)	4d10+20 (42)	4d6+19 (33)
24	4d12+42 (68)	4d12+26 (52)	4d10+22 (44)	4d6+21 (35)

Spells

Your creature might have magical abilities that are best represented by spells. If you're making a highly spellcasting-themed creature, give it prepared or spontaneous spells. For a creature that has spells due to its magical nature, especially if that magic isn't its core focus, consider giving it some innate spells instead. How many spells you should give a creature depends on how you expect it to spend its actions in combat. If it's primarily going to be making Strikes, it might not have any spells, or it might just have a few to help it move around better or protect against certain types of magic.

When choosing spells, lean hard into the creature's theme. While many PCs choose spells to cover a wide variety of situations, creatures are more evocative the more focused they are. Consider selecting about three-quarters

Manufactured Weapons

As noted in Items on page 116, most creatures have less treasure than PCs, so those that rely on manufactured weapons are significantly weaker if you don't adjust the weapons' damage to compensate. The method for determining Strike damage on page 120 abstracts the sources of damage, so you don't have to worry about adjusting the weapon's damage. If you do decide to calculate the weapon's damage, give your creature weapon specialization or greater weapon specialization much earlier than a PC would get it. You might also need to add sneak attack or similar abilities to make the creature deal more damage.

On the flip side, you might want to use a one-off creature as a source of a particularly high-level piece of treasure, such as a magic weapon. In these cases, you might want to make the attack bonus higher for the *potency* rune or the damage higher for a potent *striking* rune so the PCs feel the weapon's effect before they obtain it. This will make the treasure feel more powerful since they've already been on the receiving end.

Spell DC and Spell Attack Modifier

Level	Extreme DC	Extreme Spell Attack Modifier	High DC	High Spell Attack Modifier	Moderate DC	Moderate Spell Attack Modifier
–1	19	+11	16	+8	13	+5
0	19	+11	16	+8	13	+5
1	20	+12	17	+9	14	+6
2	22	+14	18	+10	15	+7
3	23	+15	20	+12	17	+9
4	25	+17	21	+13	18	+10
5	26	+18	22	+14	19	+11
6	27	+19	24	+16	21	+13
7	29	+21	25	+17	22	+14
8	30	+22	26	+18	23	+15
9	32	+24	28	+20	25	+17
10	33	+25	29	+21	26	+18
11	34	+26	30	+22	27	+19
12	36	+28	32	+24	29	+21
13	37	+29	33	+25	30	+22
14	39	+31	34	+26	31	+23
15	40	+32	36	+28	33	+25
16	41	+33	37	+29	34	+26
17	43	+35	38	+30	35	+27
18	44	+36	40	+32	37	+29
19	46	+38	41	+33	38	+30
20	47	+39	42	+34	39	+31
21	48	+40	44	+36	41	+33
22	50	+42	45	+37	42	+34
23	51	+43	46	+38	43	+35
24	52	+44	48	+40	45	+37

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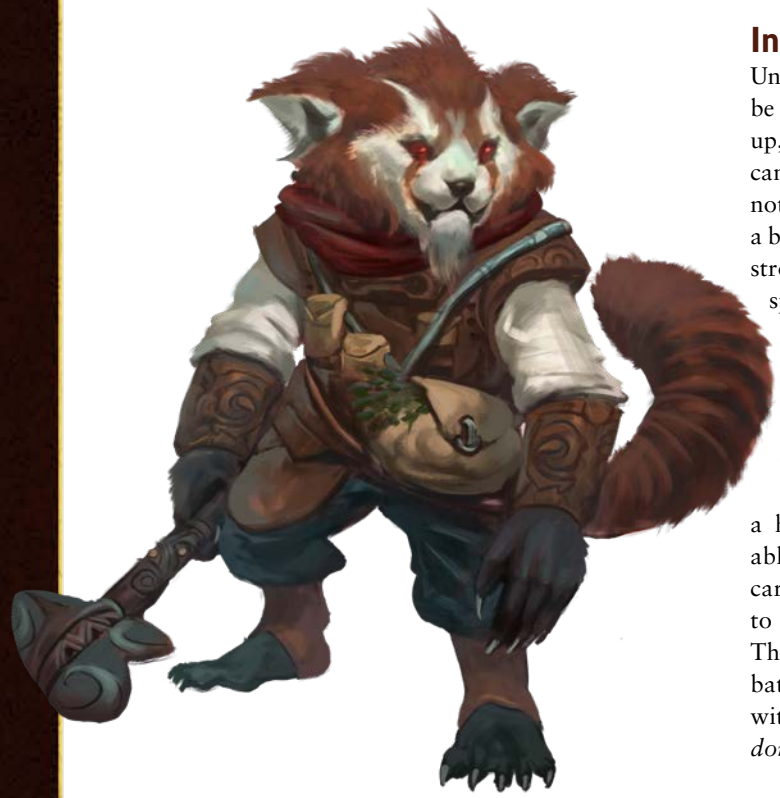
of the spells based on relevance to the theme and the remainder for other things. However, make sure the spells aren't all the same—selecting *fireball* for most of a creature's spell slots doesn't make for a compelling fire creature in the way a diverse selection of fire spells would.

When choosing spells, some won't be very useful if cast at an extremely low rank compared to the creature's level. Most notably, damaging spells drop off in usefulness for a creature that's expected to last only a single fight. A damaging spell 2 ranks below the highest rank a creature of that level can cast is still potentially useful, but beyond that, don't bother. Spells that have the incapacitation trait should be in the highest spell slot if you want the creature to potentially get their full effect against PCs.

Spell DC and Spell Attack Modifier

Set the creature's spell DC and spell attack modifier using the Spell DC and Spell Attack Modifier table on page 121. Most creatures use the same DC for all their spells, even if they have multiple types, such as a creature with both prepared spells and innate spells.

Use the high numbers for primary casters, and the moderate numbers for creatures that have some supplemental spells but are focused more on combat. At 15th level and higher, the extreme numbers become standard for spellcasters. A few creatures might use the extreme numbers at lower levels, but they tend to be highly specialized, with very weak defenses and Strikes. Secondary spellcasters can go up to high numbers if they're above 15th level and have offensive spells. There is no low value—the creature shouldn't have any spells in the first place if it would be that bad at using them!



Prepared and Spontaneous Spells

Spell slots work best for creatures that are meant to play like PC spellcasters. Choose the magical tradition best suited to the creature. You aren't strictly limited to that tradition's spell list, though sticking close to it will make your creature's connection to that tradition more clear. The decision to use prepared or spontaneous spellcasting should align with the creature's theme: a spontaneous spellcaster fits well as a one-off creature, since spontaneous spellcasting grants greater flexibility in the middle of battle, while a prepared spellcaster makes for a great recurring character who can change their spells between appearances.

For a creature that can cast as many spells as a PC spellcaster, the highest spell rank the creature can cast is half its level rounded up. It gets five cantrips. If the creature's level is odd, it gets two spell slots of the highest spell rank (plus three spell slots of each lower rank), or three spell slots of that rank (plus four spell slots of each lower level). If its level is even, it gets three spell slots of the highest spell rank (plus three spell slots of each lower rank), or four spell slots of that rank (plus four spell slots of each lower rank). You can base the number of spells on the class you are trying to emulate or choose more spells if the creature doesn't have many other abilities.

Because creatures tend to be "on stage" for only a short time, you usually don't need to fill every spell slot. You can often fill just the top three ranks of spells, pick cantrips, and slot in a few thematic backup spells in the fourth rank down. For a recurring foe, you might give it a full complement of spells.

Innate Spells

Unlike prepared and spontaneous spells, innate spells can be of higher rank than half the creature's level rounded up, and you can choose how often they're used—they can even be used at will or be constant effects. The most notable innate spells tend to be top-rank ones that make a big impact but can be used only once, at-will spells that strongly reinforce the creature's theme, and constant spells that give it an ongoing benefit. A spell that's usable a limited number of times and has a lower rank than the creature's highest rank is typically less likely to come up in combat; however, that's a great spot for utility and recovery spells, such as *dispel magic* or *sound body*.

Sometimes a strongly thematic innate spell is of a higher rank than the creature would normally be able to cast, but it's so fitting that it belongs there. Be careful when doing this, as PCs might not have access to the appropriate countermeasures for the spell. This option works best for support, action denial, or battlefield control spells that change the odds of a fight without outright killing anyone, such as the succubus's *dominate* spell. These should make the fight more

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interesting, not end it. Keep the number of such spells very low, typically just one.

Though you can achieve all sorts of things with innate spells, always start with the theme and an idea of how you want the creature to spend its actions. And though you could give the creature a tool to counter every kind of PC attack or trick, remember that the players chose those options to enjoy using them, rather than to be constantly foiled by an effectively invincible creature.

Rituals

Since rituals happen during downtime, giving them to a creature is usually a purely thematic choice. You can skip even looking at rituals in most cases. If you decide a creature needs to have a ritual for your story, add in the ritual whenever you need it.

Design Abilities

In this step, you'll take the ideas for abilities you noted when you developed your concept and design these abilities for your creature. You can look at existing creature abilities from *Monster Core* and feats from *Player Core* and use them as is or modify them to fit your needs.

When choosing abilities, think about both the number of abilities and the diversity of abilities. Having a large number of similar abilities can make the creature tougher to run, and it probably can't use them all anyway. A diversity of abilities gives the creature different ways to act in different situations, and helps guide you as the GM. For instance, a combat creature might have one ability it uses to get into position, another to use when it wants to focus damage on a single enemy, and a third that's more defensive.

Basics of Ability Design

There are a few principles of ability construction that you'll want to keep in mind. Some guidance for specific types of abilities will come later, but these apply to everything.

- Respect the action economy.
- Make sure abilities are level appropriate.
- Avoid "invisible" abilities.

Action Economy

Understanding a creature's action economy is key to making it work in play. Remember how short the lifespan of a typical combat creature is. Including a bunch of combat abilities might mean you spend time building actions the creature will never have time to use. Narrow your selections down to the smallest and most compelling set that makes sense. Also keep in mind that special actions will compete for time with any combat spells you give the creature.

Reactions can help, giving the creature a way to act when it's not its turn. See Reactive Abilities on page 125 for advice on designing these tricky abilities.

FOCUS SPELLS

Some creatures have focus spells, especially when those focus spells clearly fit a creature's theme. Simply give the creature the focus spells you like and between 1 and 3 Focus Points (you can also allow your creature to cast focus spells using spell slots). Use the same DC and spell attack modifier as any other spell. A creature that has just 1 Focus Point is likely to cast a focus spell only once, unless it's a recurring enemy. If the creature has plenty of spells already, you might want to skip focus spells altogether, as they aren't as strong as top-rank spell slots.

Because of PC capabilities at higher levels, creatures at those levels should get more abilities that improve their action economy. For instance, creatures that grapple should have Improved Grab instead of Grab, Speeds should be higher, and many abilities that would have cost an action at a lower level should be free actions.

Level Appropriateness

The effects of an ability should be appropriate to the creature's level. For damaging abilities, that means they follow the damage guidelines on page 124. For others, take a look at spells and feats with a similar effect to see if they're level appropriate. For instance, say you're considering giving a 6th-level creature the ability to teleport a short distance. *Translocate* is comparable—that's a 4th-rank spell, normally cast by a 7th-level or higher creature. That means 6th level probably isn't too low, but the creature shouldn't be able to use the ability more than once. You can also compare your creature to those in a *Monster Core* volume to see if the special abilities seem similar in power to those of other creatures of the same level.

Invisible Abilities

Avoid abilities that do nothing but change the creature's math, also known as "invisible abilities." These alter a creature's statistics in a way that's invisible to the players, which makes the creature less engaging because the players don't see it using its abilities in a tangible or evocative way. For example, an ability that allows a creature to use an action to increase its accuracy for the round with no outward sign (or worse, just grants a passive bonus to its accuracy) isn't that compelling, whereas one that increases its damage by lighting its arrows on fire is noticeable. These both work toward the same goal—dealing more damage this round—but one is far more memorable.

Active Abilities

Abilities a creature uses on its turn have the most flexibility and scope. You can use the Spell DC and Spell

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Attack Modifier table on page 121 to determine active ability DCs as well as spell DCs. You can have an ability use 1 to 3 actions as needed (or be a free action in rare cases) and use just about any type of tactic. Feats, spells, and existing creature abilities provide a wide variety of examples, so look for something similar to your idea to use as a basis.

Consider how you want your creature to spend its turns. Two-action activities pretty much define the creature's turn, and single actions work best for supplemental benefits or normal Strikes. As you build out your idea of a creature's turn, don't forget about movement! A creature often needs to spend actions getting into position, especially early in a fight. This is especially challenging with melee-only creatures. You can give such creatures abilities similar to Sudden Charge or the deadly mantis's Leaping Grab.

Use 3-action abilities sparingly, as a creature can't use them if it is slowed or stunned—making a creature's coolest or most defining ability use up 3 actions might mean the creature never gets to use it. These activities should be reserved for abilities that include some movement (like Trample) or that the creature is likely to use before engaging in combat. Don't make an ability use 3 actions as a way to balance it—saying "This can be more powerful than other abilities because it is less likely to work," is a recipe for frustration if you've made a cool ability that's too hard or even impossible for the creature to use.

Be especially careful with activities when designing boss creatures. They're likely to get targeted with the PCs' most powerful detrimental effects, get grabbed, become slowed, or otherwise have their actions restricted. Bosses need to have solid options they can use with 1 or 2 actions. This lets them use their remaining actions to get away, use a simple ability, or otherwise keep the fight dynamic.

Free Actions

Use free actions that don't have triggers sparingly, and when you do, they should almost always be used for support or utility actions, not Strikes or movement. If you come up with a free action, consider whether it should be its own action or part of a combo, such as drawing a weapon and attacking. In cases like the latter, you might be better off making a single action that allows the creature to draw a weapon and then Strike.

Damage-Dealing Abilities

If a special action is a single action with only one target, you can often set damage using the Strike Damage table on page 120. If it uses more than 1 action or requires setup in some way, it might deal higher damage than is typical; often, you can just use the extreme column in these cases.

For abilities that deal damage in an area, use the Area Damage table. These numbers are based on a 2-action activity (e.g., most damaging spells). Single actions should deal much less damage. An ability that has another significant effect, like applying a condition, should deal less damage; for this, look at the damage for 2 or more levels lower, and judge which value would best match based on the severity of the additional effect. These abilities typically allow a basic saving throw. The table includes values for unlimited-use abilities (ones that can be used at will) and limited-use ones (which can be used once or, like dragon breath abilities, once or twice but not on consecutive turns).

You can use the dice given or generate your own expression based on the damage in parentheses, as detailed in the Strike Damage section on page 120. If a high-level effect has a small area compared to similar abilities, you could have it deal more damage.

AREA DAMAGE

Level	Unlimited Use	Limited Use
–1	1d4 (2)	1d6 (4)
0	1d6 (4)	1d10 (6)
1	2d4 (5)	2d6 (7)
2	2d6 (7)	3d6 (11)
3	2d8 (9)	4d6 (14)
4	3d6 (11)	5d6 (18)
5	2d10 (12)	6d6 (21)
6	4d6 (14)	7d6 (25)
7	4d6 (15)	8d6 (28)
8	5d6 (17)	9d6 (32)
9	5d6 (18)	10d6 (35)
10	6d6 (20)	11d6 (39)
11	6d6 (21)	12d6 (42)
12	5d8 (23)	13d6 (46)
13	7d6 (24)	14d6 (49)
14	4d12 (26)	15d6 (53)
15	6d8 (27)	16d6 (56)
16	8d6 (28)	17d6 (60)
17	8d6 (29)	18d6 (63)
18	9d6 (30)	19d6 (67)
19	7d8 (32)	20d6 (70)
20	6d10 (33)	21d6 (74)
21	10d6 (35)	22d6 (77)
22	8d8 (36)	23d6 (81)
23	11d6 (38)	24d6 (84)
24	11d6 (39)	25d6 (88)

Defensive Abilities

Active offensive abilities usually fit creatures better than defensive abilities do. Save defense increases for creatures that are strongly defense-themed. For martial creatures, something as simple as a shield and Shield Block is usually plenty. Defensive abilities often run the risk of being invisible abilities. For examples of good defensive abilities, look at spells like *sanctuary* for ideas, or other spells that create interesting protective effects

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instead of just granting a bonus. If you do want to make a creature defensive, pick one defensive ability rather than several, since stacking up multiple defenses can make for a frustrating fight. One solid style of defensive ability is a mode switch, which causes the creature to get stronger defenses, but limits its attacks, spells, or other offensive options.

Reactive Abilities

Reactions and free actions with triggers can give a creature an impact outside of its turn. This can make the fight more interesting, but it may also be risky. It's tempting to give every creature a reaction, but that's not necessarily a good idea.

To decide whether your creature should have a reaction, first consider if the creature has the reflexes or insight to react well in the first place—for instance, an ogre doesn't have Reactive Strike because it's a big oaf. Oozes, constructs, and unintelligent creatures are less likely to have reactions than others for this reason.

Second, look at the complexity of the encounter your creature is likely to appear in. If you have a large number of creatures, skipping reactions can make the fight flow faster. A creature that's more likely to fight solo, on the other hand, might have a reaction to give it a way to continue to be dangerous amid an onslaught of attacks by the party.

When creating reactions, be careful with "gotcha" abilities—ones that punish players for making perfectly reasonable choices, for rolling poorly, and so on. If you include abilities like this, they need to reinforce the creature's core theme and the play style you want it to use in combat. For example, a creature that Strikes as a reaction when someone fails an attack roll will encourage PCs to use their actions on other tactics, rather than attacking multiple times each turn. Is that what you want? Is this dynamic essential for making the creature feel like it's supposed to? This isn't the type of ability you'd give to any old creature—only an incredible duelist or something similar.

Reactions should require something out of the ordinary to happen, or should be relatively weak if triggered by something ordinary. A reaction that triggers anytime someone tries to Strike a creature is likely to be perceived by the players as uninteresting because it's so predictable.

The best reactions should be telegraphed so when they happen, it makes sense to the players. Think of one of the core reactions of the game: Shield Block. The creature raises its shield—an obvious action the PCs can see—so when it blocks damage from an attack, that makes perfect sense. Similarly, if you made a crystalline creature, you might have it build up sonic energy in a low thrum, so when it uses a reaction to release a burst of sonic energy when hit, the players can say, "Oh, I should have seen that coming."

Reaction Damage

Reactions should use lower damage, usually that of a moderate Strike. A reaction that deals area damage might deal low damage, though use such reactions with caution.

Constant and Automatic Abilities

Certain abilities shouldn't use any actions. Auras are a common constant ability, with frightful presence, the cinder rat's fetid fumes, and the xulgath's stench as notable examples. An aura needs a range, and if it needs a DC, you'll usually set it to the moderate spell DC unless the aura is one of the creature's defining concepts. For example, the xulgath's stench DC is significantly higher because the aura is such an iconic part of the creature.

Abilities the creature has no control over should be automatic. For example, the living wildfire fire elemental explodes into flames when it dies. It has no option not to, so this wouldn't make sense as a reaction or free action. Conversely, the Ferocity ability is a reaction because it requires the creature to give itself a last push to stay at 1 HP.

Constant and Automatic Damage

Much like for reactions, damage for a constant ability should be pretty low. Usually, this value is just below low Strike damage. Automatic abilities, like the living wildfire's explosion ability, tend to deal moderate Strike damage or unlimited-use area damage. These abilities can deal even more if they happen only after the creature is dead or otherwise no longer presents a threat.

Skill Abilities

A skilled creature might have abilities related to its skills. The skill feats in *Player Core* make for a good baseline. Avoid giving your creature skill abilities that won't matter in its interactions with PCs.

Review

Now it's time to look over your completed creature as a whole and make sure it's living up to your concept. Can it do everything you wanted? Does it fit its intended role? Is there anything you could add or anything superfluous you could cut to get the creature where it needs to be?

If this creature is built for combat, run through a few turns in your head. Does it still work decently if it gets slowed? Can it move into combat against the PCs effectively considering their mobility options compared to its own? Does it have any abilities it'll never use because of its other actions?

When you're satisfied with your creation, it's ready to hit the table. But that's not necessarily the end! If you notice issues during the game, you can fix them on the spot. It's your game, and you can freely change what you wrote if you think differently later on.

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Trait Abilities

Creatures with certain traits tend to have similar abilities to one another. Many of these abilities are listed below to help you match the theme of the trait when you build your own creatures. Look at existing creatures with the trait to see these in practice.

Aberration

Senses usually darkvision
Languages usually Aklo

Aeon

Traits monitor
Languages Utopian and other planar languages; envisioning for true aeons (*Monster Core*)

Air

Languages usually Sussuran
Speed usually has a fly Speed

Angel

Traits celestial, holy
Aura Angels each have a unique aura based on how they serve as messengers and how they deliver those messages.
Speed usually has a fly Speed
Rituals usually *angelic messenger* (*Monster Core*)

Animal

Languages none
Int –4 or –5

Archon

Traits celestial, holy
Virtue Ability Archons each represent a specific virtue, like courage or hope, and have a special ability based on the virtue they represent.

Astral

Senses darkvision

Azata

Traits celestial, holy
Weaknesses cold iron
Freedom Ability Azatas each represent a specific freedom, like free expression or free love, and have a special ability based on the freedom they represent.

Beast

Int –3 or higher

Celestial

Traits holy
Senses darkvision
Languages Empyrean
Saves often a +1 status bonus to all saves vs. magic
Weaknesses unholy
Strikes typically have the holy trait

Cold

Immunities or **Resistances** cold

Construct

Traits Many constructs lack minds and have the mindless trait.
Immunities bleed, death effects, diseased, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; if mindless, add mental

Daemon

Traits fiend, unholy
Languages Daemonic, telepathy 100 feet
Immunities death effects
Death Ability Daemons each represent a specific kind of death, like death by disease or starvation, and have a special ability based on the method of death they represent.

Demon

Traits fiend, unholy
Languages Chthonian, telepathy (usually 100 feet)
HP typically high to account for their multiple weaknesses
Weaknesses cold iron
Sin Vulnerability Demons each represent a specific sin, like envy or wrath, and have a special vulnerability based on the sin they represent. This should be something the PCs can exploit through their actions, which should then deal mental damage to the demon. The amount of damage should be based on how easy the vulnerability is to exploit.
Divine Innate Spells usually 5th-rank *translocate* and at-will 4th-rank *translocate*
Rituals usually *demonic pact* (*Monster Core*)
Sin Ability Demons also have a special ability based on the sin they represent, which either makes them better embody the sin or instills that sin in others.

Devil

Traits fiend, unholy
Languages Diabolic, telepathy (usually 100 feet)
Immunities fire; **Weaknesses** holy; **Resistances** physical (except silver), poison
Divine Innate Spells usually one 5th-rank *translocate* and at-will 4th-rank *translocate*
Rituals usually *diabolic pact* (*Monster Core*)
Infernal Hierarchy Ability Devils each have an ability corresponding to the role they play in the infernal hierarchy, typically focused around control or being controlled.

Dragon

Senses darkvision
Languages usually Draconic
Speed usually has a fly Speed
Dragon Breath Many dragons have an activity to exhale magical, damaging energy, with specifics determined by their theme.

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EARTH
Perception often tremorsense
Languages usually Petran
Speed usually a burrow Speed

ELEMENTAL
Senses darkvision
Immunities bleed, paralyzed, poison, sleep

ETHEREAL
Senses darkvision

FEY
Senses low-light vision
Languages usually Aklo, Fey, or both
Weaknesses cold iron

FIEND
Traits unholy
Senses darkvision
Saves often a +1 status bonus to all saves vs. magic
Weaknesses holy
Strikes typically have the unholy trait

FIRE
Languages usually Pyric
Immunities fire; **Resistances** cold
Strikes typically deal fire damage

FUNGUS
Traits fungi without minds have the mindless trait
Immunities if mindless, mental; **Weaknesses** sometimes slashing or fire

GIANT
Traits Large or bigger, humanoid
Senses low-light vision
Languages usually Jotun

HUMANOID
Int –3 or higher

INCORPOREAL
Str –5
HP terrible at lower levels, then low at higher levels
AC typically low or moderate
Immunities disease, paralyzed, poison, precision; **Resistances** all damage (except force, *ghost touch*, or spirit; double resistance vs. non-magical)
Strikes magical trait, typically low or moderate damage

METAL
Languages usually Talican

MONITOR
Senses darkvision

OOZE
Traits Almost all oozes lack minds and have the mindless trait.
Senses typically motion sense and no vision
AC usually terrible
HP usually around double
Immunities critical hits, precision, unconscious, often acid; if it has no vision, add visual effects; if mindless, add mental

PLANT
Traits plants without minds have the mindless trait
Senses usually low-light vision
Immunities if mindless, mental; **Weaknesses** sometimes fire

PROTEAN
Traits monitor
Languages Protean
Resistances precision, protean anatomy (*Monster Core*)
Divine Innate Spells constant *unfettered movement*
Change Shape (*Monster Core*)

PSYCHOPOMP
Traits monitor
Senses lifesense (typically 60 feet)
Languages Requian
Immunities death effects, disease
Resistances poison, void
Damage spirit touch (*Monster Core*)

SPIRIT
Traits often incorporeal, often undead

SWARM
Traits size based on the entire mass, usually Large or bigger
HP typically low
Immunities precision, swarm mind (*Monster Core*); **Weaknesses** area damage, splash damage; **Resistances** physical, usually with one physical type having lower or no resistance

UNDEAD
Traits Almost all undead are unholy. Ghostly undead have the incorporeal trait. Undead without minds, such as most zombies, have the mindless trait.
Senses darkvision
HP void healing (*Monster Core*)
Immunities death effects, disease, paralyze, poison, sleep (or unconscious if it never rests at all); if mindless, add mental

WATER
Languages usually Thalassic
Speed usually has a swim Speed

WOOD
Languages usually Muan
Weaknesses fire and axes or slashing

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Building NPCs

Creatures that are meant to cleave closely to character classes or intended to represent people rather than monsters are NPCs. They might face more scrutiny around their mechanics than creatures because a player can more directly compare their rogue to an NPC who acts like a rogue. That doesn't mean you have to build an NPC exactly like a PC, though.

You can build NPCs just like you would any other creature. If an NPC should work like they have a class, use the class features and feats of a suitable class to pick abilities, and look at both the class's proficiencies and attribute modifiers to determine how strong the NPC's statistics should be. Class Road Maps on page 129 has prebuilt road maps for *Player Core* and *Player Core 2* classes to get you started.

If the NPC isn't meant to work like they have a class (a baker, for example), instead build the character separately. You can create new abilities as needed to get the NPC's interactions with the PCs to express their theme and role in the story. These NPCs can be level –1 or level 0. Their capabilities are below those of PCs, and they should typically not use any class features or feats from PC classes. Creatures of these levels tend to be extremely simple.

It's highly recommended that you select NPC skills using proficiency ranks as you would a PC, though you don't need to be precise about the number of skill increases you give the NPC. You can give them earlier access to expert, master, or legendary proficiency if they're a skill-based NPC and better proficiency in narrow areas of expertise, like Engineering Lore for a tinker NPC.

Non-Combat Level

An NPC's level should represent their combat prowess. A common person might not be a combat threat, even if they're important or highly skilled, and they consequently have a low level. However, that doesn't mean they can't present a challenge in other types of encounters. This is represented by a non-combat level (page 31) and tends to be specific to their area of expertise. For example, a barrister might be level –1 in combat but a 4th-level creature in an encounter related to legal matters.

This can go the other way as well, such as with a powerful combat creature that's not suited to social settings. This is usually the case with creatures untrained in mental skills. You can improvise this as you run the game, or you can plan ahead if you have something particular in mind.

Building an NPC's non-combat level is relatively simple. Choose the level you want the NPC to be for the type of non-combat challenge you have in mind and use the skill numbers for that level—typically high or even extreme. Some challenges, such as social challenges, require the creature to have a high Perception and Will, so in those cases, you should increase those values as well. These should be set at the moderate or high values for the non-combat level, usually, depending on how adept you want the NPC to be.

Non-Combat XP

The Experience Points gained for besting an NPC depend on how the party overcame them, because XP comes from overcoming a specific challenge. If the PCs defeat the NPC in a non-combat setting of the NPC's specialty, the party gets XP based on the NPC's non-combat level. If they just beat the NPC up, the XP would be based on the NPC's creature level. Quite often, that means 0 XP and failure at the PCs' objective; for instance, during a baking contest, if the PCs murder the other baker, not only would they be disqualified, but they would likely be charged with a crime.

PC-style Build

If you do choose to build an NPC fully using the PC rules, your NPC should generally end up being an appropriate challenge as a creature of their level. They will likely have lower statistics in some areas than if you had built them using the creature rules but more options due to their full complement of feats and class features. This is best saved for important, recurring NPCs, especially if they're meant to engage in social or exploration endeavors rather than just battles.

There are still some considerations and shortcuts that can expedite the process while ensuring the NPC works as intended.

- The creature's treasure should follow the Treasure for New Characters rules on page 61. You'll need to account for this in your campaign's overall treasure. You might even want to give the NPC a higher-level item appropriate as a treasure allotment for the level.
- You can expedite attribute modifier generation by making the starting attribute modifiers add up to +9, with no more than one modifier at +4 (and typically no more than one negative modifier). You can skip adding a background if you do this, but you might want to give the creature two skills, which includes one Lore skill, to represent the skills granted by a background.
- It's not necessary to assign every skill feat, particularly for a higher-level NPC. You can just pick the most emblematic ones and gloss over the rest.
- For general feats, Incredible Initiative and Toughness make good choices.
- Most of the guidelines about choosing spells still apply, though you might want a few more utility spells that deal with non-combat challenges, particularly in low-rank slots.

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CLASS ROAD MAPS

You can use these suggestions when creating your road map to emulate a PC class, customizing as you see fit. You'll still need to look through the class to pick feats, weapons, and the like. Any statistic that isn't specifically listed can use moderate numbers.

You don't need to give an NPC all the abilities from its class—especially those that just alter numbers. Each class's entry lists several abilities that are good quick choices and make for more interesting encounters. This section includes the *Player Core* classes and those from *Player Core 2* (alchemist, barbarian, champion, investigator, monk, oracle, sorcerer, and swashbuckler).

Alchemist Low Perception; high Crafting; high Int, moderate or better Dex or Str; low to moderate HP; moderate attack with bombs. **Abilities** Infused alchemical items, Quick Bomber if a bomber alchemist, a few other alchemist abilities; it's usually easier to give the alchemist their bomb items rather than use Quick Alchemy on the spot.

Barbarian High Athletics; high Str, high to moderate Con; high AC; high Fortitude; high HP; moderate attack and extreme damage (when raging). **Abilities** Rage, instinct ability and related feats, raging resistance

Bard Moderate Occultism, high Performance, high Charisma-based skills; high Cha; low Fortitude, moderate to high Will; low to moderate HP; low accuracy; high to extreme spell DC. **Abilities** spontaneous occult spellcasting as a bard of their level, composition spells, muse feats

Champion Low Perception; moderate Religion; high Str or Dex, moderate Cha; extreme AC; low Reflex; moderate attack and high damage. **Abilities** champion's reaction, devotion spells, divine ally and related feats, divine smite, exalt, feats based on cause, Shield Block

Cleric (Cloistered Cleric) High Perception; high Religion, moderate or high skill themed to deity; low AC; high Wis; low Fortitude, high Will; low to moderate HP; low accuracy; high to extreme spell DC. **Abilities** Prepared divine spellcasting as a cleric of their level; divine font; domain spells

Cleric (Warpriest) Moderate Perception; moderate Religion, moderate or high skill themed to deity; high Str, moderate Wis; high AC; low Reflex, high Will; high spell DC. **Abilities** prepared divine spellcasting as a cleric of their level; divine font, Shield Block

Druid High Perception; high Nature, moderate or high skill from order; high Wis; high Will; low to moderate HP; low accuracy; high to extreme spell DC. **Abilities** Prepared primal spellcasting as a druid of their level; order ability, order feats, and order spell for their order; Shield Block; add an animal to the encounter for animal order

Fighter High Acrobatics or Athletics; high Str or Dex; high AC; low Will; high attack and high damage. **Abilities** Bravery, Reactive Strike, Shield Block, a few fighter abilities and feats associated with a combat style

Investigator High Perception; high Society, high methodology skill, plus more skills than usual; high Int; low Fortitude, high Will; low to moderate HP; moderate attack and low to moderate damage before strategic strike plus high damage with strategic strike. **Abilities** Pursue a Lead, Devise a Stratagem, methodology action

Monk High Acrobatics, Athletics, or both; high Str or Dex, moderate Wis; high or extreme AC; moderate attack and high damage. **Abilities** Flurry of Blows, metal strikes, mystic strikes, perfected form, stance and related feats, ki abilities

Oracle High Religion, high mystery skill, moderate or high skill themed to deity; high Cha; low AC; low Fortitude, high Will; low to moderate HP; low accuracy; high to extreme spell DC. **Abilities** Spontaneous divine spellcasting as an oracle of their level; oracle mystery and related benefit, cantrip, and revelation spells, constant minor curse, activate moderate curse after casting a revelation spell

Ranger High Perception; moderate Nature and moderate to high Survival; high Str or Dex; high AC; moderate attack and high damage (or for a simpler ranger, remove Hunt Prey, and just use high attack and high damage). **Abilities** Hunt Prey, hunter's edge, nature's edge, masterful hunter, swift prey, companion or combat style and related feats

Rogue High Perception; high Stealth and Thievery, plus more skills than usual; high Dex (or key attribute for a specific rogue's racket); high AC; low Fortitude, high Reflex; low to moderate HP; moderate attack and low to moderate damage before sneak attack plus high or extreme damage with sneak attack. **Abilities** Sneak attack, surprise attack, deny advantage, debilitating strike, master strike, rogue's racket and related feats

Sorcerer Low Perception; moderate bloodline skills and high Charisma-based bloodline skills; high Cha; low AC; low Fortitude; low HP; low accuracy; high to extreme spell DC. **Abilities** Spontaneous spellcasting of a tradition based on bloodline as a sorcerer of their level, bloodline and related feats and spells

Swashbuckler High Perception; high Acrobatics, plus high style skill; high Dex; high AC; low Fortitude, high Reflex; moderate HP; moderate attack and low to moderate damage before precise strike plus high or extreme damage with precise strike. **Abilities** Panache, precise strike, Confident Finisher, swashbuckler's style (plus exemplary finisher at 9th level)

Witch Low Perception; high patron skill; high Int; low AC; low Fortitude; low HP; low accuracy; high to extreme spell DC. **Abilities** prepared spellcasting of a tradition based on patron as a witch of their level, familiar, witch's patron and related cantrip, hex, and spells

Wizard Low Perception; high Arcana; high Int; low AC; low Fortitude; low HP; low accuracy; high to extreme spell DC. **Abilities** prepared arcane spellcasting as a wizard of their level, Drain Bonded Item, school spell, and curriculum spells

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Building Items

Creating your own magic and alchemical items is an amazing way to customize the adventure and gameplay for your group and add unique elements without requiring quite the same mechanical depth as a whole new class, archetype, or ancestry.

New items make great mementos of previous adventures and tend to be one of the easiest elements for a character to begin using mid-campaign after receiving them as a reward. This section explains the philosophy and numbers behind creating items so you can design your own in no time!

Concept and Role

First, come up with a concept for the item based on the role the item serves in your game and in the game's world. You might include a new item in an ancient ruin to hint at its history and characterize the people who used to live there. For instance, a Thassilonian ruin might have an item based on rune magic, while a Jistkan ruin might have an item related to the empire's ancient constructs.

A new magic item might be important later in the story, or its role might be as simple as a fun wolf-themed item for the monk that uses Wolf Stance. Keep your concept in mind to guide you through the process. Start thinking about what kind of magic item it will be. Each item type has its own niche, and some are less likely to be as useful to the PCs. For instance, new weapons and armor require the PC to give up the weapon or armor they already have, which might make them more reluctant to use the new items unless they're noticeably better, while consumable items don't have as big an impact on the story as permanent items.

Item Level

A new item is typically going to be within a few levels of the PCs. If it's too low, it might not be interesting, and if it's too high, it might be too powerful or too lucrative to sell.

Comparison

First, look at similar items. For example, if you want a permanent item that lets someone fly, look at the *flying broomstick*, which moves of its own volition to a location and thus can't be used to gain a huge advantage in combat, and *winged sandals*, which can. This will give you an idea of the right level range and the specifics and limitations of existing items. You might even be able to just adjust one of those to get what you want with minimal work.

Item Effects

Next, use the item's concept and role to decide its effects. This is where your creativity will bring the item to life. Make sure to have it do something exciting and roleplay-inspiring. A magic item that does nothing more than deliver a bonus is far less interesting, even if the item does have a load-bearing item bonus, like a magic weapon. To determine the item's power, take into account the special abilities you give the item as well as the item bonus (if any) that it grants. For specific advice for the type of magic item you are creating, check out Designing by Type on page 131.

Special Abilities

When deciding what special abilities are appropriate for what level, it's best to look for similar spells to gauge the effect. For most consumables, the effect should be less powerful than the highest rank spell a spellcaster of the item's level could cast. Scrolls are about the most efficient you can get—they're the same level the spellcaster would be—but they require a spellcaster that has the spell on their list, and take the same actions as casting the spell normally.

The most straightforward choice is a once-per-day ability. For this, the item's level should be at least 2 levels higher than the minimum level a spellcaster could first cast that spell. For example, if your ability is about as powerful as a 3rd-rank spell cast once per day (perhaps *haste*), then it should be at least a 7th-level item. A basic wand is a good example. However, a wand is flexible and can contain the most effective possible choice for its spell rank (such as long-lasting spells where once a day is effectively permanent), so a specific item that doesn't grant such a spell could have additional powers or bonuses at the same price as a wand.

If the item can be activated multiple times per day, it should be at least 4 levels higher instead—9th level in our example. Frequency could range from twice per day to once per hour and anything in between. Choose whatever makes sense to allow the characters to use the item more frequently without being effectively constant or unlimited. The appropriate frequency, or whether it's ever okay to have unlimited activations, varies wildly based on the spell. Unlimited castings of a cantrip is fine, but an effect akin to a non-cantrip spell is rarely a good idea. Only attempt to build such an item when you're certain of the consequences.

Items that can be activated less often than once per day don't appear too often, and they usually fit best with abilities that make sense outside of encounters. It's still best to stick to the guidelines for once-per-day abilities, but these items tend to have more properties—and often strange ones.

Constant Abilities

If you want an effect to be constant, set the level and Price accordingly. For instance, let's say your group is 16th level and you want to give them an item themed around flying.

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A 7th-rank *fly* spell lasts an hour already, so one casting covers a significant portion of the adventuring day. To keep it simpler, you decide to create a 16th-level cloak that lets the wearer constantly fly. Remember, some effects were never meant to be constant and could warp your game.

Activation Actions

Watch out when picking the number of actions an activation takes! A 1-action activation that casts a spell with a 2-action casting time is drastically more powerful in an encounter than an item with a 2-action activation would be. An item like that is typically much higher level, and it works best with "helper" spells or ones with limited utility rather than offensive spells. The safest bet is to use the same number of actions the spell normally takes to cast.

Scaling out of Usefulness

Some spells aren't appealing if their rank is too low. For instance, an item that casts 1st-rank *breathe fire* three times per day might be 5th or 6th level. The problem is that spell scaling has the biggest impact at low levels, so the spell isn't effective compared to other actions a character could take. Err on the side of fewer, more impressive activations.

Bonuses

If your item includes item bonuses, check the table below for the minimum item levels the game's math expects permanent bonuses to be applied to. A lower-level item might give such a bonus temporarily, but keep track to make sure the item isn't effectively permanent. If a character typically picks three or fewer locks a day, there's no difference between a +2 item bonus to pick all locks and an activation that gives a +2 item bonus to Pick a Lock three times per day.

For attack bonuses, AC, and saves, the minimums match *runic weapon* and *magic armor*. You can have other items with these bonuses (like *handwraps of mighty blows*), but keep in mind they compete with fundamental runes.

Skill bonuses come on a wider range of items. Some are more broadly useful, so an Athletics item might be more expensive than an equivalent Society item. Gaining a bonus to Perception is especially valuable compared to gaining a bonus to a skill. Just because an item is the minimum level for its bonus doesn't mean the bonus should be the item's only power. The item can and should have an additional interesting power beyond the bonus. Likewise, an item can come at a higher level than the minimum, but if it's much higher, its abilities start to compete with the next bonus.

LEVELS FOR PERMANENT ITEM BONUSES

Statistic	+1	+2	+3
Attack bonus	2	10	16
AC	5	11	18
Save (resilient rune)	8	14	20
Skill/Perception	3	9	17*

* This is also the minimum level for apex items.

Designing by Type

The following guidance applies to items of various types.

Alchemical Items

Alchemical items are consumables. Because alchemists can make a large number for free, alchemical items tend to be on the weaker end for their level, with lower Prices. Avoid alchemical effects that feel too much like magic. Alchemy is capable of fantastical things, but should have its own distinct feel; where you draw the line depends on your game.

Alchemical bombs are like weapons for alchemists and should primarily deal damage, with small extra effects. Existing bombs are great models. Elixirs are varied; make sure not to duplicate potions, especially highly magical ones. Poisons are one of the trickier alchemical items to make, and it's usually best to just tweak one found on pages 248–250 to avoid making something that's overpowered; compare to poisons of the same type that have similar onset and stage duration, as longer onset and duration poisons tend to deal drastically more damage. Alchemical tools are best used for adding a little weirdness. They can be creative and interesting, but tend not to be powerful.

Ammunition

Magic ammunition is consumable; launching it destroys it. Pay attention to whether you give the ammunition an activation: any big flashy effect for its level should almost always have one, since otherwise the effect is essentially a free action on top of a Strike. This is particularly important for extremely low-level ammunition, since a high-level character could use that ammunition for every Strike without noticing the gold cost. If the ammunition doesn't deal normal Strike damage on a hit, remember to say that! Dealing damage is the default.

Armor and Weapons

Specific armor and weapons replace the opportunity to add property runes, so you have a lot of space to design. Choose abilities that feel attached to the fact that they are weapons or armor; for instance, a fiery sword that you point at an enemy to shoot fire bolts is more on theme than a fiery sword that casts *wall of fire* in an unconnected way.

The specific item should cost more than the base armor or weapon would with just the fundamental runes, but you can often discount the cost of the additional components significantly as part of the specific item's special niche. Be careful about specific armor or weapons that include property runes in addition to unique specific abilities. If you discount the item, you might end up with an item significantly superior to one built using the normal property runes system. That's not always bad, since it's still giving up customization for power, and this can be appropriate if the item has an important place in your story. Just make sure the difference isn't too drastic. If you just want to

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POTIONS VS. ELIXIRS

Alchemical items and magic items follow a similar price economy based on their level, but the effects of potions can be a bit broader and more directly magical. Alchemists can also make extremely large numbers of elixirs at an item level equal to their alchemist level, so if a 17th-level elixir was competing with a 9th-rank spell for power, an alchemist would be packing the equivalent of over 40 9th-rank spells, and potentially quickened spells thanks to the single action activation.

create armor or a weapon with runes and no extra special abilities, you can do so. The Price of such an item is the sum of all the runes' Prices, and its level is that of the highest-level rune on the item.

When picking abilities, you can also consider taking from the relic gifts found on pages 309–319. Even if your game doesn't use relics, that section has plenty of choices sorted by theme. If you do, keep in mind that relic abilities are typically more powerful than usual for their level and that those abilities wouldn't scale on a normal magic item.

Held Items

Usually, held items should require manipulation to use, with Interact activations. They are most often tools, implements, items that can be thrown, and the like. Imagine a PC physically using the item and what that looks like.

Remember that held items are more challenging for martial characters to use, compared to spellcasters or hands-free characters, like monks. A barbarian might have to give up a two-handed weapon to use a held item, and so is less likely to use one. This means you might want to design held items specifically for non-martial characters, or have them be items a martial character uses outside of combat.

Oils

Oils are consumables you slather onto items or, rarely, creatures. They provide an interesting opportunity to apply effects to other items. Just remember not to accidentally make something that should be applied topically into a potion; for instance, a petrified character can't drink an anti-petrifying potion! The actions an oil takes to use depend on how thoroughly it needs to be applied. For one used outside of combat, it could take a minute or more.

Potions

Potions are consumables in the truest sense; you literally consume them. Since the action of drinking isn't easy to split up, they take only a single action to activate. This advantage makes potions that replicate spell effects incredibly powerful, and it's the reason potions are nearly always higher level than scrolls with similar effects.

Runes

Property runes are a fun and versatile way to customize weapons and armor without throwing away the previous items. Each should be fairly simple, especially at lower levels, because combining runes can make things overcomplicated. Compare to other properties to determine the right level.

Scrolls

You'll never need to design a new scroll, but use them as a comparison when designing other types of consumables. If you're designing a consumable that seems like it's much better than a scroll of its level—or faster to activate—you should probably raise the item's level or adjust the effect.

Shields

Use the *sturdy shields* as benchmarks for the best possible shield Hardness, HP, and BT for a shield of that level. Your new shield should have less than those benchmarks since it also does something else, and you can use the magnitude of the reduction to build room for creative defensive abilities.

Staves

You'll need to come up with a theme and curate a list of spells that stay close to that theme, typically one to three per spell rank, all on one spell list. A staff is always at least 3 levels higher than the minimum level for a spellcaster to cast the highest-rank spell it contains, so a staff with up to 4th-rank spells would be at least a 10th-level item.

Structures

Structures are evocative and make great tertiary items, quirky but not part of a combat build. This allows you to price them affordably, but make sure there isn't some hidden abuse where the structure drastically alters encounters. The structure trait is intended to help as a starting point.

Talismans

Because talismans are affixed ahead of time but don't take an action to retrieve, they reward forethought and planning. Those that can be activated as a free action also have the best action efficiency of any consumable. In the same way scrolls reward specific spellcasters, talisman requirements reward particular types of characters. Talismans might grant a single use of a feat, with an additional effect if the character already has that feat. Think of talismans as martial characters' answer to scrolls to expand on the options of the non-spellcasters at your table.

Wands

You won't need to design basic *magic wands*, but you might want a special wand. When designing a new special wand, your wand's level will usually be 1 to 2 levels higher than the basic wand, depending on the magnitude of the special effect. Remember that if you make the wand 2 levels higher, it's now competing with wands of a spell a whole level higher, so the special effect should be worth that cost!

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Worn Items

Worn items vary wildly in their effects, but they all take up one of a character's 10 invested items. Remember to include the item's worn entry, if applicable (or "—" if you could imagine someone wearing 10 or more with no difficulty). Where the item is worn should usually match its effects or bonuses: shoes help you move, eyepieces affect your vision, and so on. As with held items, imagine a character wearing the item to picture how they use its magic.

Apex items are always at least level 17 and should have unique abilities on top of their bonus, just like other items.

Fill in the Numbers

You're almost done! The final step is to fill in the numbers.

DCs

Choose any DCs for the item's abilities, typically using the typical DCs in the table below. An item with a narrow function might have a DC up to 2 higher, and one that forces a save (such as with an aura) is typically 2 lower. The lower the DC, the quicker the item becomes obsolete.

MAGIC ITEM DCS

Item Level	DC
1	15
2	16
3	17
4	18
5	19
6	20
7	23
8	24
9	25
10	27
11	28
12	29
13	30
14	31
15	34
16	35
17	37
18	38
19	41
20	43

Item Prices

Each item level has a price range. Based on the item's role and abilities, decide where in that range to place it. There's plenty of variation, and you primarily need to worry about Price only if you expect the PCs will be able to sell it.

Primary items cost near the highest value for their level. They have a big impact on combat or player ability. This includes weapons, armor, and Perception items. The highest price is for items like *runic weapon*, *magic armor*, and apex items. So a *+1 striking weapon* is 100 gp at 4th level.

Secondary items, with middle values, give significant secondary benefits or enhance highly consequential noncombat or support skills like Medicine or Crafting.

Tertiary items, with low value, are weird or very specific items, ones not usually core to a character's build. Especially strange ones might fall into the gap between two levels.

PERMANENT MAGIC ITEM PRICE

Level	Price	Core Item
1	10–20 gp	
2	25–35 gp	*+1 weapon*
3	45–60 gp	+1 skill item
4	75–100 gp	*+1 striking weapon*
5	125–160 gp	*+1 armor*
6	200–250 gp	
7	300–360 gp	
8	415–500 gp	*+1 resilient armor*
9	575–700 gp	+2 skill item
10	820–1,000 gp	*+2 striking weapon*
11	1,160–1,400 gp	*+2 resilient armor*
12	1,640–2,000 gp	*+2 greater striking weapon*
13	2,400–3,000 gp	
14	3,600–4,500 gp	*+2 greater resilient armor*
15	5,300–6,500 gp	
16	7,900–10,000 gp	*+3 greater striking weapon*
17	12,000–15,000 gp	+3 skill item, apex item
18	18,600–24,000 gp	*+3 greater resilient armor*
19	30,400–40,000 gp	*+3 superior striking weapon*
20	52,000–70,000 gp	*+3 superior resilient armor*

Consumables

Consumables have a slightly narrower range, with top-end items like scrolls, optimum healing potions, or super-useful consumables like a *potion of invisibility* at the high end.

CONSUMABLE PRICE

Level	Price
1	3–4 gp
2	5–7 gp
3	8–12 gp
4	13–20 gp
5	21–30 gp
6	31–50 gp
7	51–70 gp
8	71–100 gp
9	101–150 gp
10	151–200 gp
11	201–300 gp
12	301–400 gp
13	401–600 gp
14	601–900 gp
15	901–1,300 gp
16	1,301–2,000 gp
17	2,001–3,000 gp
18	3,001–5,000 gp
19	5,001–8,000 gp
20	8,001–14,000 gp

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Building Worlds

As a Game Master, you control the details of the world your players explore. The Age of Lost Omens campaign setting is a lush world suitable for countless adventures, but you might prefer to adventure in entirely new worlds, where every aspect of the setting and story is yours to decide!

Building your own campaign world can be a deeply fulfilling creative process, as it lets you bring to life the exact setting you envision. It gives you great flexibility, in that you can build only as much as you need for the next few adventures, and you can adapt the world on the fly to meet the demands of your story. It also gives you great control, allowing you to build precisely the setting you need for the story you want to tell. Finally, it bypasses some of the issues that can come with playing within an existing campaign setting, where you might create a narrative that contradicts published canon, or your players might stumble across major plot or setting spoilers. Whatever your world-building goals, this chapter guides you through the design process step by step.

Design Approach

World building can be approached in many ways, but it fundamentally comes down to a simple preference. Do you start at a high level and zoom in, or do you start small and build up? This section outlines a largely top-down approach, but you can design from the bottom up simply by starting at the end of this section and working backward. Either way, you may find yourself skipping between sections as inspiration strikes—and that's OK!

When building a world, there's a risk of becoming overwhelmed by the sheer number of decisions to be made. Remember that you don't need to make every decision for every aspect of your world all at once. Focus first on the elements you need for your story and the game, then add as much of the rest as you'd like. You'll also want to allow room for input from your players—gaming sessions are more memorable and engaging when the storytelling experience is shared between everyone at the table (page 32 has more information on players contributing to the narrative).

Before you decide anything else, however, you should establish your concept and your goals. Do you envision a high-magic steampunk setting where humans are a tiny minority? A world where the only magic derives from squabbling pantheons of gods whose followers are caught up in their wars for power? A quaint town isolated from an otherwise-unknown world beyond a vast, impenetrable forest of mist-choked, skeletal trees? Are you designing a world for a multi-year campaign, or for a fast-paced one-shot adventure? Having an idea in mind will help steer your choices as you build your world, and knowing your goals will help you focus on building what you need.

Top Down

The top-down approach is great if you have a lot of time to dedicate to world building. When designing a setting from the top down, your initial focus is on the big picture. You may already have an idea of the big movers and shakers of your world or your multiverse. You may want to chronicle a thousand years or more of the setting's history. You may have already sketched out a world map with continents, nations, and trade routes spanning the globe. This approach begins with broad generalities that get more detailed during play and as you design them.

Bottom Up

With a bottom-up approach to world building, you start small and local. Focus on the starting location and immediate needs of your campaign, then expand outward as the story unfolds. This strategy works well for those with less time to devote to world building, as you need to prepare only the minimum detail necessary to entice your players toward adventure, fleshing out your world only as the campaign requires it.

The World

While world building might include designing much more than a single planet, most adventures occur entirely on one world. It's a good idea to have a broad understanding of that world as a whole.

Planetary Basics

When designing the physical features of a campaign world, you'll want to determine its shape and the general distribution of landmasses. You can also establish the world's size, though note that the scale of a world generally has a fairly small impact on the adventures taking place there.

Shape

In a fantasy setting, the shape of your world need not be spherical as governed by the laws of physics. It could be any shape you desire, and it might not be a planet at all!

Globe: Barring some catastrophe, worlds in our reality are roughly spherical due to the influence of gravity.

Hollow World: What if the landmasses and civilizations of a world existed on the inner surface of a hollow sphere? In such a world, the horizon would climb upwards, permitting creatures to see landmarks

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at extraordinary distances. Light might emanate from a sun-like orb in the world's center, from various other natural or magical sources, or not at all.

Irregular: What if your world is flat, a toroid, or shaped into a cylinder, cube, or other polyhedron? What if it's something even stranger? With such an unusual shape, you may need to decide how gravity, atmosphere, and other details function.

Landmass

The next major step in world creation is to sketch out the planet's oceans and major landmasses. On Earth, these geological features are the result of plate tectonics. In a fantasy world, however, the oceans might have been cleaved from the land by the actions of titans, or the continents shaped to suit a god's whims. The following are some common landmass types.

Archipelago: A stretch of vast ocean, dotted by chains of small island groups, atolls, and islets.

Major Islands: A region of seas dominated by large islands, each several hundred miles across.

Island-Continent: An enormous island nearly the size of a continent, surrounded by ocean.

Continent: A substantial landform that (usually) rests on a tectonic plate and gradually shifts in position over geologic timescales.

Supercontinent: An assembly of the world's continental blocks into a single immense landmass.

Environment

The environment and terrain of a region can pose as much of a challenge to an adventuring party as any of the foes they face. The following section references the environment categories beginning on page 90.

Common Environments

The following environments are common enough that they might appear in nearly any adventure or world.

Aquatic: Oceans, seas, lakes, and other large waterways are aquatic environments.

Arctic: Arctic environments usually appear near the northern and southern extremes of a world, though extreme elevation, unusually shaped worlds, and supernatural forces could result in arctic terrain elsewhere.

Desert: Deserts can appear anywhere on a world where precipitation is scant, even along some oceans. Any large landmasses that entirely lack bodies of water are likely to be deserts.

Forest: The composition of a forest depends on the climate and the elevation, with thick jungles more common near an equator, hardwood forests in more temperate zones, and evergreens at higher latitudes and elevations. Most worlds have a tree line—an elevation above which trees can't grow.

Mountain: A world's highest peaks can stretch tens of thousands of feet above sea level. This category also includes hills, which are typically no more than 1,000 feet tall.

Plains: Mostly flat and unobstructed, plains are usually at lower elevations, but they can also be found at higher elevations on plateaus.

Urban: Cities and settlements are urban environments. These areas are detailed in Settlements, beginning on page 168.

Swamp: Wide floodplains, shallow lakes, and marshes can appear at most latitudes.

Extreme Environments

Some adventures lead to fantastic reaches of the world or the multiverse that are seldom tread by mortals.

Aerial: A world might include windy realms of floating islands and castles in the clouds.

Glacier: Massive sheets of dense ice constantly moving under their own immense weight, glaciers are frozen wastelands riddled with columns of jagged ice and snow-covered crevasses.

Volcanic: Hellish landscapes of molten lava, burning ash, and scorching temperatures pose immediate danger.

Undersea: A subset of aquatic environments, undersea environments are those areas submerged beneath the waves.

Underground: Some worlds have deep natural caverns, while others have extensive winding tunnels and expansive realms below the surface.

Mapping a World

Many Game Masters like to have an overland map for their local region, nation, or even the whole world. The primary goal of this scale of map is to designate sites of import to the campaign; you don't need to detail every hamlet or woodland grove, but having a sense of the major features can help you and the other players visualize the world in which you're playing.

Step 1. Coastlines: The easiest first step is to separate land from sea. Regional maps may only have a single shoreline, if any. At larger map scales, consider the placement of major islands, archipelago chains, atolls, and islets. A world map should consider the size and placement of continents.

Step 2. Topography: Pencil in a rough ridgeline for each mountain range in the region. Mountain ranges are common along coastlines where continental plates push together. If extended into the sea, mountain ranges typically result in a chain of offshore islands. Indicate hills in the regions adjacent to the mountains and elsewhere as necessary to demonstrate elevation. Unmarked terrain on an overland map is usually lowland plains.

Step 3. Watercourses: It's important to keep in mind that rivers flow downstream, from high elevation toward the sea, always taking the path of least resistance. Powerful watercourses might carve canyons or gorges over millennia, but they should never cross through

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CAMPAIGN REFERENCE

Before the campaign starts, you might want to begin the outline for a campaign reference: a living document that you can easily review and annotate during gameplay and that records the geography, factions, history, characters, and plots central to your campaign.

mountain ranges. On a similar note, watercourses don't branch—tributaries join into rivers as they flow downstream.

Step 4. Terrain and Environment: Sketch in interesting terrain features such as forests, deserts, or tundras. You may want to differentiate these by climate, separating coniferous and deciduous forests from tropical jungles or arctic taigas. Terrain not specifically called out on an overland map is typically presumed to be some variety of grassland.

Step 5. Civilization: Now you're ready to place the elements of civilization. Major cities should typically be located near fresh water and natural resources. Major roads connect larger settlements, circumventing forests and other difficult terrain, but they may wind through mountain passes when lucrative commerce demands it. Add smaller settlements along your roads, further connected by smaller roads and trails. Finally, draw political boundaries and mark other sites of interest.

Civilization

With the major geographical features and terrain of your world decided, it's time to establish significant nations and settlements.

When it comes to designing a world's cultures, you might want to focus primarily on areas the party is likely to explore first. This allows you to establish the details and depth of one region's peoples before expanding out to address others. That's not to say you shouldn't have ideas about the cultures beyond your starting settlement—it just means you don't need to decide every detail of every culture all at once.

As always, you don't need to demarcate every realm on the globe or indicate every town, hamlet, and thorp. Keep your focus on what you need for your story and your adventure—leaving terra incognita can lead to stories down the road as the party ventures further from home.

Societal Benchmarks

The following sections can help you establish certain truths about your world as a whole. From there, you can decide the details of specific cultural groups, including whether they deviate from these global standards.

Technology

Throughout history, a major driver of world culture has been the continuous advancement of technology in warfare, agriculture, and industry. The following categories roughly approximate real-world technological levels, but progress might vary on your world. What heights of technology have been achieved? Have any groups fallen behind or leaped ahead?

Primeval: Weapons and tools in this early era are crafted primarily from bone, wood, or stone. Knowledge of stonecutting allows early civilizations to raise stone walls and buildings.

Ancient: Advancements in mining and metallurgy lead to weapons and tools made from bronze. Crop rotation and storage in granaries ensure greater survival in times of famine. Trade between river and coastal settlements is aided by oar- and sail-powered galleys. Chariots come into strong use during warfare.

Classical: Superior military tactics and engineered roads allow for rapid deployment of infantry wielding iron weapons and aided by mounted cavalry. Advances in complex irrigation and construction of aqueducts lead to an abundance of harvest foods and dramatic improvements to sanitation.

Medieval: Warfare in this era is defined by iron armor, crossbows, and weapons forged of fine steel.

Enlightenment: The development of black powder and muzzle-loaded, single-shot firearms greatly changes warfare, making plate armor mostly obsolete. Larger ships permit ocean crossings and long-range trade to distant shores. The printing press speeds literacy and the dissemination of new ideas.

Steam: Steam engines replace conveyances drawn by animal power or sail, leading to a significant shift from wood fuel to coal. Further advances in science lead to dirigible airships and observation balloons. Simple firearms are replaced by repeating revolvers and bolt-action rifles.

Divine Involvement

What is the nature of the gods? Do they even exist? If so, are they omnipotent and omniscient? How does a follower request their divine favor? The answers to these questions will help you determine how strongly divine faith impacts the cultures of your world.

None: Deities do not exist in this world, or if they do, they are oblivious to or completely unconcerned with mortal affairs. If they exist, they don't make their presence known, nor do they grant power to their worshippers.

Limited: Deities exist, though they remain aloof from the mortal world and make their divine presence known only to a chosen few.

Accepted: Divine influence is an accepted fact of everyday life. Their will is enacted through priests and organized religions. Divine avatars may appear in the world during extreme circumstances.

Ubiquitous: Deities live among mortals, exerting their divine will directly. Gods rule entire nations,

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commanding absolute obedience from their faithful followers.

Magic

Does magic exist? If so, which traditions are available? What are the sources of a spellcaster's power, and how do they gain and channel that magic?

No Magic: Magic of any kind does not exist in this world. Spells and magic effects do not function. Consider the variants on page 82 to handle the lack of magic items.

Low Magic: Magic is mysterious and taboo. The few practitioners of the mystical arts are feared or shunned. Again, consider the variants on page 82 to handle the relative scarcity of magic items.

Common: Magic is an accepted fact of everyday life, though its mysteries are beyond the reach of most people. Magic portals and gates can whisk travelers "in the know" halfway across the world or to the other side of the multiverse.

High Magic: Magic and magical items are commonplace in society. It may be as easy to learn spellcasting as it is to learn a new language. Magical objects simulate various modern technologies to great effect and are just as accessible. The fantastic is never more than a stone's throw away.

Designing Nations

For any nation you establish in your setting, you'll want to provide at least a minimal description—the core concept of that nation. The amount of additional detail you provide depends on the needs of your story. You likely want to establish enough information to create a stat block (page 130) for the nation your adventurers are from, any nations they're likely to spend significant time in, and those nations' main allied and enemy nations, if they are likely to become part of the plot.

When building a nation, remember that the various elements connect to the history of the land and its people, its relationships with nearby nations, and the current residents. This interconnectedness will help you build a wealth of story hooks and provide immersive detail for your players.

Beyond those basic details, the following considerations can help flesh out the nations in your setting.

Location, Size, and Population

Major geographical boundaries, such as mountains, seas, and large rivers, often present natural borders for a realm. Depending on its leadership, culture, and the resources available, a country may be as small as a city-state or as large as a continent-sweeping empire. Barring widely available technological or magical travel

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CONSCIENTIOUS CULTURE DESIGN

Creating fantasy cultures is a delicate topic, as it can be all too easy to create a culture or a group based on damaging stereotypes or simplistic reductions of real-world groups. Creating entire cultures out of harmful genre tropes such as "jungle heathen" or "noble samurai" reduces real-world cultures to caricatures and perpetuates misconceptions about people from those cultures. Taking inspiration from the real world is wonderful—our world is filled with an incredible diversity of cultures and peoples—but you should do so with care and respect for those sources.

and communication, most nations remain relatively small (only a few hundred miles across), simply because it becomes too difficult for a single governing entity to oversee and maintain the entirety of a larger state.

National populations ebb and flow due to a multitude of external factors. Advances in sanitation, medicine, and agriculture can spur dramatic population growth, while war, famine, or plague can devastate it. As a rule, smaller nation-states have a population around a hundred thousand, while a continent-spanning empire could swell to well over a hundred million.

Population size is only part of the equation. Figuring out the ancestry ratios of that population and brainstorming how the members of various ancestries interact can often lead to interesting story ideas, or at least give you some jumping-off points when dreaming up how the nation was founded and its later history.

Cultural Hallmarks

What elements of the nation's predominant culture stand out? A nation might have an unusual stance on religion, a specific demographic, distinctive natural features, noteworthy political views, or any number of unique elements that differentiate it from other nations in your region. These hallmarks can inform your decisions about many other aspects of the nation.

History

How did the nation come to be? Has it stood since time immemorial, a bastion of stability while the rest of the world changes around it? Perhaps it was built over the ruins of another civilization, destroyed by some forgotten calamity. Or perhaps it is a young nation, born recently amid ongoing strife in your world. What remnants of the past can be found, or has the past been deliberately hidden? How have the residents of the nation adapted to change, and in what ways have they failed to do so?

Economy and Political Stances

Determine the key resources and industries that drive the nation's economy. The availability of natural resources can establish national boundaries, local industry, and other elements of the resident society. For example, an area with few resources might have a nomadic society, while a nation rich in resources might develop an opulent mercantile class.

These resources can also affect international relationships. An area poor in a specific resource might have a strong trade relationship with a nearby nation that has it, or they might be at war! Nations also disagree about political structures, public policy, religion, and any number of other factors.

You'll also want to consider the significant NPCs of each nation. This includes the official rulers, but it also includes other major players, whether they act in an official capacity or entirely behind the scenes.

Building Settlements

In Pathfinder, settlements are where characters can rest, recharge, retrain, and dedicate themselves to other downtime activities all in relative peace. Traditionally, an adventuring band comes together in some kind of settlement, be it a small hamlet nestled on the border of some wild frontier or a bustling port city at the heart of a nation. Some adventures take place entirely within a single settlement, while in others the party visits settlements only briefly between their adventures in the wilderness.

The first thing you should consider when building a settlement is its role in your story. Is this a major metropolis the heroes will visit again and again during their adventurers? A backwater village where their adventures begin? The distant capital from which an evil tyrant issues cruel edicts? The settlement's campaign role will inform many of the other decisions you make about the place.

Once you know why you need the settlement, consider why it would exist in the world. Settlements are typically founded near sources of fresh drinking water; most commonly along a riverbank or a place with access to adequate wells or springs. They additionally require some kind of transit to other places, either roads or waterways. While it may be easier to create a village or city merely to serve the characters' needs, determining what function it has independent of the characters adds verisimilitude and can provide hooks for further stories.

Settlements, on page 168, describes the components of a settlement stat block, which you should create for any settlement you expect your characters to visit. The process of creating that stat block will help you further flesh out your community.

Mapping a Settlement

Don't underestimate the usefulness of sketching a map of significant settlements, like the one where your adventure starts. This isn't intended to be a picture-perfect rendition drawn to scale, but rather to outline the rough shape and size of the settlement. Be sure to highlight a few key structures useful to the campaign.

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Step 1. City Layout: The layout of a settlement is as unique as the terrain upon which it is settled. First, decide the major trade route for the settlement. This is typically a river, which brings fresh water, fish, and fast transport to the populace. Larger cities can sustain additional growth with access to a deep-water harbor or a major overland trade road. Even settlements conceived with a grid plan tend to stretch along established trade routes before expanding outward.

Step 2. Districts: Towns with a population over a thousand typically have defensive walls. As a settlement grows further in size and population, additional stone fortifications are often constructed beyond the city center, which further segment the city into districts or boroughs. A metropolis, for example, might have several distinct neighborhoods: Castle Ward, Noble Quarter, Temple Hill, the Gardens, Scholars' Court, Artisan Plaza, the docks, the slums, and so forth.

Step 3. Markets and Shops: Designate one or more open spaces in the settlement for a market square. This marketplace typically grows in the city center, along a major road intersecting the settlement's primary trade route. Lining the perimeter of the temporary tents and stalls of a bazaar are permanent retail shops offering pricier goods and services. Here in the beating heart of city commerce, adventurers can prepare themselves for upcoming expeditions or sell their ill-gotten gains upon their return.

Step 4. Inns: Heroes need a place to celebrate and recover between adventures. In addition to both public and private lodging, a settlement's inns often serve food and drink. As with the town market, inns are commonly built in central locations where trade roads meet. In your campaign, inns are ideal locations to spread gossip, introduce notable NPCs, and initiate quests. For the right price, innkeepers might rent strongboxes to secure money and other valuables between adventures.

Step 5. Landmarks: To give your cities a sense of personality and local flavor, design a handful of iconic landmarks for the PCs to visit. Memorable names make these landmarks more interesting. A random observatory might be noteworthy, but the Celestial Watchtower has an air of intrigue that could lead to a fun adventure hook.

Religion

The greatest stories from myth and legend speak of immortals with incredible powers of creation and destruction. Some meddle in the affairs of mortals, shaping heroes and history at a whim, while others remain aloof or oblivious to the mortal world. Regardless of the world you're building, religion (or even the absence thereof) shapes the people and the stories you tell.

Theology

Religious traditions are commonly categorized by their belief in one or more divine entities.

Polytheism: This belief system posits the existence of many gods. Polytheistic gods typically espouse particular areas of concern and often reflect the appearance of their worshippers. The primary religious philosophy of the Age of Lost Omens is polytheistic.

Dualism: This philosophy espouses an enduring conflict between two diametrically opposed cosmic forces; most commonly good and evil or law and chaos. Acolytes of each faith almost always see themselves as righteous, and those of the contrasting belief as false.

Monotheism: A monotheistic doctrine recognizes the existence of only one true god. The supreme deity may exhibit more than one aspect yet remain a single entity, like Gozreh from the Age of Lost Omens.

Pantheism: Divine power arises from the universe itself, or as a byproduct of the collective power of many deities sharing some common facet, either way forming a vast, all-encompassing divine entity. Worshippers sometimes appeal to or devote themselves to specific fundamental concepts or aspects of the universe.

Animism: Rather than worshipping gods associated with souls and spiritual essence from beyond, animism sees the life force in each part of the world, whether it be the trees of an old-growth forest or a towering waterfall. An example of animism in the Age of Lost Omens is the connection between the Shoanti people and their totems, which they forge a relationship with when they come of age.

Atheism: In some campaign worlds, the gods have all died, abandoned their worshippers, or never existed at all. Mortals of this world may still cling to belief and establish religions in the name of the divine, but there are no true deities to answer their prayers.

Pantheons

In polytheistic traditions, a pantheon is a divine hierarchy of multiple (or even all) deities.

Universal: All deities in the setting belong to a single pantheon. Different cultures might have their own names for the god of magic, for instance, but only a single deity answers their prayers.

Ancestral or Regional: Each ancestry or region worships its own distinct pantheon. These pantheons coexist in the same cosmology but establish control in separate divine realms. Across the cosmos, several gods from disparate pantheons may share the same area of concern, but they seldom compete for worshippers from rival pantheons.

Competitive: The world contains smaller regional pantheons competing for mortal worship. Only one deity of a specific area of concern may ascend to greater power across all the pantheons. As such, deities typically have little loyalty to their own pantheons and may actually switch to another pantheon if it earns them additional worshippers.

None: The deities of this multiverse act as individuals with no familial ties or common agendas binding them to each other.

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Deities

These immortal beings command vast power and influence fueled by the faith and souls of mortal worshippers. In Pathfinder, deities also dictate some of the abilities of those champions and clerics who channel their power. When designing deities, you'll need to include the divine statistics and devotee benefits described below.

Divine Rank

Gods are usually ranked in a divine hierarchy, from newly ascended godlings to almighty creator gods of unfathomable power.

God: Taking a position atop the divine pyramid, gods command near unlimited power and resources. Their mortal congregations are large and (usually) well funded.

Demigod: Demigods still possess a great deal of power, though often in subservience to another god or simply inferior to the power of a full god.

Quasi Deity: The weakest rank of divinity, many quasi deities are recently ascended mortals who attained their deific powers through ritual apotheosis, or planar natives who have amassed divine power of their own.

Divine Statistics

In Pathfinder, deities are not only a narrative element of the world, but also a mechanical component of some classes.

Areas of Concern: Each deity has one or more areas of concern they have divine influence over. These portfolios typically embrace universal concepts, such as honor, night, or tranquility. Deities with similar areas of concern may work in common cause or against each other, depending on their goals and divine rank.

Edicts: Every deity has edicts, which are those tenets they require their faithful—especially divinely empowered clergy like champions and clerics—to promote in the world. A deity usually has one to three simple and straightforward edicts.

Anathema: The opposite of edicts, anathema are those things a deity will not abide. Champions and clerics must avoid their deity's anathema or risk losing their divine powers, and even lay worshippers usually feel guilty for performing such acts, as they will be weighed against them in the afterlife. Like edicts, a deity usually has two to three simple and straightforward elements to their anathema.

Devotee Benefits

Deities grant favored status and special power to the most fervent and influential of their flock.

Cleric Spells: When preparing spells, clerics can choose from specific spells granted by the deity, in addition to those available on the divine spell list. A deity always grants a 1st-rank spell and usually two others, all chosen from non-divine spell lists. The exact number of spells a deity grants can vary—a magic-focused deity might grant more—though this shouldn't exceed one spell of each rank.

Divine Font: Clerics channel a deity's divine power as a font of vitality or void energy. Most deities grant either *heal* or *harm*, but a few deities offer a choice between the two. A specific deity's divine font should be based on their areas of concern.

Divine Sanctification: Some deities allow or require their greatest devotees, typically champions and clerics, to dedicate themselves to pursuing holy or unholy deeds. A listing of "must choose holy" or "must choose unholy" indicates the deity requires this commitment. "Can choose holy" or "can choose unholy" indicates that the deity allows it in addition to many other options.

Divine Skill: Champions and clerics automatically gain the trained proficiency rank in their deity's divine skill. Assign the deity one skill that synergizes well with their areas of concern. For example, Intimidation would be appropriate for a god of tyranny, or Deception for a goddess of trickery.

Domains: Each deity grants a number of domains that reflect their divine areas of concern. Champions and clerics can learn the domain spells from their deity's domains. Pathfinder's deities each have four domains, and many have one or more alternative domains. Though this number is usually enough to convey a deity's portfolio and give players sufficient options, you can give your deities as many domains as you like.

Favored Weapon: Clerics gain access to their deity's favored weapon as well as the trained proficiency rank with it; warpriest clerics gain additional benefits. Every deity has a favored weapon. Because the benefits of having an advanced favored weapon are very strong, you should assign simple or martial favored weapons unless a deity is so thematically linked with an advanced weapon that you need to give them one.

Cosmology

An enduring curiosity among many cultures is to ask what wonders lie beyond the night sky. Does anyone gaze back from the moon above? What realms do the gods call home, and what is it like to walk in their divine presence? Is the mortal world at the center of the universe, or is all life utterly insignificant? Spiritual ponderings like these are central to belief systems across the globe. As a world builder, you get to answer those enduring questions by designing the multiverse in all its inexplicable grandeur. The following are some aspects of your cosmology you might consider, but as you decide these, you should also consider how many of these details are known in your world—and by whom.

The Universe

The reality in which mortals live out their short existence is known to sages and scholars by many names—the Universe or the mortal realm, among others. The structure of the physical universe might follow any of the following models, or it might be something completely different.

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Vast: The universe is an unimaginably sparse void of infinite space, littered with stars, planets, and various bits of detritus.

Limited: The physical universe in your campaign world may be smaller in scope yet far more fanciful. For example, in Hinduism, the cosmos is supported on the backs of four elephants, themselves standing upon the shell of a world-sized tortoise, whereas Norse cosmology describes nine worlds connected by an immense ash tree.

Bizarre: Sometimes the universe is more complex than the previous two categories, or possibly nested within multiple realities. What if the universe the PCs first know is in fact a magical or mechanical simulation of such complexity that its inhabitants are unaware that they themselves exist as an artificial consciousness?

Composition of Outer Space

The spaces between the stars can also affect the stories told in that world.

Vacuum: In conventional astronomy, outer space is an immense void existing in a near-perfect vacuum. In some settings—including the Age of Lost Omens, where it is known as the Dark Tapestry—the trackless firmament between the stars is an ominous expanse home only to terrible beings of incomprehensible malice.

Endless Sky: What if the blue sky overhead extended outward forever? One need only fly high enough and far enough to reach another world.

Celestial Spheres: The ancient Greeks posited that planets, stars, and more were embedded like jewels within celestial orbs of quintessence nested within one another.

Solar System

What is the shape and structure of the solar system containing your game world?

Heliocentric: Physics dictate that all planets in a system orbit the sun.

Geocentric: What if your game world is in fact the center of the star system, or perhaps even the center of the known universe?

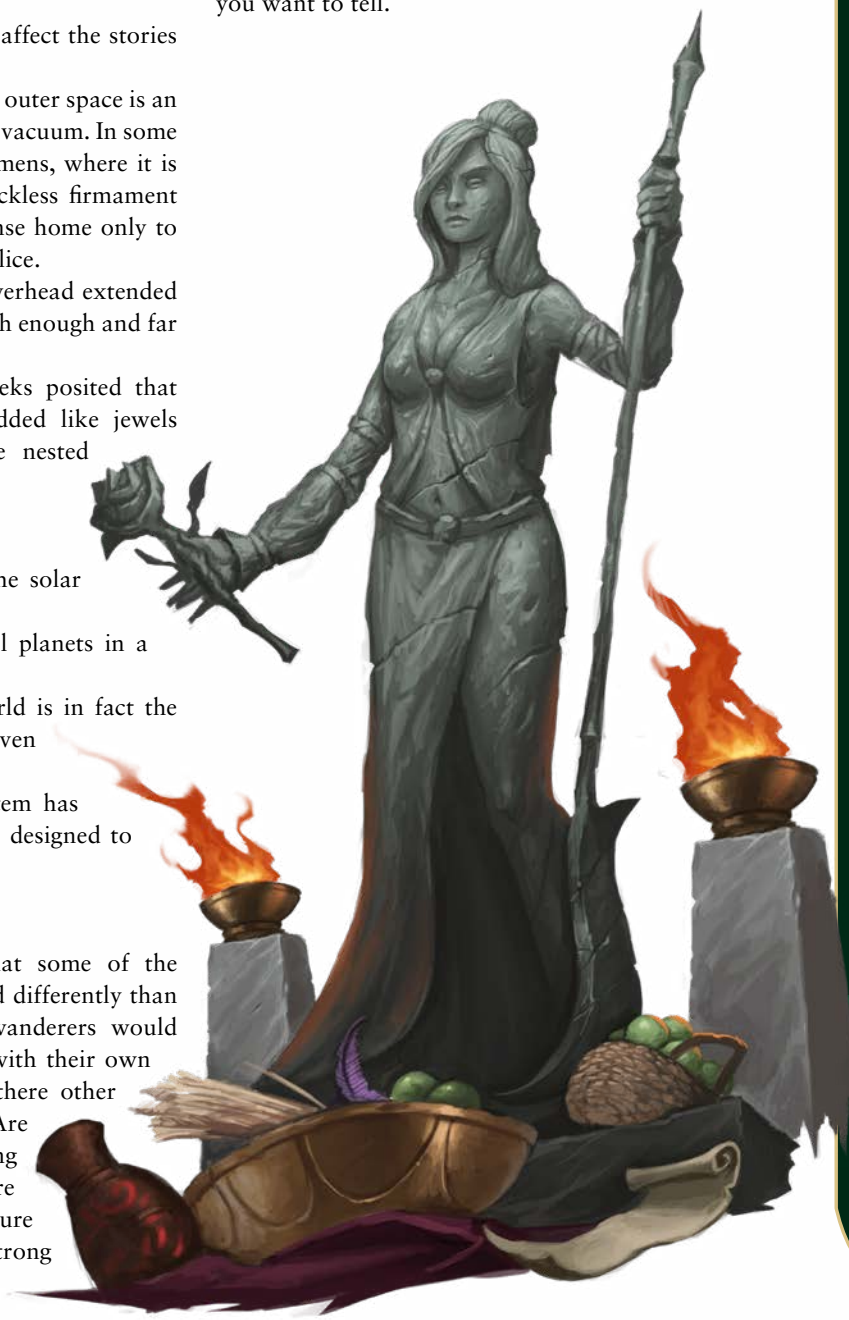
Dyson Sphere: Perhaps a solar system has been enclosed in an artificial structure designed to harness the power of the sun.

Planets and Moons

In antiquity, astronomers noticed that some of the twinkling lights in the night sky moved differently than the others. In time, these celestial wanderers would come to be known as planets, many with their own complement of orbiting moons. Are there other planets orbiting your world's sun? Are they terrestrial, gas giants, or something less common? How many moons are there? The characters may never venture there, but celestial bodies can have a strong influence on a culture and help you describe your world in an evocative and distinctive way. In some campaigns, you might even want to set adventures on these celestial bodies.

The Multiverse

In Pathfinder, the physical universe of your world is one plane within a much broader multiverse. The Planes, on page 172, details how planes work and the multiverse of the Age of Lost Omens, but you can fit planes to your story and world, or even build a new multiverse from scratch! Perhaps there are only two planes beyond the material Universe, diametrically opposed and fighting over mortal souls, or the multiverse consists only of a series of infinite alternate realities. The options are truly endless, limited only by your imagination and the story you want to tell.



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Chapter 3: Age of Lost Omens

Ten thousand years ago, the world of Golarion came close to ending. Earthfall, as this extinction-level event came to be known, saw the world pummeled by a shower of falling stars that sank continents, hollowed out new seas, and destroyed civilizations. It took centuries for the world to recover, and centuries more for society to rebuild, but recover it did.

History

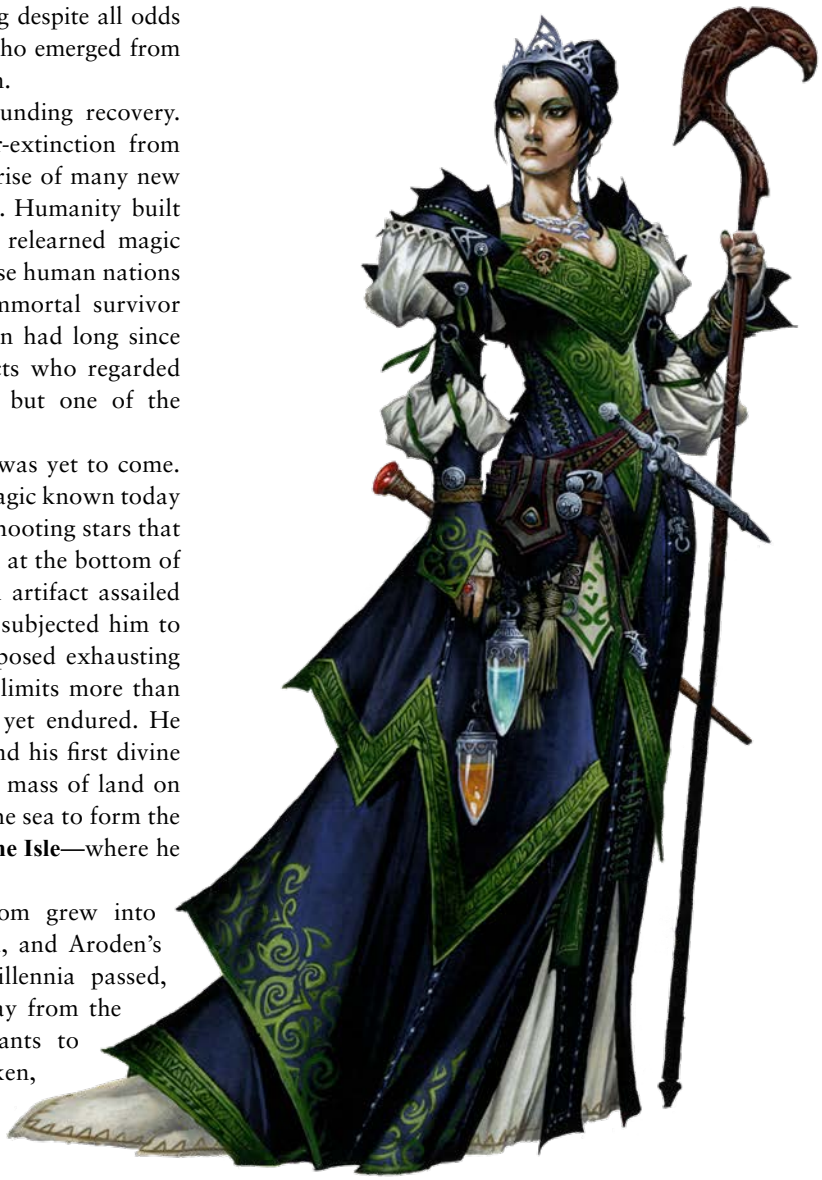
Dwarves ascended to the surface from the underground reaches of the **Darklands** in their legendary **Quest for Sky**, elves returned from the neighboring planet of **Castrovel** via a network of portals to reclaim their lands and traditions, and gnomes from the mysterious **First World** sought shelter for long-forgotten reasons. Survivors from other ancestries who had sheltered through the terror and destruction of Earthfall emerged during the Age of Darkness to reclaim their ancestral lands, from scrappy goblin tribes with a knack for surviving despite all odds against them to industrious halflings who emerged from the ruins to found societies of their own.

But humanity made the most astounding recovery. Less than 2,000 years after the near-extinction from Earthfall, the Age of Destiny saw the rise of many new human empires throughout the world. Humanity built wondrous structures, and its schools relearned magic that had been thought lost. Among these human nations walked a man named **Aroden**—an immortal survivor of the devastation of Earthfall. Aroden had long since cultivated a following of loyal subjects who regarded him with awe, for immortality was but one of the wonders he'd achieved.

The greatest among these wonders was yet to come. Aroden discovered a shard of potent magic known today as the ***Starstone***, a fragment from the shooting stars that fell during Earthfall, which had lodged at the bottom of the Inner Sea. Contact with this alien artifact assailed Aroden with phantasmagoric visions, subjected him to a series of deadly martial trials, and posed exhausting moral quandaries that challenged his limits more than any of the arduous experiences he'd yet endured. He emerged from this test a living god, and his first divine act was to raise the *Starstone* and the mass of land on which it had lain from the bottom of the sea to form the Isle of Kortos—also known as **Starstone Isle**—where he then established the city of **Absalom**.

In the centuries to follow, Absalom grew into one of the largest cities in the world, and Aroden's legacy grew alongside it. As the millennia passed, his attentions increasingly turned away from the concerns of the Inner Sea's inhabitants to otherworldly matters beyond mortal ken, but prophecy spoke of a time when he would return to Golarion and lead humanity triumphantly into an Age of Glory. As the time of Aroden's return drew near, entire nations undertook monumental preparations to welcome him back to Golarion.

Instead, Aroden died, and with him the reliability of prophecy as well. Golarion was wracked by storms, war, and supernatural devastation as the god's death marked the beginning of a new age—a time of uncertainty, but also a time of opportunity. This is the **Age of Lost Omens**, an age in need of heroes like never before.



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The Inner Sea Region

Although infinite opportunities for adventure await on other continents, worlds, and planes, the Inner Sea region is the focus of the Pathfinder campaign setting. With dozens of nations, empires, frontiers, and wildlands, this region presents a huge range of opportunities for heroism and villainy, exploration and adventure!

Pages 146–155 break down the Inner Sea region into 10 separate regions, each with its own themes. Only a brief overview of each region is presented here—enough to establish the setting and whet the imagination. If you're interested in exploring Golarion and the Inner Sea region more, see the Pathfinder Lost Omens, Pathfinder Adventures, and Pathfinder Adventure Path volumes. Adventure Paths present in-depth material about the region and full-length campaigns, whose adventures bring a brand-new group of heroes all the way to the height of power!

The year in the Inner Sea region is **4723 Absalom Reckoning (AR)**. As the calendar advances in the real world, time also progresses for Golarion. *Pathfinder Player Core* was first published in the year 2023, with the Inner Sea region's corresponding year ending in the same two final digits. Golarion's history is expansive, but two of the most significant events to shape the world occurred in **–5293 AR**, when **Earthfall** nearly brought an end to the world, and in **4606 AR**, when **Aroden**, the god of humanity, died, and prophecies the world over began to fail, beginning the Age of Lost Omens.

The map above depicts the Inner Sea region, further subdivided into the 10 subregions explored on the following pages. The borders of these regions are thematic rather than political. For an in-depth exploration of the Inner Sea region and its dozens of nations and wildlands, see the *Pathfinder Lost Omens World Guide*.

Beyond the Inner Sea

The Inner Sea region consists of the continent of Avistan and the northern portion of the continent of Garund, but it's only one part of a much larger world. Garund extends further south, and its southern reaches are home to many unexplored civilizations and cultures. As one travels east from the Inner Sea, the vast expanse of the continent of **Casmaron** stretches beyond the horizon. With the immense inland Castrovin Sea at its heart, Casmaron is the largest of Golarion's continents and home to some of its oldest and most successful empires. The **Padishah Empire of Kelesh** dominates much of western Casmaron, with its satrapy of Qadira reaching into the Inner Sea. To the south of Kelesh lies the peninsula of **Vudra**, a massive and ancient civilization consisting of over one hundred semi-independent kingdoms. The **Hundred and One Ships of Khiben-Sald**, who was one of Vudra's mightiest maharajas, visited Avistan in ancient times and spread the influence of Vudra's culture throughout the Inner Sea. On Casmaron's southwestern coast lies

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the island nation of **Iblydos**, a small land hiding titanic prophecies that can transform mere mortals into **hero gods**. Far to the north, to the east of Brevoy, lies the land of Iobara, a crumbling society devastated by plague and other disasters. The east of Casmaron is ruled by the sweeping plains known as the **Grass Sea**, with the horse riders of **Karazh** and the city of **Ular-Kel** being the only steady bastions in the endless wilds.

Farther east of Casmaron lies the continent of **Tian Xia**, a region often called the Dragon Empires. The north of Tian Xia connects to Golarion's northernmost continent, a frozen reach known as the **Crown of the World**—this continent forms a land bridge between Tian Xia and Avistan over the north pole. Though the trade route is frigid and dangerous, immigrants and merchants travel it every year, bringing coveted Tian goods to fill the cups and grace the plates of Taldan tea houses. Bolder explorers sometimes set sail from one continent to another, setting their sights on the trade center of **Goka**, a metropolis that rivals Absalom for the largest city in the world.

South of Tian Xia lies the mysterious continent of **Sarusan**, of which little is known due to the powerful storms and vexing currents that turn away explorers and shroud its shores. Heading west from the Inner Sea region, sailors encounter the shattered remnants of lost **Azlant**, a ruined continent that hosted one of humanity's first empires until it was destroyed during Earthfall. Sailing farther west from these ruins eventually leads to the shores of **Arcadia**, a land with unusual magical traditions and powerful nations of its own.

The Darklands

Beneath all of the surface lands, carved into the planet's very crust, lie the twisting tunnels of the tripartite underground realm known collectively as the **Darklands**, which houses great horrors and dangers but equally great opportunities for triumph and treasure. Deep beneath the surface lies the region known as **Nar-Voth**, a land of tortuous interconnected cave systems. Dwarves and orcs once lived here, until they moved to the surface after Earthfall—now it's ruled by those who remained and thrive in the dark, such as xulgaths and calignis.

Sekamina, once a seat of power for the Serpentfolk Empire in prehistoric times, is found below Nar-Voth. The caverns here are much larger than any above, some seeming to span entire continents. The ghoul city of **Nemret Noktoria** can also be found here, deep underneath the surface nations of Osirion and Thuvia. Stranger and awful beings, such as the bizarre **seugathi** and the nightmarish **gogiteth**, creep upward from deeper in the Darklands, ensuring the region remains poorly explored.

The deepest layers of the Darklands are known as **Orv**. Rumors trickle upwards of massive vaults that contain fantastical biomes, built by powerful alien beings for unknown purposes—but few explorers can brave the dangers of the Darklands long enough to return with the truth.

TIME

Like Earth, Golarion spins on its axis once roughly every 24 hours. A week has 7 days, and a year has 52 weeks. To keep the calendar synchronized with the astronomical year, an extra leap day is tacked on to the second month of the year every 4 years.

MONTHS AND DAYS

The names of the months of the year are as follows in the Inner Sea region.

Abadius (January)	Erastus (July)
Calistril (February)	Arodus (August)
Pharast (March)	Rova (September)
Gozran (April)	Lamashan (October)
Desnus (May)	Neth (November)
Sarenith (June)	Kuthona (December)

The names of the days are as follows.

Moonday (Monday)
Toilday (Tuesday)
Wealday (Wednesday)
Oathday (Thursday)
Fireday (Friday)
Starday (Saturday)
Sunday (Sunday)

The Solar System

Golarion is but one of 11 worlds that orbit its sun. To the vast majority of the planet's denizens, the other worlds are little more than points of light in the sky, but these worlds aren't so distant as one might expect. The planets of **Akiton** and **Castrovel** are Golarion's closest neighbors. Travelers from both have visited and even settled on Golarion, most notably elves, who originally hail from Castrovel. Even the farthest planet, remote **Aucturn**, has influenced Golarion, with its alien inhabitants exerting a sinister touch on the world that recently put the entire planet in peril. The wise thus don't discount the dangers and wonders that dwell on other planets of Golarion's solar system.

The Great Beyond

Countless planets lie beyond Golarion's solar system, but even these myriad worlds of **the Universe** are but a fragment compared to what lies in the multiverse beyond. Other planes of existence and strange dimensions wrap this reality in a series of layered, nested spheres, known collectively as the **Great Beyond**. This model of reality is as much a metaphor for concepts that mortal minds have difficulty grasping as a physical description, for within the Great Beyond, anything is possible. For more information on other planes of existence, see page 172.

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ABSALOM AND THE STARSTONE ISLE

At the heart of the Inner Sea stands the **Isle of Kortos**, raised from the waters thousands of years ago as Aroden's first deific act. This amazing feat marked the dawn of the Age of Enthronement and the first year of the Absalom Reckoning calendar. The city of Absalom, the largest in the Inner Sea region, sprawls on the southern shore of this isle. At the city's heart stands the legendary **Starstone Cathedral**. Within the walls of this structure, the *Starstone* ever waits to test its next challengers—and the few mortals who manage to pass this mystic test become gods themselves. It has made Absalom an oft-besieged metropolis, but in its nearly 5,000 years, it has never once fallen.

Absalom, called by many the **City at the Center of the World**, boasts a massive population of disparate peoples, and its culture is a true melting pot in both ancestry and belief. Even the city's architecture reflects this; from the towering and majestic temples of the Ascendant Court to the close-packed shops and guildhalls of the Petal District and the sagging shanties in the Puddles, Absalom's neighborhoods never fail to present a memorable skyline. Many world-reaching organizations were born in Absalom, notably the **Pathfinder Society** (page 165).

The Isle of Kortos, also known as Starstone Isle, has a similarly diverse ecosystem. The verdant forests and grasslands of the west provide many of the resources Absalom needs, but to the east, the rugged stony desert known as the Scrape, the dangerous Riven Hills, and the newly formed necromantic wasteland known as the Tyrant's Grasp present far-harsher climates. The **Isle of Erran**, just north of Starstone Isle, hosts the area's second-largest city, **Escadar**. A rough seaport with more than its share of shady dealings, Escadar also hosts large shipyards and maintains a strong navy that helps to keep the surrounding waters of the Inner Sea safe. A number of smaller islands also skirt the coast of the Isle of Kortos—some barren, some serving as hideouts for criminals and outcasts.

Rising from the center of the Isle of Kortos are the **Kortos Mounts**, a short but rugged range of tors that have been ruled by minotaurs, harpies, dragons, and stranger beings. A few treacherous passes allow travel through the mountains, but with the northern shore of the Isle of Kortos being dominated by the soggy tangles of Dunmire, these reaches offer little to draw anyone other than bandits and adventurers into these still-untamed lands.

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BROKEN LANDS

Far to the north of Absalom sprawl the Broken Lands, nations and wildernesses united in their shared stature as fractured regions—places where life itself has taken a blow and the struggle to survive is simply part of daily reality. Not all of the Broken Lands are constantly fraught with peril, but regardless of where one might settle down in these parts' tumultuous times, danger is rarely far from home.

In some cases, the breaks are political. In the northeast, the nation of **Brevoy** has hung on the edge of civil war for many years, as the long-running feud between the traditional noble houses of **Issia** and the mercenary swordlords of **Rostland** maintain an ongoing state of tension that might be nearing a breaking point. But in the case of the oft-contested **River Kingdoms**, these political breaks have reached something of a draw, for here it's said that anyone might become the ruler of a nation—if they have the tenacity to seize the reins of rule.

Elsewhere in the Broken Lands, the fractures are more spiritual. **Razmiran**, for example, is ruled by the living god **Razmir**, who demands the worship of all who dwell within his nation's borders and brooks no competition of faith. His priests act as police, brutally enforcing their deity's laws. To the north in **Mendev**, these spiritual breaks are less obvious; this land struggles to reclaim its heritage in the wake of a century of occupation by a crusading force that, until a few years ago, stood as a bulwark against the demons who ruled the lands to the west.

These western lands are truly broken, in a physical sense, for in the chaotic times at the dawn of the Age of Lost Omens, powerful agents of the demon lord **Deskari** tore a hole in reality. The resulting wound in the landscape allowed legions of demons to pour through and devastate the lands once known as **Sarkoris**. Heroes of the Fifth Crusade recently defeated Deskari and closed the rift, and the ravaged nation is now known as the **Sarkoris Scar**. The main threat has been quelled, but demons still inhabit the region, and the blighted landscape struggles to return to normal.

Perhaps the strangest of the Broken Lands lie near its heart. The rugged hills and plains of **Numeria** are home to many **Kellid** clans. In the distant past, the crash of a scientifically advanced starship brought strange aliens, mechanical monstrosities, and technological wonders to Golarion, but its fiery arrival left large reaches of the surrounding land blighted and blasted even to this day.

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EYE OF DREAD

The heart of the continent of Avistan has rotted.

This region predominantly features **Lake Encarthan**, a large inland sea that was, until recently, a well-traveled trade hub. To the southwest stands the militaristic nation of **Molthune**, long engaged in an intermittent war against its northern neighbor, **Nirmathas**, a wooded nation populated by those who take their freedom seriously. An uprising of hobgoblins took advantage of this conflict, and while hostilities have since abated, the two nations now share their borders with the mountainous hobgoblin nation of **Oprak**.

North of these war-torn nations lies another land equally forged in the crucible of conflict. The wild and rugged **Hold of Belkzen** has long been held by orcs ever since they were driven up from the Darklands below during the dwarven **Quest for Sky** thousands of years ago. Still farther to the north is the nation of **Ustalav**, a collection of counties each beset with its own manifestation of horror and fear, ranging from the nightmarishly cosmic to the dreadfully infernal.

It was from Ustalav that one of the greatest threats to the Inner Sea region emerged. The ancient lich **Tar-Baphon**, known as the **Whispering Tyrant**, has been defeated twice in the distant past—once by **Aroden** and once by the heroes of the **Shining Crusade**—but he has never been truly destroyed. When the magical seals that kept him imprisoned below the ominous tower of Gallowspire were finally sundered in 4719 AR, Tar-Baphon emerged. The nation of **Lastwall**, which bore the brunt of his return to the world, has been utterly scoured by the destruction he wrought. Lastwall once stood as a small but strong nation of champions and protectors, holding fast against invasions from orcs, undead, and other threats. Now it exists only as the **Gravelands**, the nation that once stood watch over undead uprisings consigned to an undeath of its own. While heroes temporarily thwarted the Whispering Tyrant's immediate plans shortly after he emerged, the lich remains an active menace.

The Whispering Tyrant now rules a kingdom of the undead on the aptly named **Isle of Terror** in the center of Lake Encarthan. The nations lining Lake Encarthan's shores have all suffered to varying degrees under the Whispering Tyrant's renewed influence, and some are pursuing unlikely alliances to resist him. The lich is gathering his resources on the Isle of Terror, and none can say where or when he'll strike next.

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GOLDEN ROAD

Trade and travel rule the pathways of the Golden Road, known for its shining sands and economic strength. Much of this region consists of sprawling desert, but this doesn't mean that the area is sparse in population. Coastlines and rivers are the lifeblood of this region, and caravans brave the heat and dangers of well-trodden routes to trade across northern **Garund**. Some of the Inner Sea's oldest nations command this area, and ancient lore and valuable treasures can be found amid its shifting sands and storied cities.

The largest city in the region is the cosmopolitan **Katapesh**, where mercantilism is overseen by a strange group known as the **Pactmasters**. Much of the trade in Katapesh is in goods that can be freely exchanged throughout the Inner Sea region, but the city does just as much business in avenues normally relegated to the black markets of other societies.

Qadira's cities might not be as individually large as Katapesh, but the nation's economy is perhaps the strongest. It's certainly the oldest nation in the region, with support from the long-established **Padishah Empire of Kelesh** to the east. This, coupled with the church of **Sarenrae**—perhaps the nation's most successful cultural export to the rest of the Inner Sea region—has secured Qadira's status as one of the most important centers of influence on the Golden Road.

To the west, the five city-states of **Thuvia** tinker with the lost technology of fallen empires, but they're most visited by those seeking a legendary alchemical concoction called the **sun orchid elixir**, which grants renewed youth to those who consume it. This treasured commodity is the keystone of Thuvia's place in the Golden Road. Further west, the nation of **Rahadoum** is perhaps the weakest mercantile link, but the fact that this society has eschewed the worship of gods to place its faith in the industry and talent of mortals alone gives the nation its own compelling draw.

At the center of the Golden Road lies mighty **Osirion**, one of the oldest nations of the Inner Sea. While Osirion was for a time ruled by Qadira, the legacies and monuments of its early days still stand tall as an indisputable source of pride and identity to its people. The influence of Osirion's artisans, philosophers, and spellcasters has spread far and wide, particularly via the **Esoteric Order of the Palatine Eye** and the faith of **Nethys**, whose not-so-humble beginnings as a mortal wizard can be traced to the very beginning of Osirion's history during the ancient Age of Destiny.

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HIGH SEAS

From pirate fleets united under the **Hurricane Queen** of the **Shackles** to an ancient, subaquatic empire of shape-changing monsters led by the sinister veiled masters, the High Seas of Golarion present dangers both above and below the waves. Yet, they also serve as important trade routes, with merchant ships traveling the waters between powerful nations at opposite ends of continents. Sea captains brave the dangers of the High Seas hoping to partake in the fortunes to be made in trade, linking the ports of the Inner Sea to those on the shores of the **Arcadian Ocean**, from the **Mwangi Expanse** to the **Saga Lands**.

Piracy is one of the greatest dangers facing travelers on the High Seas. The immense volcanic archipelago known as the Shackles serves as a haven for these pirates, with their Hurricane Queen providing just enough structure to keep them from going at each other's throats. A great diversity of monsters and threats populate these islands, and the local pirates know which are safe and which to avoid. North of the Shackles lies **Mediogalti Island**. While its only significant port, **Ilizmagorti**, is a known safe harbor for pirates, it's the presence of the infamous **Red Mantis assassins** who rule the isle that gives this region its greatest infamy.

Other ports present their own complications. The city of **Promise** on the remote isle of **Hermea**, a few hundred miles west of Avistan, rewards well those who can negotiate the privilege of trade, but such honors are hard won, for this closed society doesn't allow just anyone to visit. However, new stories from this strange island nation claim that a recent tumult might break the tradition of isolation (and some say oppression) of this dragon-led nation. Farther to the north, the elves of the **Mordant Spire** are even more closed to visitors, and for most sailors, the only thing the Mordant Spire offers is an unmistakable landmark for navigation, as the twisting spire can be seen for miles.

Of all the regions along the Avistani and Garundi coastlines, none are more hazardous to travel than the waters tortured by the **Eye of Abendego**. This immense hurricane first formed at the onset of the Age of Lost Omens, when storms wracked all of Golarion in the wake of Aroden's death. This hurricane, however, remained permanently. Its winds and storm surge have destroyed several nations and transformed a previously key gulf into a navigational nightmare. What strange force caused and perpetuates the Eye of Abendego has, to date, eluded all investigation.

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IMPOSSIBLE LANDS

Magic allows for astounding feats, yet even those who consider themselves experts in the magical arts pause in wonder before the spectacles to be found in the Impossible Lands. What's taken for granted in these strange and eclectic nations would be all but impossible elsewhere.

Take **Geb** as an example. Here, the living are the minority, supplanted by undeath. Cruelty, sadism, and violence are the norm, as one might expect of a land ruled by a violent, undead dictator. This ghost, for whom the country was named, has ruled his nation for millennia, although for the past several centuries, the day-to-day rule of the land fell to his queen, **Arazni**. Her recent disappearance (many would instead say "escape") left the government in disarray until rumors from the north invigorated the ghost sovereign to again take active leadership of his benighted realm.

Geb has opposed its northern neighbor, **Nex**, for the entirety of its existence. Also named after its founder, the nation of Nex is a cosmopolitan realm where magic is mundane. The wizard Nex has been missing for ages, yet in his absence, the **Arclords** have ruled quite effectively. Here, powerful constructs patrol the streets, and the practice of **fleshforging** is an accepted and legitimate industry.

Between these two opposed nations lies a stretch of land known as the **Mana Wastes**, a blasted and blighted badland formed by the ancient wars between Nex and Geb. The very magic of these lands is warped beyond control—or in many reaches dead entirely—and peculiar mutants flop and prowl through storms of blood in search of prey.

Only in the duchy of **Alkenstar** does life approach anything near normal, but even here, the assumptions of the rest of the world are turned on their head. With magic being unpredictable, Alkenstar's citizens have turned instead to technology. The nation is home to metallurgists and machinists, and the art of **gunsmithing** gives them an excellent advantage in this part of the world. Exports of firearms have steadily increased over the years, and Alkenstar is emerging as a significant power of its own.

Across the eastern waters of the **Obari Ocean** lies the final realm of the Impossible Lands: the island nation of **Jalmeray**. Here, it isn't just magic that allows for impossibilities, but also focused training and practices of self-perfection. The people of Jalmeray have accomplished astounding physical feats and achieved remarkable intellectual insights through these long-honed methods.

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MWANGI EXPANSE

The Mwangi Expanse is home to a wide array of civilizations, both past and present, even as it holds the largest stretch of wilderness in the Inner Sea region. In fact, one of the first civilizations to rise from the ashes after Earthfall did so in this land—the nation of **Shory** and its flying cities, which spurred many modern schools of magic.

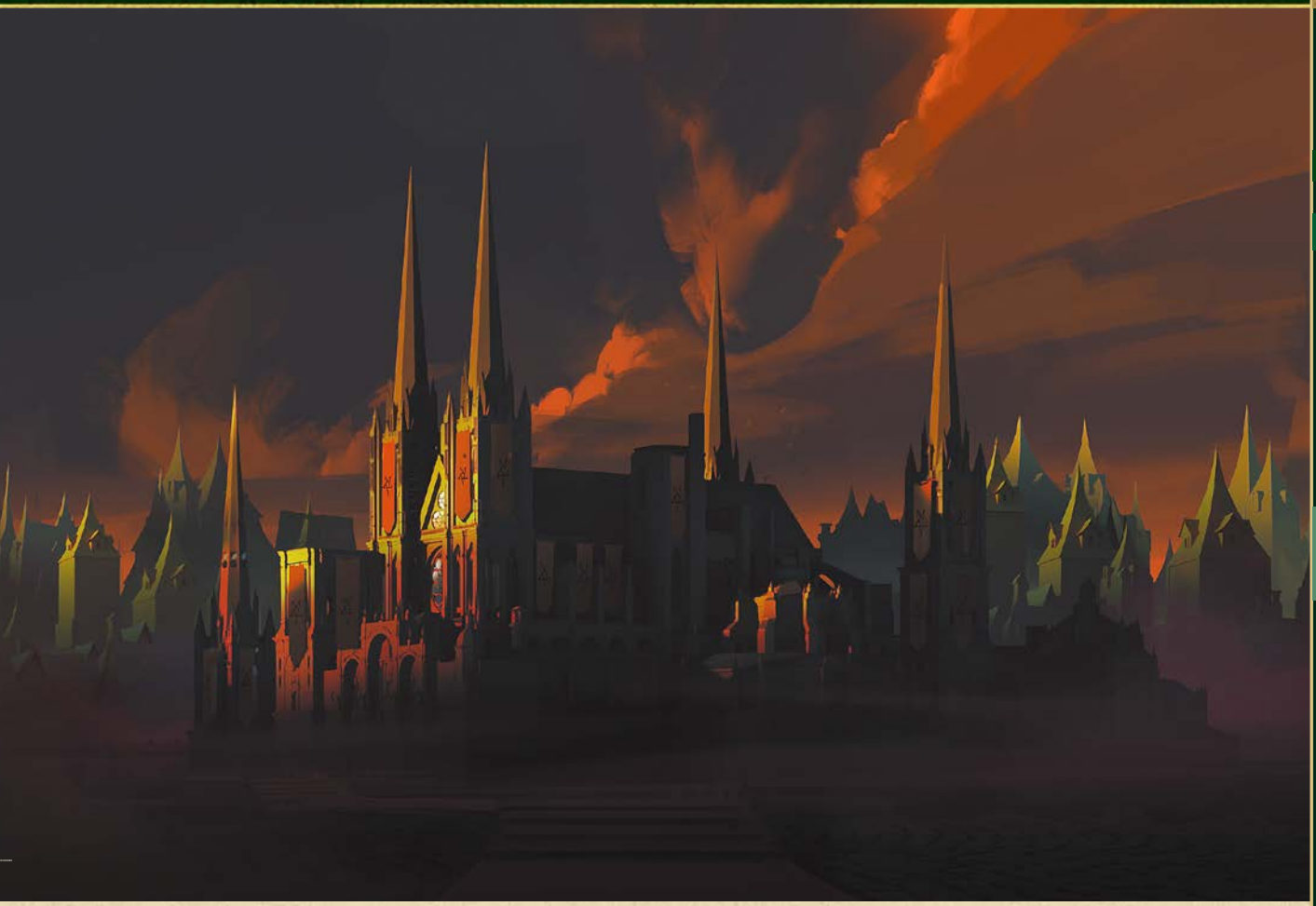
Some Mwangi cities and kingdoms were lost far more recently than those ancient wonders. When the **Eye of Abendego** formed just over a century ago, its winds and waves flooded two significant realms along Garund's west coast. Where once stood the nations of **Lirgen** and **Yamasa** now stretch only the **Sodden Lands**, a swath of swampland and salt marshes held by rival gangs of scavengers and monsters. Even more recently, the powerful city-state of **Usaro** fell into chaos when its brutal leader, **Ruthazek the Gorilla King**, was slain by adventurers. In only a few short years, the power vacuum has caused significant damage as disparate factions feud among themselves. A long lineage of demonically infused Gorilla Kings has ruled Usaro over the centuries, and so a new one will likely soon rise to seize control of Usaro, but for the moment, this sinister region lacks a head to focus its wrath.

Despite these instances of ruin, the Mwangi Expanse hosts a wealth of diverse and powerful city-states within its reaches. In **Bloodcove**, the ruthless mercantile league of the **Aspis Consortium** vies against the **Free Captains of the Shackles** for economic power. Farther south along the coast stands **Senghor**, whose stance against both piracy and exploitative trade place the city in stark contrast to its northern neighbor. The city-state of **Nantambu** lies far upstream, where its citizens carry on the ancient traditions of **Old-Mage Jatembe** in combining arcane and primal magic. Far to the southeast stands **Mzali** under the oppressive rule of the mummy child-king **Walkena**, though a group of dissidents called the **Bright Lions** work to resist his reign. Then, there's the trade city of **Kibwe**, where within its walls dwell an eclectic mix of people who are overseen by the mysterious and ancient **Pillar-Watchers**.

Farther south lies the recently freed nation of **Vidrian**. Originally the Chelaxian colony of **Sargava**, Vidrian has now seized its own destiny and cast off its colonial shackles. In so doing, the young nation has exposed itself to the predations of pirates and worse, yet to its citizens, freedom from oppression is well worth that price.

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OLD CHELIAX

At its height, the empire of **Cheliax** had holdings that reached south from **Varisia** to **Garund** and east all the way to **Galt**. Aroden was prophesized to return to the world of mortals to usher in a new Age of Glory, and those prophecies predicted the Chelaxian city of **Westcrown** would be the point of his arrival. Instead, his death ignited a civil war that lasted for decades. When the **Thrice-Damned House of Thrune** emerged as victor, Cheliax had forever changed. Under House Thrune's rule, Cheliax now viewed Hell as a blueprint for the state. The church of **Asmodeus** became Cheliax's official religion, and diabolism its most powerful philosophy. The devil had come home to rule, and while the nation's politicians claimed that they maintained control of their fate—that House Thrune had merely allied with Hell to maintain its power and keep order—the nation's internal and external enemies know better.

Many of Cheliax's outlying provinces—such as **Andoran**, **Galt**, and **Sargava**—revolted and became their own nations. The nation of **Isger** remains, at least on paper, a thrall. Cheliax values Isger for its important position as a trade route to **Lake Encarthan**, but when Isger was wracked by the **Goblinblood Wars** several decades ago, House Thrune did little to provide aid. As the repercussions of the **Whispering Tyrant**'s return to power send ripples of nervous dread through the land, Isger's people grow fearful that they lack not only their own political strength, but also that of their supposed protector, and as a result, Isger is one of the lands in the Inner Sea region most in need of heroes.

Recently, several uprisings within Cheliax have further tested the nation's resolve. An Iomedaean rebellion called the **Glorious Reclamation**, bolstered by their recovery of a holy artifact, threatened Cheliax from within. House Thrune and the Asmodean church defeated the Glorious Reclamation, but at a price—a simultaneous rebellion was successful, with a group of rebels called the **Silver Ravens** negotiating the secession of the new nation of **Ravounel**.

North of Cheliax, the shadowy nation of **Nidal** remains the diabolic nation's only real ally. A theocracy ruled by the church of **Zon-Kuthon**, Nidal is the oldest nation on Avistan, for its people turned to the Midnight Lord for protection during the Age of Darkness after Earthfall. Today, pain and dread are comforts to the citizens of Nidal, and millennia of rule under a church that revels in pain have left them inured to agony and welcoming of loss.

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SAGA LANDS

While the opportunity for epic adventure exists throughout the world, in recent years, it seems the Saga Lands have produced the most notorious and legendary tales. These sprawling northern reaches feature kingdoms ruled by vikings and witches, realms home to mammoth-riding Kellid clans, and a frontier land of free cities and dangerous wilderness—all of which are steeped in the ancient legacy of the long-gone empire of **Thassilon**.

Millennia ago, the nation of Thassilon was ruled by the sinful, tyrannical **runelords**. These wizards carved out legends intended to last for an eternity, but even the mighty runelords succumbed to the devastation of Earthfall. The seven reigning runelords of that time retreated into the safety of extradimensional domains, and for eons they slumbered, until they began to wake in 4707 ar.

The frontier realm of **Varisia**, once the heart of Thassilon, bore the brunt of the wrath of the first wakened runelord, an avaricious sadist named **Karzoug**. A band of unlikely heroes emerged from the small coastal town of Sandpoint to eventually face and defeat Karzoug, yet his wakening soon roused other slumbering runelords, and a new band of heroes was forced to defeat the risen tyrants.

While the neighboring **Lands of the Linnorm Kings**, **Realms of the Mammoth Lords**, and witch-haunted **Irrisen** never faced direct repercussions from the runelords, these northern lands hold dangers of their own. A long-running cold war between the vikings of the Linnorm Kingdoms and the winter witches of Irrisen to the east finally came to a sputtering end when a daughter of the immortal witch **Baba Yaga** attempted to defy her mother and usurp Irrisen's traditions of rule. While the eternal winter of Irrisen set in place by Baba Yaga endures, its new ruler, **Anastasia**, might prove to be the first benevolent presence to sit on the throne in centuries. Farther to the east, the **Kellid clans** of the Realm of the Mammoth Lords played their own pivotal roles in defying the demons of the **Worldwound**.

Recently, a new nation has risen in the Saga Lands. After the runelords were defeated, two surviving runelords decided to adjust their traditions to fit this strange new world they found themselves in. Now the fledgling nation of **New Thassilon** sprawls along the northern border of Varisia, and it remains to be seen if its rulers will fully adopt a more peaceful path or if it's but a matter of time before the old traditions of sin and violence rise once again.

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SHINING KINGDOMS

The empire of **Taldor** was historically the heart of the Shining Kingdoms. In the early Age of Enthronement, Taldor sent several **Armies of Exploration** to colonize the surrounding lands. Today, Taldor is but a shadow of its former glory, but after a recent bout of internal strife, a progressive new empress has claimed the crown, and Taldor might finally be on the path to recovering its old prestige.

To the west, the democratic nation of **Andoran** stands as a rising star on the international stage. Ever since the province seceded from the nation of **Cheliax**, Andoran's military has helped restrict the power of their former rulers, and its heroes have stood tall against all manner of peril to the common folk. But with Cheliax's recent upsets, rumors flow that **House Thrune** might seek to reclaim its wayward thrall. Given the looming threat of the **Whispering Tyrant**, an all-out war between the two nations could be disastrous.

Northeast of Andoran sprawls the dwarven city-states of the **Five Kings Mountains**. No strangers to war, both against enemies and among themselves, the dwarves of the Five Kings remain allies of Andoran but have their own troubles that command most of their attention. To the west, the rich and powerful nation of **Druma** controls nearly half of Lake Encarthan's southern shoreline. From there, it uses its position to bolster its coffers and further the **Prophecies of Kalistrade**, a philosophy that teaches that wealth can be achieved through adherence to strict practices.

Northeast of Druma lie the forested elven lands of **Kyonin**, one of Avistan's oldest nations. This land belonged to elves long before Earthfall, but for thousands of years after that devastation, they left their realm abandoned. In that time, a powerful demon named **Treerazer** seized control of the forest's southern reaches, corrupting the terrain into a desolate mire called the **Tanglebriar**. Although the original elven inhabitants have returned, they've been unable to force Treerazer from their southern border.

Farther east is the nation of **Galt**. Wracked for decades by a self-perpetuating series of rebellions and revolutions, this land has been torn apart over and over. Its people are weary as they continue to live in the shadow of the ***final blades***—powerful magical guillotines that claim the souls of those they decapitate. Stories are beginning to trickle that a bloody gala took the lives of many Galtan dignitaries and shattered the ranks of the Gray Gardeners who control the guillotines. If true, change might be coming to this tumultuous nation.

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Cultures

Of course, there's more to the world of Golarion than its geopolitical borders and wilderness regions. It's the people who dwell in those nations and the creatures that lurk in those wilds who bring the world to life.


GARUNDI


KELESHITE


KELLID


MWANGI


NIDALESE

Human Ethnicities

A variety of ethnic groups make up the human populace of the Inner Sea region. Many of these groups have origins on distant lands, but the Inner Sea region has a diverse population drawn from across the globe. Human characters can be from any of these ethnicities, regardless of what land they call home.

Characters from these ethnicities speak Common—also known as Taldane—if they come from the Inner Sea region, and some ethnicities give access to a regional language or another uncommon language (*Player Core* 89). Half-elves and half-orcs arise across all human ethnicities and bear the features of both those ethnicities and their non-human parents.

Garundi

Garundi span the nations of northern Garund along the shores of the Inner Sea, and their clans are known for strength and empathy, treating their neighbors with compassion and respect. Their skin tones often range from dark brown to beige, and they often have tall statures, broad shoulders, and high cheekbones. Garundi have access to the Osiriani language.

Keleshite

Tracing their origins to the Keleshite Empire in the eastern deserts, Keleshites often have black hair, brown eyes, and dark- to cool-brown skin. Their culture takes pride in the empire's legacy, valuing boldness, wit, and luxury. Fashions tend to incorporate flowing fabrics, headdresses, and turbans. Keleshites have access to the Kelish language.

Kellid

In the craggy reaches of northern Avistan, Kellids live hard lives to survive the wilderness, wary of magic and relying on skill and might when hunting and fighting. They are typically a brawny and dark-haired people, tanned and bearing eyes that are often black, blue, or gray. Kellids have access to the Hallit language.

Mwangi

Spread across the vast continent of Garund, from the parched deserts in the north to the dense jungles of the Mwangi Expanse, the Mwangi people are divided into diverse subgroups: Bekyar, Bonuwat, Caldaru, Mauxi, and Zenj, among others. Mwangi skin tones range from black to dark brown to ocher, and they have black or dark-brown hair. Mwangi have access to the Mwangi language.

Nidalese

Nidalese hail from a culture that escaped destruction during the Earthfall, when a swarm of meteoroids carved out the Inner Sea. The ancient Nidalese pledged fealty to an evil shadow god to obtain salvation, and the grip of Zon-Kuthon has tainted these people ever since. Nidalese tend toward gray, ashy skin tones, with white, gray, or black hair. Nidalese have access to the Shadowtongue language.

Shoanti

The Shoanti clans, called quahs, were long ago driven out from lush territory in the nation of Varisia into the harsh badlands of the Storval Plateau. Stalwart

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and tenacious, they remain oath-sworn to someday retake what they've lost. Their skin tones typically range from sepia to russet, and quah members are easily identified by their shaved heads and traditional tattoos. Shoanti have access to the Shoanti language.

Taldan

Renowned as artisans, scholars, and soldiers, Taldans have spread throughout Avistan, as the empire of Taldor once spanned almost half of the northern continent. Taldans often have brown hair, pale white to deep-bronze skin, and green, gray, or amber eyes. Their native language, Taldane, is so widespread that it's also called Common.

Tian

Relatively uncommon in the Inner Sea region, Tians originally come from myriad nations in Tian Xia, a continent on the opposite side of the world. They typically have dark hair, but their body types, skin tones, and eye colors vary greatly, as "Tian" is in fact a general term describing several ethnicities. Tians have access to the Tien language.

Ulfen

The coastal raiders of the Ulfen clans are skilled sailors and bodyguards. They're often tall, with pale to ruddy skin and blond, light-brown, or red hair. They typically show pride in their appearances by adorning themselves with furs, horn, and ivory. Ulfen have access to the Skald language.

Varisian

Varisians historically favored a nomadic life, but today many lead a settled lifestyle in places like Ustalav and their namesake land. Their skin tones typically range from tawny beige to light brown. They have a wide variety of hair colors from platinum to red to brown, and their large, expressive eyes range into even rarer colors like violet and gold. Varisians have access to the Varisian language.

Vudrani

Though the empire of Vudra is far to the east, it has a foothold in the Inner Sea on the island of Jalmeray. A widespread belief in reincarnation makes dedication to self-improvement a hallmark of Vudrani culture. Vudrani typically have dark eyes and skin tones that run from umber to tawny. Their hair is often black and ranges in thickness and texture. Vudrani have access to the Vudrani language.

Other Ancestries

Catfolk

Legend holds that the amurruns—known as catfolk to others—were created as guardians against threats to home, nature, and the world at large. This stewardship seems to have granted them remarkable bravery and a spark of luck. With the curiosity and quick feet of a cat, amurran immigrants and explorers have formed communities across the Inner Sea especially within the Golden Road, Mwangi Expanse, and Crown of the World.

Dwarves

For untold eons, the dwarven people dwelled in the lightless reaches of the Darklands. It wasn't until after Earthfall that the dwarves undertook their legendary Quest for Sky, during which the majority of dwarves made a pilgrimage to relocate to the surface of Golarion. Upon their arrival, they established several immense Sky Citadels at each location where they emerged from the realm below. Today, dwarves generally remain a patient, proud, and traditionalist people.


SHOANTI


TALDAN


TIAN


ULFEN


VARISIAN


VUDRANI

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CATFOLK


DWARF


ELF


GNOME


GOBLIN


HALFLING

KHOLO

Elves

Golarion is not the original elven home world, but those elves who dwell here today are considered native to the planet. These people first came to Golarion from the neighboring planet of Castrovel via a network of portals known as *aiudara*. While elves abandoned Golarion for several thousand years after the devastation of Earthfall, they have since returned in force. Elves are widespread throughout the Inner Sea and are a mysterious and somewhat aloof people with a knack for magic.

Gnomes

The first gnomes arrived on Golarion at some point after Earthfall from the otherworldly dimension known as the First World, either fleeing a great danger or banished for a crime whose nature few can recall. Since that time, gnomes have fully become creatures of the Universe, although they all live in fear of the life-threatening condition known as Bleaching. Gnomes today live throughout the Inner Sea, seeking novel experiences to stave off the bleaching.

Goblins

Although many adventurers might assume a goblin is a goblin, these scrappy and creative people are as diverse as any other ancestry. They tend to live playful and creative lives, bonding closely with allies in a short amount of time. While goblins are found most anywhere in the Inner Sea and adapt based on their environment, goblins tend to share certain cultural aspects. Namely, a penchant for songs, a sometimes-dangerous appreciation for fire, and fear of dogs and horses.

Halflings

Many halflings have lived in the shadow of other societies for as long as they can remember, blending in with neighboring cultures and adding their own unique variations over time or as necessity demands. However, numerous distinct halfling cultures exist outside of the context of other peoples and nations, such as the Jaric, Mihrini, Othoban, and Uhlam halflings who formed their own traditions without the influence of humans and other creatures.

Kholo

Hyena-headed kholo, ever seeking to survive and get ahead in the most pragmatic way possible, make for unreliable neighbors but excel at hunting intelligent prey. Kholo dwell primarily in Garund and are particularly common in Osirion, Katapesh, the Mwangi Expanse, and Nex. Kholo tend to live within matriarchal familial groups with a focus on storytelling and ancestral knowledge.

Kobolds

Industrious and fecund, kobolds thrive anywhere they can, often dwelling in narrow confines and twisting burrows in the hinterlands of rural regions or spreading throughout the sewers of urban centers. These small, reptilian humanoids draw power from magical creatures, gaining abilities and influence from these powerful beings. Many kobold tribes grow around powerful creatures like dragons, fey, or other magical beings, with the kobolds looking to these creatures as leaders or advisors. Scattered in pockets across the Inner Sea, every kobold tribe has its own society and traditions, painstakingly molded to survive their hardscrabble lives.

Leshies

The first leshies were grown by druids as minions, but over time these strange, plantlike creatures have diversified and now take many forms. Leshies have yet to organize or form nations of their own, but considering how quickly their numbers have grown and how swiftly they adapt to new regions, a leshy nation seems all but guaranteed in the near future.

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Lizardfolk

Once widespread in Avistan and Garund, the isolationist lizardfolk—also known as iruxis—have been forced farther and farther into their forests and swamps by climate change and the rapid expansion of other humanoids. Lizardfolk maintain long-standing oral traditions and a passion for astrology. Most lizardfolk enclaves are found along the waterways of regions like the Broken Lands, Mwangi Expanse, and Shining Kingdoms.

Orcs

Orcs were pushed to the surface by the dwarves during the Quest for Sky, resulting in a conflict with their neighbors that has tainted their relations since. Now, however, the looming threat of Tar-Baphon has many putting old grudges aside. Most orcs value might and seek opportunities to test their strength against others, be it war, physical contests, or adventuring.

Planar Scions

A wide variety of planar scions dwell in the Inner Sea region, including the descendants of celestials and fiends, who have mixed their bloodlines with those of mortals, and other lineages that arose from the influence of the Elemental Planes. In Cheliax, those who exhibit diabolic influences are particularly despised, as the leaders of that nation see them as examples of mortals who succumbed to fiendish influence rather than keeping the devils properly under control.

Ratfolk

Ratfolk, also known as ysoki, are famous for their cunning, adaptability, and dedication to their family. This, plus an avid desire to travel, has seen them survive and thrive across the Inner Sea. While some view ratfolk negatively due to their appearance, others see them for the fastidious and curious people they are. Ratfolk enclaves dot the regions of the Broken Lands, Eye of Dread, and Saga Lands.

Tengu

Tengu originated in Tian Xia, claimed by legend to have flown to Golarion on shooting stars. A major diaspora saw the crow-like people spread into Avistan and beyond, looking for opportunities and new homes. While small and scattered enclaves can be found around the Inner Sea region, tengu are most often found along the coasts, especially in Absalom and around the Shackles.

Regional Languages

These languages are uncommon outside the region of their genesis. A character hailing from one of the regions listed below automatically has access to that language. In the Inner Sea region, the language referred to as Common elsewhere in the rules is the same as Taldane. Nearly every language listed here is spoken on the melting-pot streets of Absalom.

REGIONAL LANGUAGES

Language	Regions
Hallit	Irrisen, Mendev, Numeria, Realm of the Mammoth Lords, Sarkoris, Ustalav
Kelish	Katapesh, Kelesh, Osirion, Qadira
Mwangi	Mwangi Expanse, the Shackles, Thuvia, Vidrian
Osiriani	Geb, Katapesh, Mana Wastes, Nex, Osirion, Rahadoum, Thuvia
Shoanti	Hold of Belkzen, Varisia
Skald	Irrisen, Lands of the Linnorm Kings
Tien	Lands of the Linnorm Kings, Realm of the Mammoth Lords, Tian Xia
Varisian	Brevoy, the Gravelands, Nidal, Nirmathas, Ustalav, Varisia
Vudrani	Jalmeray, Katapesh, Nex, Vudra


KOBOLD


LESHY


LIZARDFOLK


ORC


RATFOLK


TENGU

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CREATURES

Many types of creatures exist on Golarion, some kindly, others cruel, some wild, others organized. Their appearances can range from cute and anthropomorphic to completely monstrous. Even creatures usually opposed to civilization whom brave adventurers might face in battle can sometimes be reasoned with, even befriended. Not all of them are evil, and some actively help their neighbors. And some creatures, of course, simply want to be left alone.

These creatures have held important cultural or historical roles on Golarion, particularly in the Inner Sea region.

Alghollthus

Perhaps the oldest intelligent creatures on Golarion, alghollthus ruled vast empires in the depths of the world's oceans for eons before the first humans came to be, with some of their wall carvings even stating they created the first human beings. Moreover, their claim to have existed on Golarion before the gods themselves turned their divine eyes upon the world carries some disturbing implications.

Demons

Normally bound to the Outer Rifts, demons can be found wherever evil spellcasters call them to this world. Some notable locations where demons have established a lasting presence include the Sarkoris Scar in the north, Usaro in the Mwangi Expanse, and the Tanglebriar in southern Kyonin.



Devils

Although the rulers of Cheliax maintain that Hell is but a blueprint and devilkind a tool for House Thrune to maintain control of their country (and decadent lifestyle), devils have an insidious hold over the nation. With the state formally devoted to Asmodeus and Hellknights serving as its arbiters, it should come as no surprise that devils are unusually common in Cheliax and neighboring realms.

Dragons

Dragons are rightfully counted among the most legendary of monsters in the Inner Sea. Most prefer to dwell in remote lairs, swooping down on civilization only when their violent tempers push them to raid. Kind dragons may seem less common than their malevolent kin, but only because they have less of an urge to meddle with humanoids.

Genies

The nation of Qadira has a long history with genies, but geniekind's involvement with the Inner Sea region is certainly not limited to that nation. They serve as architects and creators of impossibilities on the isle of Jalmeray, and in Katapesh they're rumored to be infused into the very stone and soil of the land.

Giants

These massive humanoids were ruled under the yoke of ancient Thassilon, where they were forced by magic-infused rune giants to erect enormous monuments that remain to this day in Varisia, Belkzen, and the Lands of the Linnorm Kings. Now, these massive humanoids rule the rugged reaches of the world, largely unaware that they were once part of a society destroyed and reshaped by Thassilon.

Serpentfolk

In ancient times, serpentfolk once ruled the second layer of the Darklands along with much of the surface of Garund and Avistan. Azlant's expansion into the Inner Sea region long before Earthfall led to a terrible war between the two peoples. When Azlant proved the victor, the surviving serpentfolk fled into the Darklands and haven't been seen since.

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RELIGION

Selection of a deity is critical for certain classes—like champions and clerics—but most characters pay respect to at least one deity to find a focus in life and guide their choices. Some people instead worship a group of deities arranged in a pantheon, follow a nondeific religion like the Green Faith, or adhere to a philosophy. Keep in mind that far more deities, religions, and philosophies exist on any world, Golarion included, than those detailed below.

Deities

Anyone can worship a deity, but those who do so devoutly should take care to pursue the faith's edicts (behaviors the faith encourages) and avoid its anathemas (actions considered blasphemous). Each deity below has a short description, followed by their edicts and anathemas. For more information on the various deities listed below (and others), see *Pathfinder Lost Omens Divine Mysteries*.



Abadar

The Master of the First Vault holds sway over cities, the law, merchants, and wealth. Abadar seeks to bring civilization to the wild places of the world, encourages adherence to the law, and promotes commerce and trade within civilization. He also encourages cooperation among the various ancestries. Churches of Abadar are often found in major cities, and his followers include many judges, lawmakers, bankers, and merchants.

Edicts bring civilization to the frontiers, earn wealth through hard work and trade, follow the rule of law

Anathema engage in banditry or piracy, steal, undermine a law-abiding court



Asmodeus

The Prince of Darkness reigns over contracts, pride, and tyranny, and he delights in tempting mortals to give in to corruption. He promotes strict hierarchies where everyone knows their place, and he takes advantage of order for his own selfish benefit. The Church of Asmodeus is the state religion of Cheliax, and his strict adherence to contracts and order see him revered by certain members of the Hellknights.

Edicts negotiate contracts to your best advantage, rule tyrannically and torture weaker beings, show subservience to your betters

Anathema break a contract, share power with the weak, insult Asmodeus by showing mercy to your enemies



Calistria

The mischievous goddess known as the Savored Sting extols the virtues of lust, revenge, and trickery. Though Calistria is most widely worshipped by elves, she has followers among many other ancestries as well. Her faith is popular—if not dominant—across most of Avistan, and she is often favored by sex workers, thrill seekers, and spies.

Edicts pursue your personal freedom, seek hedonistic thrills, take revenge

Anathema become too consumed by love or a need for revenge, let a slight go unanswered



Cayden Cailean

The Drunken Hero ascended from mortal life on a drunken dare and became the god of ale, freedom, and wine. Cayden promotes freedom and encourages others to find their own path in life. He fights for just causes and delights in the best indulgences. His church is popular anywhere that people enjoy a good drink but thrives in locales that value fun and freedom above strict adherence to rules.

Edicts drink, aid the oppressed, seek glory and adventure

Anathema waste alcohol, be mean or standoffish when drunk, oppress the vulnerable



Desna

The kindly Song of the Spheres presides over dreams, luck, stars, and travelers. An ancient goddess, Desna delights in freedom and mystery, and she encourages her followers to do the same. As the patron of journeys and the stars, she is popular among explorers, navigators, and vagabonds. Halflings and Varisians are especially known to hold a place in their heart for the deity.

Edicts aid fellow travelers, explore new places, express yourself through art and song, find what life has to offer

Anathema cause fear or despair, cast *nightmare* or use similar magic to corrupt dreams, engage in bigoted behavior



Erastil

Old Deadeye is god of family, farming, hunting, and trade. Long ago he was a horned god of the hunt, but his worship evolved to focus on rural communities. His clergy are most often encountered in Avistan's pastoral or wilderness settlements. In many cases, they're the only divine presence to be found in such out-of-the-way locales.

Edicts care for your home and family, fulfill your duties, keep the peace, protect the community

Anathema abandon your home in its time of need, choose yourself over your community, tarnish your reputation, tell lies

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Gorum

Soldiers call out prayers to Our Lord in Iron, god of battle, strength, and weapons. Gorum emphasizes strength and power, encouraging his followers to seek out war and combat as the ultimate way to worship him. Many who face the ravages of war look to Gorum, and he is also found among cultures who value strength of arms, such as Kellids, orcs, and Ulfens.

Edicts attain victory in fair combat, push your limits, wear armor in combat

Anathema kill prisoners or surrendering foes, prevent conflict through negotiation, win a battle through underhanded tactics or indirect magic



Gozreh

A deity of two aspects, known as the Wind and the Waves, Gozreh rules over nature, the sea, and weather. Gozreh is popular with druids and those who seek to preserve the wilds. Sailors and others who live or die by the water are often followers of this god, such as the seafaring Bonuwat of the Mwangi Expanse.

Edicts cherish, protect, and respect nature in all its forms

Anathema bring civilization to intrude on the wild, create undead, despoil areas of natural beauty



Iomedae

Iomedae is goddess of honor, justice, rulership, and valor, and she is called the Inheritor because she inherited her mantle when the god of humanity perished. Prior to her ascension, Iomedae walked the planet as a mortal. Many paladins follow her faith. She is strongest wherever there is great evil to be vanquished, such as the Gravelands and Sarkoris Scar—despite the rule of Asmodeus in Cheliax, Iomedae's church is vaguely tolerated there as well, as Iomedae was Chelaxian when she was human.

Edicts be temperate, fight for justice and honor, hold valor in your heart

Anathema abandon a companion in need, dishonor yourself, refuse a challenge from an equal



Irori

When the Master of Masters attained true enlightenment, he became a god of history, knowledge, and self-perfection. Irori promotes discipline and teaches that one who can master themself finds the greatest benefits the world can provide. His worship is strongest in the island nation of Jalmeray but has spread across the Inner Sea region.

Edicts be humble; help others perfect themselves; hone your body, mind, and spirit to a more perfect state; practice discipline

Anathema become addicted to a substance, destroy an important historical text, repeatedly fail to maintain self-control



Lamashtu

The Mother of Monsters is goddess of aberrance, monsters, and nightmares. She seeks to corrupt mortals and populate the world with her twisted and monstrous brood. Her clergy revels in untamed brutality and seeks to tear down the beauty standards and creature comforts of civilization—she is sometimes revered by those cast aside by society, but her glorification of debasement and self-harm often sees these unfortunates worse off under her malevolent care.

Edicts bring power to outcasts and the downtrodden, indoctrinate children in Lamashtu's teachings, make the beautiful monstrous, reveal the corruption and flaws in all things

Anathema attempt to treat a mental illness or deformity, provide succor to Lamashtu's enemies



Nethys

Called the All-Seeing Eye, the god of magic, has a dualistic nature of destruction and preservation; his ability to witness all things has shattered his mind. While respected by spellcasters the world over, the heart of the god's faith resides in Osirion, where Nethys once ruled over the land and guided its pharoah.

Edicts seek out magical power and use it

Anathema pursue mundane paths over magical ones



Norgorber

The god of greed, murder, poison, and secrets has four aspects: Blackfingers, ally of alchemists and poisoners; the murderous Father Skinsaw; the thieving Gray Master; and the secretive Reaper of Reputation. His church is forbidden in every nation of the Inner Sea beyond Absalom, but his cults and agents can be found anywhere in the shadows.

Edicts keep your true identity secret, sacrifice anyone necessary, take every advantage in a fight, work from the shadows

Anathema allow your true identity to be connected to your dark dealings, share a secret freely, show mercy



Pharasma

Ancient and powerful beyond even most other gods, the Lady of Graves presides over birth, death, fate, and prophecy. From her throne in the Boneyard, she judges the souls of all who perish, and she ensures that the natural cycle of birth and death—the River of Souls—is not disrupted. She is widely worshipped across the Inner Sea, often among gravediggers and morticians who deal with death, but also among midwives and doctors who help bring about new life.

Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest

Anathema create undead, desecrate a corpse, rob a tomb



Rovagug

The Rough Beast is the god of destruction, disaster, and wrath. He was long ago imprisoned within Golarion's core at the hands of many other deities working in concert and seeks to one day break free and wreak havoc upon the world. Only the most nihilistic

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of supplicants seek out this god, but he still finds followers among those in dangerous lands who respect Rovagug's unrivaled powers of destruction.

Edicts destroy all things, free Rovagug from his prison

Anathema create something new, let material ties restrain you, torture a victim or otherwise delay its destruction



Sarenrae

The Dawnflower is goddess of healing, honesty, redemption, and the sun. Once a powerful angel and empyreal lord, Sarenrae led the charge to imprison Rovagug. She seeks to redeem evil where possible or else destroy it swiftly. Sarenrae's worship came to the Inner Sea through Qadira and the Empire of Kelish, but her popularity has seen her become a major deity across Avistan and Garund.

Edicts destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, seek and allow redemption

Anathema create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil



Shelyn

The Eternal Rose is the goddess of art, beauty, love, and music. She seeks to one day redeem her corrupted brother, Zon-Kuthon. Shelyn promotes peace and love, and she encourages her followers to create beauty in a sometimes dark world. Shelyn is beloved by artists throughout Golarion, though she holds a special place in the heart of Taldor and its former territories.

Edicts be peaceful, choose and perfect an art, lead by example, see the beauty in all things

Anathema destroy art or allow it to be destroyed, unless saving a life or pursuing greater art; refuse to accept surrender



Torag

The dwarven deity called the Father of Creation is god of the forge, protection, and strategy. Though most widely worshipped by dwarves, those who treasure crafting and creation also follow Torag.

Edicts be honorable and forthright, keep your word, respect the forge, serve your people

Anathema tell lies or cheat someone, intentionally create inferior works, show mercy to the enemies of your people



Urgathoa

The amoral Pallid Princess oversees disease, gluttony, and undeath. Most undead and seekers of undeath pay some token of respect to Urgathoa, though her devotion to feverish excess and overconsumption brings in some adherents among the living as well. Her faith is especially notable in Geb, where the undead have more rights than the living.

Edicts become undead upon death, create or protect the undead, sate your appetites

Anathema deny your appetites, destroy undead, sacrifice your life



Zon-Kuthon

The Midnight Lord is a god of darkness, envy, loss, and pain. Once a god of art, beauty, and music, like Shelyn, he returned from a sojourn in the dark spaces between the planes horribly changed. His worship defines the nation of Nidal, and those Nidalese who do not pay reverence are hounded by Zon-Kuthon's shadow. Outside of this, he has no central church, and his followers are usually masochists, sadists, and those whose existence is ruled by pain.

Edicts bring pain to the world, mutilate your body

Anathema create permanent or long-lasting sources of light, provide comfort to those who suffer

Faiths and Philosophies

Of course, faith can express itself in more ways than venerating a single deity—or any deity at all. A few examples of nondeific religions and philosophies are presented below. These faiths and philosophies don't have an external godhead that offers benefits to devotees.



Atheism

While most concede that the gods exist, some do not view them as worthy of worship, and a few even deny their presence altogether. The nation of Rahadoum is expressly atheist, after religious wars ravaged the country. It now seeks to glorify the work of mortals and curtail the influence of gods to control or exploit its people.

Edicts pursue your own agenda with faith in your own ability to excel

Anathema offer prayers to a deity



Green Faith

The worshippers of the Green Faith view nature as divine and draw strength from the knowledge of their place in the natural order. Adherents of the Green Faith are commonly found in regions of large forests or pristine wilderness, where awe-inspiring natural wonders easily rival the majesty of the gods.

Edicts guide civilization to grow in harmony with nature, preserve areas of natural wilderness, protect endangered species

Anathema cause damage to natural settings, kill animals for reasons other than self-defense or sustenance, allow abuse of natural resources



Whispering Way

These cultists believe undeath is the truest form of existence, and life is meant to be spent in preparation to transition to unlife after death. Agents of the Whispering Way have infiltrated many societies in Golarion but operate openly in regions such as Geb or the Gravelands.

Edicts oppose those who seek to destroy undead, protect necromantic secrets, seek methods to become undead, serve the Whispering Tyrant

Anathema destroy necromantic texts (unless they reveal secrets of the Whispering Way), teach others of the Whispering Way other than by whispering, use vitality energy to harm undead

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FACTIONS

While nations and faiths command vast resources and control entire regions, they must still compete for the loyalty of their followers. In addition to being swayed by church and state, many people are influenced by societal groups known as factions. These groups vary wildly in size and purpose—from local thieves' guilds interested only in filling the pockets and bellies of their members to far-reaching, international commercial conglomerates with their own private armies.

The largest factions compete with lesser sovereign nations for wealth, power, and influence, and they sometimes rival even larger nations. In some cases, nations take the risky step of relying upon these powerful factions, making them an extension of government itself (as is the case with the **Hellknights** in **Cheliax**, for example). In other cases, such as that of the **Red Mantis**, entire nations bow to the power of these organizations. Smaller groups, while less rich in resources, nonetheless inspire great zeal in their members. Those groups that strive to grow in size, influence, or wealth frequently attract more dedicated members.

The factions summarized below represent a sampling of those active in the Inner Sea region. Some, like the **Pathfinder Society** and the **Aspis Consortium**, are widespread and powerful; their influence can be found throughout the world. Others, such as the **Firebrands** and the **Sczarni**, are disorganized or regional in scope. All encourage adventurers to join their ranks, although the benefits each faction can offer an adventurer varies widely.



Aspis Consortium

For the sprawling mercantile concern known as the Aspis Consortium, survival and profit are more important than the well-being of any single member. Originally founded as a private trading endeavor, the Consortium has grown to be one of the largest business ventures in the Inner Sea region. Most of the group's members are skilled merchants and mercenaries, and the organization has made a merciless and bloodthirsty name for itself when it comes to ensuring profits. The Aspis Consortium has clashed many times with the Pathfinder Society.



Bellflower Network

The halfling population in diabolic Cheliax has suffered a history of brutal oppression and engrained discrimination. It should come as no surprise, then, to learn of the Bellflower Network, an organization founded by halfling freedom fighters that accepts any into its ranks, provided they help the oppressed fight back or escape from lands like Cheliax.



Esoteric Order of the Palatine Eye

Based in the nation of Ustalav, the scholars and philosophers of this semisecret society have long stood against the Whispering Way (page 163), but more recent events have placed them in opposition to the sinister goals of the Night Heralds. When left to their own devices, however, members of this faction prefer to explore and study dusty secrets hidden in the past, particularly those still awaiting rediscovery in the regions of the Golden Road—especially in the nation of Osirion.



Eagle Knights

The Eagle Knights are the protectors and defenders of the people of Andoran. The group itself consists of four subfactions—the Steel Falcons (who protect Andoran's interests beyond its borders), the Golden Legion (Andoran's defenders and the commanders of its armies), the Gray Corsairs (pirate hunters who also protect ships from Chelaxian pursuit), and the Twilight Talons (spies and deep cover agents).



Firebrands

Not all factions have central bases of operation or organized hierarchies of command. The loosely affiliated freedom fighters, swashbuckling heroes, and entertainers known as the Firebrands are one such group. They are united by a desire to fight oppression, oppose tyrannical regimes, rescue the wrongfully accused, and engage in jolly cooperation with like-minded heroes—all while building their own individual reputations and wealth. This group of defenders has proven surprisingly difficult for oppressive governments and cruel religions to defeat.



Free Captains

To an outside observer or a merchant whose ship has been looted or sunk, the pirates of the Shackles may seem like a disorganized scourge. But in truth, they're bound by a complex code of, if not honor, then a mutual recognition that it's good to have allies on the open seas. The Shackles

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are ruled by a council of pirate lords who call themselves the Free Captains; they sail the southern Arcadian Ocean and follow their own code of conduct when it comes to who can be raised and what can be sunk—even if, to their victims, those rules seem capricious and arbitrary.



Hellknights

Several different orders of the mercenaries known collectively as Hellknights operate in Avistan, with most of their number stationed in the nation of Cheliax. These mercenaries see the law of the land as inviolate and offer their services as enforcers to any who can pay their prices. They wear distinctive suits of intimidating armor and take the legends of Hell as inspiration. They see no one but themselves as the true arbiters of law.



Knights of Lastwall

For centuries, the nation of Lastwall stood as a bulwark against the orcs of Belkzen and the lingering threat of the Whispering Tyrant. When the Whispering Tyrant escaped his prison, he unleashed a devastating apocalypse upon his enemies in Lastwall. Now Lastwall is destroyed, and the knights who once served there are without a home. In its absence, they have formed a ragtag group known as the Knights of Lastwall, and they carry on their charge to stand against the undead legions of the Whispering Tyrant wherever their skills are needed.



Lion Blades

The Lion Blades of Taldor are a secret organization committed to protecting the interests of Taldor and its ruler. They oppose Taldor's many enemies, foreign and domestic, through a program of infiltration, espionage, and assassination. One of the major goals of the Lion Blades is to rein in corruption within the empire (aside from corruption that's useful to them); another is keeping any one faction of the imperial court from becoming powerful enough to upset the status quo. Through its shadow schools, the Lion Blades intensively train new recruits before investing them with a high degree of initiative and latitude.



Magaambya

Golarion reeled from the disaster of Earthfall, and its peoples took long to recover. But recover they did, and one of the first institutions to rise from the ashes of near destruction was the Magaambya, an academy of arcane learning founded by the legendary wizard known as Old-Mage Jatembe. Today, the scholars of Magaambya not only preserve ancient magical traditions founded in those early days but also protect the learning and culture of the Mwangi people as a whole.



Night Heralds

The Night Heralds turn to the lure of the starlit night for guidance, seeking advice and aid from forces far removed from Golarion. The sinister aliens of the Dominion of the Black hold special importance for the Night Heralds, and many Night Heralds worship these inscrutable beings almost as gods. Night Heralds collect obscure texts and mysterious lore from the ancient past and use the secrets they find within to unravel larger hidden meanings and obscured truths beyond reality. Their hope is that when Golarion inevitably falls to alien influence, they will be rewarded for their service by the world's new masters.



Pathfinder Society

Many of the greatest explorers and adventurers of the modern age have recorded their discoveries in an ongoing series of chapbooks known as the *Pathfinder Chronicles*, published irregularly by the Pathfinder Society itself. This diverse group is devoted to exploring the world, supporting its agents in the field, and ensuring the discoveries they make are documented. The Society often finds itself in conflict with the more mercenary Aspis Consortium. The Pathfinder Society's pursuit of discovery often puts its agents in the thick of developing plots, forcing them to choose between becoming heroes or villains as events unfold.



Red Mantis

It's easy to know if an assassination is the work of the notorious Red Mantis; they typically kill with a sacred sawtooth saber, have a knack for targeting their victims in public or in sanctuaries believed to be safe, and take steps to ensure that those they are contracted to kill stay dead. Their prices change with each mission, but no matter the offer, the Red Mantis never targets rightfully ruling monarchs—their own deity, the mantis god Achaekek, forbids the murder of those with a divine mandate to rule.



Sczarni

The Sczarni are a collection of bandits, smugglers, and thieves centered in Varisia. They are organized into tightly knit families, each of which has little or nothing in common with Sczarni in other locations beyond shared skills, techniques, and pursuits. Their crimes focus on thievery, scams, and other relatively nonviolent acts, but since these crimes have a tendency to spiral out of control, their schemes often result in violence anyway. The most far reaching or far-sighted of Sczarni familes are always on the lookout for new opportunities, especially in new nations.

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NATIONS

From the smallest of city-states to a continent-spanning empire, nations define the political landscape of a setting and inform local culture and traditions. Knowing the details of a nation can help you as a Game Master, whether your game revolves around international disputes or you simply need to know what languages the common people are likely to speak.

Nations vary tremendously, from massive empires to isolated island realms, and their characteristics can give flavor and depth to your story and the PCs' adventures. An encounter in shadowy **Nidal**, where allegiance to Zon-Kuthon has literally blocked the sun from the sky, is going to have a very different tone than one in sun-drenched **Thuvia**. A nation that serves as a cultural or ancestral bastion, like elven **Kyonin**, might have a different reaction to adventurers than a continent-defining empire like **Taldor**. A journey into a new nation can introduce the heroes to a new people (if the party visits the hobgoblin nation of **Oprak**), a new philosophy (such as the materialistic Prophecies of Kalistrade in **Druma**), or a new foe (as visitors to the undead-ridden **Gravelands** will certainly learn).

Nations can also provide adventuring inspiration and hooks. When the heroes are caught in the crossfire between two nations in conflict, national concerns become their own. Learning more about a nation's history or practices might lead to a great finding—or a loathsome practice the characters want to eradicate. A party might get involved in the political machinations of a nation's elite power mongers, or they might fall out of favor and find themselves on the run from the law!

Nations also influence a character's story on a personal level. A nation can suggest a character's ancestry, inform the languages they speak, and influence their choice of deity. As a GM, the relationship between a character and a nation can provide opportunities to better hook that character into your campaign. Has the character always lived there, or have they emigrated from elsewhere—and why? A character who fled due to political persecution might have long-standing enemies, while a hero who left due to ideological differences might have friends and family who seek to return them to the fold.

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Nation Stat Block

The stat block for a nation presents the core information about a nation in a simple, streamlined format.

NATION NAME **NATION**

TRAITS

As with any stat block, a nation has a list of traits that convey its properties at a glance. These traits are overarching characteristics, but don't necessarily reflect every person or settlement that might be encountered—a nation is rarely monolithic, and the attitudes or cultural makeup of its people may differ drastically from those of the nation as a whole. For example, the elven nation of Kyonin has the elf trait, indicating that it was created by and remains almost exclusively populated by elves. Similarly, a nation with an extremely particular focus might have a trait to represent that, such as Galt, which has the revolutionary trait.

Following the traits is a brief summary of the nation.

Government This names the formal government and describes the nation's governmental structure, such as a hereditary monarchy, an elected council, or a theocratic dictatorship.

Capital This is the established seat of the nation's government, with the city's population in parentheses.

Population The predominant ancestries of the nation are listed here, ordered from most to least common.

Languages The languages commonly spoken in the nation appear here, listed alphabetically.

Religions This lists the religions and philosophies commonly practiced in the nation. If a nation has a state religion, this is indicated in parentheses following that religion. If a nation has prohibited any religions, those are listed in a Prohibited entry following the common religions.

Other Characteristics A nation might have distinctive features that set it apart from other nations, such as the predominance of firearms in Alkenstar. Each such feature is detailed in this entry, though a nation rarely has more than one or two of these entries, and many don't have any.

Primary Exports This lists the nation's primary exports, such as raw materials, finished goods, services, and other resources. If the nation has no exports of note, this entry is omitted.

Primary Imports Much like primary exports, this entry details the resources commonly imported by the nation. Like exports, if the nation has no imports of note, this entry is omitted.

Allies This entry lists other nations, and occasionally large organizations, allied with the nation. It is omitted for nations with no significant relationships.

Enemies Other nations (and sometimes organizations) that oppose the nation appear here. This entry is omitted for nations with no enemies to speak of.

Factions Any significant organizations or factions operating within the nation are listed in this entry.

Threats This entry lists various threats the nation faces, such as aggression from neighboring nations, natural disasters, economic instability, magical anomalies, and so on.

Significant NPCs The final section of the nation's stat block presents the most significant NPCs of that nation, including its ruler (if it has one). These may not be the most powerful or influential individuals in the nation, and instead are those most likely to be known by people within and outside of the nation.

Nations of Lost Omens

Presented below are stat blocks for two nations from the Lost Omens campaign setting. You can use these as examples when building your own nation stat blocks.

ANDORAN **NATION**

DEMOCRATIC

Fledgling democracy in pursuit of freedom for all.

Government The People's Council (parliamentary democracy)

Capital Almas (76,600)

Population humans (Taldan), halflings, kobolds, dwarves

Languages Common

Religions Abadar, Cayden Cailean, Erastil, Iomedae, Shelyn

Primary Exports ancient treasures and artifacts, financial credit, lumber, minerals

Enemies autocratic governments concerned about potential domestic revolts, Cheliax, Katapesh

Factions Bellflower Network, Eagle Knights, Lumber Consortium

Threats aggression from Cheliax, rising trade consortium control, corruption among elected officials

Andira Marusek (dauntless female human warrior) Supreme Elect of the Executive Office and mayor of Almas

Reginald Cormoth (impish male human commander) Eagle Knight Commander General

Felandriel Morgethai (esteemed female elf wizard) Almas University provost

RAHADOUM **NATION**

ATHEIST **HUMAN**

Desert nation unified by a humanistic worldview and rejection of religion.

Government Council of Elders (representative council)

Capital Azir (72,370)

Population humans (Garundi, Mauxi)

Languages Common, Osiriani

Religions Laws of Mortality; **Prohibited** all divine religions

Irreligious All worship of deities is prohibited by Rahadoumi law. Religious symbols and items are confiscated and proselytization incurs a heavy fine. Rahadoumi citizens perform healing through only mundane means or non-divine magic.

Primary Exports base metals, fine cloth, gemstones, herbal remedies, mechanical innovations, produce, salt, tools

Primary Imports lumber, pesh

Enemies pirates of the Shackles, Red Mantis, religious groups

Factions Aspis Consortium, Pure Legion

Threats conflict among neighboring nations, desert-dwelling monsters, disease, rapidly accelerating desertification

Malduoni (keen male human politician) Keeper of the First Law, elected by the Council of Elders

Kassi Aziril (radical female human doctor) "Mother of Modern Medicine," renowned medical researcher and philanthropist

Salim Ghadafar (begrudging male human divine agent) former Pure Legion captain forced into Pharasma's service

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Settlements

Adventures have to start somewhere, and everyone needs some semblance of a home. Settlements are where characters can rest, recharge, retrain, and dedicate themselves to other downtime activities, all in relative peace. But settlements can also hold their own intrigues and dangers, providing adventure opportunities of their own.

For some players, a settlement might be nothing more than a convenient place to purchase gear and sell loot. For others, a settlement might be a beloved home they're willing to risk everything to protect. And sometimes, an entire campaign takes place entirely within the walls of a single city.

Settlements in a Game

Given the variety of roles a settlement can play in an adventure, a Game Master should have a firm understanding of how they work in the game and how to best use them. Virtually every settlement uses the rules for urban environments presented starting on page 92. Those rules are primarily intended for encounter mode, however, and so the following guidance can help you best use a settlement in the broader narrative of your game.

Settlement Adventures

Designing adventures in a settlement generally follows the guidelines presented in **Adventure Design** on page 68. However, a settlement's greater population density also allows for a number of adventure styles and elements that aren't as common beyond the city walls.

Social encounters are one of the most common interactions within a settlement, starting with the guards at the city gates all the way to an audience with the queen. The **influence** and **reputation** subsystems (pages 187 and 200, respectively) can facilitate these interactions in a more structured way. **Chase scenes**, using the rules starting on page 192, are an iconic component of a settlement adventure, especially in a larger city where dense buildings and a variety of structures make for an exciting series of obstacles. A settlement is also an ideal place for a party to conduct an **infiltration** (page 196). Since most libraries, archives, and similar repositories of information are located within settlements, you might make use of the **research rules** (page 190). Ambitious characters might want to build up their own organizations using the **leadership subsystem** (page 204).

Modes of Play

Just like in other adventure locations, all three modes of play can happen in settlements. Since a settlement presents far more opportunities for noncombat activities than most other environments, characters likely spend most of their time in **exploration mode**. **Downtime** almost exclusively takes place within a settlement.

Marketplaces

Where there are people, there is commerce. The **Buying and Selling Items** section on page 48 provides several sets of guidelines for handling commerce in your game, but it can also be helpful to have a sense of what items and economic power a given settlement has on its own merits.

In a given settlement, a character can usually purchase any **common** item (including formulas, alchemical items, and magic items) that's of the same or lower level than the settlement's. Usually, fewer of the highest-level items are available—you can use the **Party Treasure by Level** table on page 59 as a guideline for how many of the highest-level items might be available, using the **Permanent Items** and **Consumables** entries for a level one lower than the settlement's actual level. Inhabitants of a settlement can usually purchase items from PCs as long as those items are the same or lower level than the settlement, with limitations on higher-level items similar to those available for sale. If a settlement's population is significantly smaller than its level would suggest, its ability to provide and purchase items might be more limited.

If a character's level is higher than the settlement's, that character can usually use their own influence and leverage to acquire higher-level items, as they convince shops to place specialty orders or artisans to craft custom goods, though it might take a bit of time for such orders to be fulfilled.

Spellcasting services are available in many settlements. Barring a powerful spellcasting NPC in the city with whom the party could negotiate for services, a character can find someone to cast common spells up to a level that could be cast by an NPC of the settlement's level. For example, a character in a 9th-level city can typically find and pay someone to cast a 5th-rank common spell—the highest spell available to a 9th-level spellcaster.

Some settlements have access to **uncommon** items, formulas, and spells. If a settlement could reasonably be considered to meet the **Access** entry for an item or spell, that item or spell is available just like any common item. For example, the dwarven settlement of Kraggodan has plenty of dwarf weapons available.

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Power Structures

Outside of city limits, adventurers spend much of their time operating on their own terms, accountable only to their moral code. But in a settlement, the heroes become part of a larger system with its own codified laws, procedures, and enforcement. The details of a settlement's power structures shape the party's interactions within that settlement.

Government

The government of a settlement often reflects the nature of that settlement. A law-abiding, militaristic city likely has a hierarchical government with a single figure at the top; a crossroads market town might be under the control of its wealthiest merchant families; and a farming community might simply look to the oldest residents for leadership as necessary.

That said, the legal and publicly recognized ruler of a settlement isn't always the one calling the shots. They could merely be a puppet to a secret entity that silently pulls the strings from the shadows. Some settlements are ruled by hidden coteries, from strange religious sects to thieves' guilds. A settlement might be swayed by politically powerful residents, such as an occult vizier or a politically savvy high priest. In some cases, the legitimate authority might seem to govern but has actually been replaced by a faceless stalker, a devil in disguise, or another powerful shapechanger.

Legal Codes

Most civilizations agree that laws are necessary to ensure a functioning society. The specific laws range from one settlement to another, and they might be as simple as a prohibition against murder and theft to exceptionally convoluted regulatory schemes dictating everything from clothing details to available confections. How well known these laws are can further flavor a party's interactions with that settlement, as it's likely easier to navigate a well-documented system than one in which the rules are learned only through experience and word of mouth. Generally speaking, a more bureaucratic settlement is likely to have more complex laws, and a laxer locale to have fewer and simpler laws.

Law Enforcement

Most settlements have systems in place to enforce their laws. In a small village, residents might police themselves, holding one another accountable to their shared values. Towns and larger settlements usually have some system of guards, whether that's a post filled by a rotation of volunteers or a city guard of professionals paid by the city's government to maintain order. Many settlements

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have some way of dealing with criminals, from fines to public stocks to prison cells, as well as individuals responsible for meting out those sentences.

Organizations, Churches, and Factions

The government isn't the only influential factor in a settlement. Prestigious organizations, prominent churches, and specialized factions all wield power as well, often in conflict with the official government or one another. Religious congregations usually wield significant power in communities where faith is strong. An organization can wield overt influence over the community where they're based, or subtle control, as the Pathfinder Society does in Absalom. In a small settlement, a wizard, sorcerer, or bard of even moderate magical talent would be a rare and influential member of society. Other notable factions might include noble houses, wealthy merchants, innkeepers, and retired soldiers and adventurers.



Corruption

In any settlement, it's possible for officials to put their own interests before those of the people they serve. Corruption might be as simple as a clerk willing to accept a bribe to expedite some paperwork, or it might be as sinister as falsely punishing citizens to cover up the official's crimes.

Settlement Stat Block

A settlement's stat block consolidates the basic information about a settlement into a centralized format. Typical contents of settlement statistics are listed below.

SETTLEMENT NAME **SETTLEMENT (LEVEL)**

TYPE OTHER

The first elements of a settlement stat block are its name and level. A settlement's **level** represents its relative size and economic capacity as well as roughly corresponds to the maximum level of NPC that can be found there, not counting significant NPCs listed below. In general, any **common** items with a level no higher than the settlement's level are available for purchase (though a character of a higher level can usually ferret out or custom order higher-level items). In addition, the settlement's level is used to help determine the maximum possible task level that could become available there to **Earn Income** (*Player Core* 228). Both these are simply guidelines, however, and a GM should make exceptions at their discretion.

Following the settlement's heading are its **traits**. The first of these is the trait representing the settlement's **type**: village, town, city, or metropolis. This trait generally reflects the size of the settlement, but it also tends to correlate to a settlement's level. A **village** is usually level 0–1, a **town** level 2–4, a **city** level 5–7, and a **metropolis** 8 or above, though the presence of many higher-level or wealthy residents could easily skew the level of a village, town, or city upwards.

A settlement might have other traits in addition to its type trait. For example, the dwarven sky citadel of Kraggodan has the **dwarf** trait since it was built and is predominantly occupied by dwarves. The city of Lepidstadt in Ustalav has the **academic** trait due to its focus around the prestigious University of Lepidstadt.

Following the settlement's traits is a simple sentence that provides a short description of the settlement and its role in the story or region.

Government This entry describes the settlement's governing entity, such as a mayor, the town elder, an elected council, and so on.

Population The settlement's total population is listed here, followed by a breakdown of the population by ancestry in parentheses.

Languages The languages commonly spoken in the settlement are listed here, ordered alphabetically.

Religions This entry lists the religions and philosophies commonly practiced in the settlement. If the settlement has an official religion, that's indicated in parenthesis. If the settlement has prohibited any religions or philosophies, those are listed in a Prohibited entry following the Religions entry.

Threats This entry lists the major threats facing the settlement, such as ongoing drought or famine, political uprisings, criminal activity, and the like.

Other Characteristics A settlement might have distinctive features that affect its residents or visitors entering the city, such as a particular trade that makes certain items more available.

Significant NPCs The final section of the settlement stat block presents the most significant NPCs of that settlement. This usually includes the settlement's official leader, if one is present and if it's a single person. It also includes other movers and shakers, local celebrities, and persons of particular interest to adventurers.

Sample Settlement Abilities

Here are some common settlement abilities you can use to customize a settlement of your own creation.

Artists' Haven: Residents of this city have a deep appreciation for fine art. It's easier to find higher-level

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tasks to Earn Income involving Performance or art as well as buyers willing to pay more for art objects.

City of Artisans: The settlement is famous for a particular good, such as armor and weapons. Items of up to four levels higher than the settlement level are available from that particular category.

Magical Academy: The settlement prides itself on teaching magic, and its residents are skilled at teaching others. Choose a magical tradition or traditions suitable to your settlement. When a PC pays an NPC to teach them a new spell of that tradition in the settlement, the NPC assists the process and provides an additional +2 circumstance bonus to the check to Learn the Spell. In addition, at the GM's discretion, spells and rituals with the uncommon trait might be available in this settlement.

Religious Bias: This settlement has a strong affiliation with a particular religion. Anyone who's visibly a worshipper of that specific deity gains a +1 circumstance bonus to Diplomacy checks to Make an Impression, Request, and Gather Information. Characters who visibly worship one of that deity's foes take a –1 circumstance penalty to the same actions.

Scholarly: An abundance of public libraries or other accessible places of learning within this settlement means that with 1d4 hours, a character can access a scholarly journal on a relevant common subject (*Player Core* 290) before attempting to Recall Knowledge.

Changing a Settlement

Sometimes the characters spend a long period of time in a single settlement. Perhaps it's their home base, where they spend their downtime between adventures, or perhaps the entire adventure takes place there. In these cases, you might find you need to update your settlement stat block as it changes over time.

Several elements of the settlement stat block are simple to update; you change the population as it grows or shrinks, and you change the leaders on your stat block as different people move between those positions. But you also might make changes that reflect the results of the PCs' adventures. If the heroes eliminated a major threat facing the settlement, you should remove that threat from the stat block—but if they drew the wrath of a new foe in doing so, you might add that new threat! You can also update the stat block's abilities, should the PCs' actions have that large an influence on the city. For example, if the party (using the leadership subsystem on page 204) built up a wizard school focused on crafting magical items, you might add an ability to the settlement stat block that increased the availability of magic items in the settlement's markets.

Settlements of Lost Omens

Presented below are stat blocks for two settlements from the Lost Omens campaign setting: Port Peril, a dangerous and lawless city in the islands known as the Shackles, and Otari, a town located on the Isle of Kortos with strong connections to Absalom. You can use these as examples when building your own settlement stat blocks.

PORT PERIL — SETTLEMENT 11

METROPOLIS CRIMINAL

Pirate haven and black-market capital of the Shackles.

Government Hurricane Queen (overlord)

Population 43,270 (65% humans, 10% half-elves, 8% half-orcs, 5% gnomes, 5% halflings, 7% other)

Languages Common, Kelish, Osiriani

Religions Besmara, Cayden Cailean, Gozreh

Threats anti-pirate policing from the Inner Sea region, opposing pirate forces, supernatural storms from the Eye of Abendego

Pirate Town Port Peril thrives on black market and stolen goods. Items that might be difficult to acquire or dispose of in other settlements due to legality can be purchased and sold more easily in Port Peril. NPCs begin with an attitude one step worse than usual toward characters openly displaying insignia of law enforcement agencies, religious iconography of law-enforcing deities such as Iomedae or Abadar, or affiliation with a nation known for persecuting pirates.

Pherias Jakar (attentive female elf troubadour) merchant master and joint overseer of Port Peril

Sabas Odabio (organized male human administrator) accountant and joint overseer of Port Peril

Tessa Fairwind (daring female half-elf pirate lord) Hurricane Queen of the Shackles

Tsojmin Kreidoros (humorless male dwarf wizard) harbormaster and joint overseer of Port Peril

OTARI — SETTLEMENT 4

TOWN

Diverse lumber town and trade port with a storied past and a fair share of sinister secrets.

Government Mayor (elected leader)

Population 1,240 (60% humans, 8% halflings, 7% half-elves, 6% elves, 5% dwarves, 5% gnomes, 3% half-orcs, 2% goblins, 4% other)

Languages Common, Dwarven, Elven, Gnomish, Halfling

Religions Cayden Cailean, Erastil, Gozreh, Nethys, Sarenrae

Threats aberrant horrors, eerie hauntings, kobolds, smugglers

Trinket Trade Otari has a long tradition of catering to adventurers, and consumable items of up to 10th level can be purchased in its markets and shops.

Oseph Menhemes (indecisive male human mayor) current mayor of Otari, patriarch of one of three local lumber companies

Vandy Banderdash (eager female halfling cleric) chatty priestess of Sarenrae and unusually knowledgeable town historian

Wrin Sivinxi (curious female tiefling merchant) eccentric occult items dealer, artisan, and collector of stories and rumors

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The Planes

Past the world of Golarion and the void of space lie the vast planes of existence referred to as the Great Beyond. Often alien and dangerous, most of these planes embody some foundational aspect of reality—one of the chief elements that make up the rest of the multiverse or a kind of fundamental energy. Each plane is a reality unto itself, with its own laws of existence and its own native inhabitants who might visit, grant benefits to residents of, or cause havoc on the face of Golarion.

Planar Traits

Each plane, dimension, and demiplane has its own properties and attributes. Planar traits can be broken down into five categories: scope, gravity, time, morphic, and planar essence. Combined, those traits describe the laws and makeup of the plane. These appear in the plane's traits entry, though any trait that matches the Universe (described in the Normal entry in each section below) is omitted.

Scope Trait

Most planes are immeasurable, so immense they're impossible to quantify. Which immeasurable planes, if any, are infinite is a subject of debate among philosophers and scholars alike. Since so many planes are immeasurable, those planes omit a scope trait. Otherwise, the plane likely has either the finite or unbounded trait.

Finite: Finite planes consist of a limited amount of space.

Immeasurable: Immeasurable planes are immeasurably large, perhaps infinite.

Unbounded: Unbounded planes loop back on themselves when a creature reaches the plane's "edge."

Gravity Traits

Many planes have unusual gravity.

Normal: Bodies of great mass are the centers of gravity, and objects fall toward those centers with a measured amount of force relative to the size of the body.

High Gravity: As in normal gravity, bodies of great mass act as centers of gravity, but the force relative to the size of the body is greater than in the Universe. The Bulk of all creatures and objects is doubled, meaning creatures acclimated to normal gravity can carry only half as much. Creatures used to normal gravity move at half Speed and can jump only half as high and far. Physical ranged attacks are impossible beyond the third range increment (instead of the sixth). Creatures that fall in high gravity take bludgeoning damage equal to the distance they fell.

Low Gravity: As in normal gravity, bodies of great mass act as centers of gravity, but the force relative to the size of the body is less than in the Universe. The Bulk of all creatures and objects is halved, meaning creatures acclimated to normal gravity can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance it fell.

Microgravity: There's little to no gravity on this plane. Creatures float in space unless they can push off a surface or use some force to propel themselves throughout the plane.

Strange Gravity: All bodies of mass are centers of gravity with roughly the same force. A creature can stand on any solid objects that's as large as or larger than themself.

Subjective Gravity: All bodies of mass can be centers of gravity with the same force, but only if a non-mindless creature wills it. Unattended items, objects, and mindless creatures treat the plane as having microgravity. Creatures on a plane with subjective gravity can move normally along a solid surface by imagining "down" near their feet. Designating this downward direction is a free action that has the concentration trait. If suspended in midair, a creature can replicate flight by choosing a "down" direction and falling in that direction, moving up to their Speed or fly Speed. This pseudo-flight uses the Fly action.

Time Traits

Time flows differently on many planes.

Normal: Time passes the same way it does in the Universe. One hour on a plane with normal time equals 1 hour in the Universe.

Erratic: Time slows down and speeds up, so an individual might lose or gain time as they move between planes. When a creature moves from a plane with erratic time to one with normal time, roll a DC 11 flat check. Creatures that leave an erratic time plane together share the same result.

Success Time passed normally on the erratic time plane.

Failure For each hour spent on the erratic time plane, 1 day passed on the normal time plane.

Critical Failure For each round spent on the erratic time plane, 1 day passed on the normal time plane.

Flowing: The flow of time is consistently faster or slower. A creature might travel to one of these planes, spend a year there, and find that only an hour passed in the Universe; alternatively, they might spend a minute on this plane and find out an hour passed in the Universe.

Timeless: Time still passes, but the effects of time are diminished. Creatures on these planes don't feel hunger, thirst, or the effects of aging or natural healing. The effects of poison, diseases, and other kinds of healing might also be diminished on certain timeless planes. Spell energy and

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other effects still dissipate, so the durations of spells and other effects function as normal. The danger of this trait is that when a creature leaves a timeless plane and enters a plane with another time trait, the effects of hunger, thirst, aging, and other effects slowed or arrested by the timeless trait occur retroactively in the instant of transition, possibly causing the creature to immediately starve or die of old age.

Morphic Traits

This trait describes how easily the physical nature of the plane can be changed. The Universe is considered the norm for its residents, but other planes can warp through the plane's own sentient designs or be manipulated by extremely powerful creatures.

Normal: Objects remain where they are (and what they are) unless affected by physical force or magic. Creatures can change the immediate environment as a result of tangible effort, such as by digging a hole.

Metamorphic: Things change by means other than physical force or magic. Sometimes spells have morphic effects. Other times, the plane's nature is under the control of a deity or power, or the plane simply changes at random.

Sentient: The plane changes based on its own whims.

Static: Visitors can't affect living residents of the plane or objects the denizens carry in any way. Any spells that would affect those on the plane have no effect unless the static trait is somehow removed or suppressed.

Planar Essence Traits

Planar essence traits describe a plane's fundamental nature. For example, many of the Inner Sphere's planes are infused with an element or energy, each of which affects magic on those planes, and the Netherworld is awash with shadow. Outer Planes are fundamentally made up of quintessence, a philosophically aligned material with infinite potential for shape and state that conforms to powerful and prevailing beliefs.

Air: Planes with this trait consist mostly of open spaces and air of various levels of turbulence, though they also contain rare islands of floating stone and other elements and energies. Air planes usually have breathable atmospheres, though they might include clouds of acidic or toxic gas. Earth creatures often find themselves at a disadvantage within air planes, as there's little solid ground for them to gain their bearings, which tends to at least make them uncomfortable.

Earth: These planes are mostly solid. Travelers arriving upon an earth plane risk suffocation if they don't reach a cavern or some other air pocket within the plane's solid matter. Creatures who can't burrow are entombed in the plane's substance and must attempt to dig their way toward an air pocket. Air creatures are ill at ease, as they rarely have the space to move freely through even the loftiest warrens.

Fire: Planes with this trait are composed of flames that continually burn with no fuel source. Fire planes are extremely hostile to non-fire creatures. Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and creatures wearing unprotected flammable clothing catch fire, typically taking 1d6 persistent fire damage. Extraplanar creatures take moderate environmental fire damage at the end of each round (sometimes minor environmental damage in safer areas, or major or massive damage in even more fiery areas). Ice creatures are extremely uncomfortable on a fire plane, assuming they don't outright melt in the heat.

Metal: These planes consist of chaotic and shifting structures and oceans of metal. Metal planes tend to exist in a state of change and decay, leaving plentiful pockets of air for visitors to breathe or move within. Creatures unlucky enough to be entombed in the plane's substance risk suffocation if they can't phase through metal. Wood creatures find the lack of stability and soil on a metal plane disconcerting and often fail to thrive in such environments.

Water: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach an air pocket likely drown. The rules for aquatic combat (*Player Core* 437) usually apply, including the inability to cast fire spells or use actions with the fire trait. Creatures with a weakness to water take damage equal to double their weakness at the end of each round.

Wood: These planes consist of trees and other flora latticed in organic patterns. Wood planes are often perfectly constructed to match their desired purpose or environment but aren't usually outright hostile to visitors.

Shadow: Planes with this trait are umbral with murky light. In the Netherworld, the radius of all light from light sources and the areas of light spells are halved.

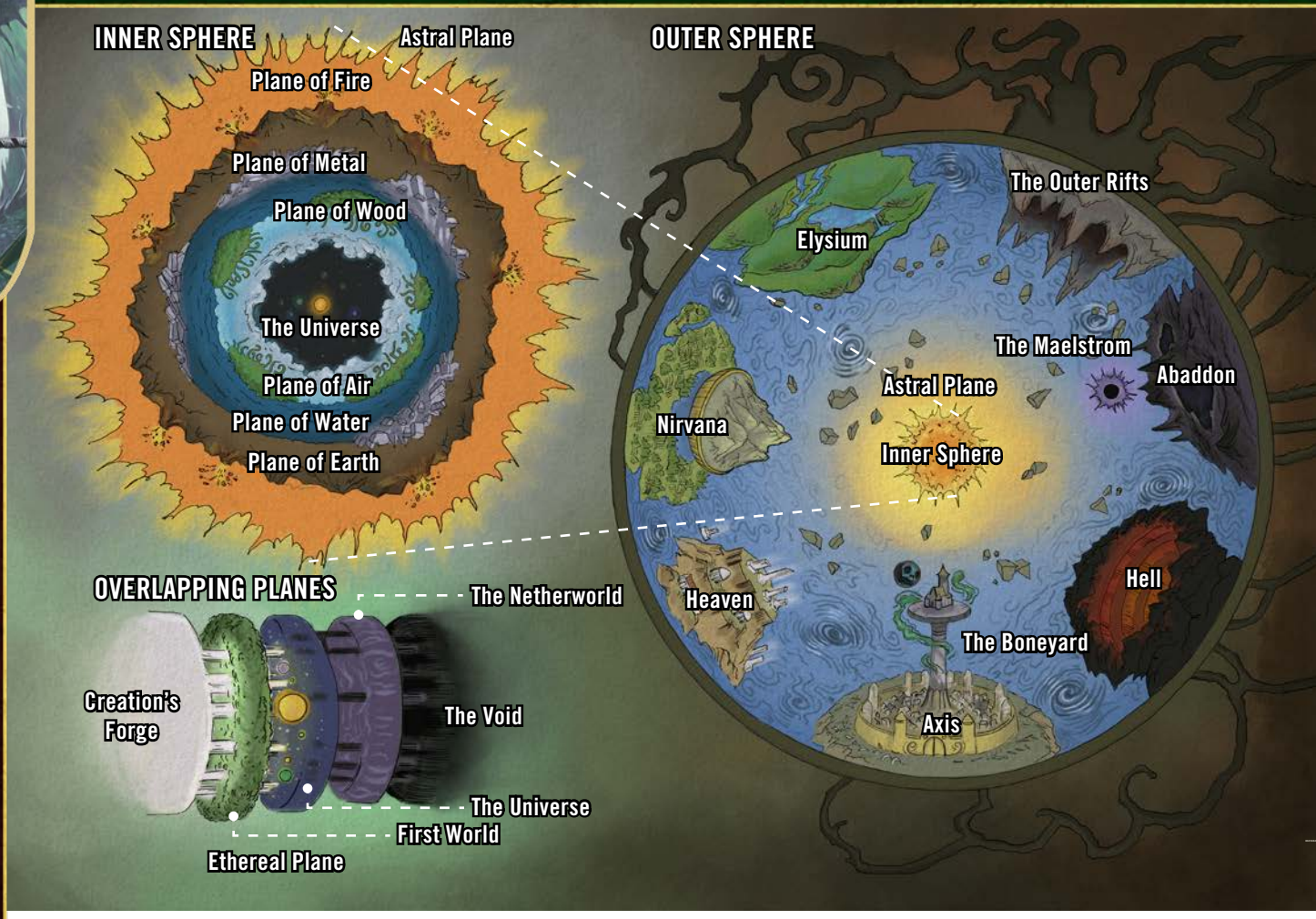
Void: Planes with this trait are vast, empty reaches that suck the life from the living. They tend to be lonely, haunted planes, drained of color and filled with winds carrying the moans of the dead At the end of each round, a living creature takes at least minor void environmental damage. In the strongest areas of a void plane, they could take moderate or even major void damage at the end of each round. This damage has the death trait, and if a living creature is reduced to 0 Hit Points by this void damage and killed, it crumbles into ash and can become a wraith (see *Monster Core*).

Vitality: These planes are awash with life energy. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense. At the end of each round, an undead creature takes at least minor vitality environmental damage. In the strongest areas of a vitality plane, they could take moderate or even major vitality damage instead. While this might seem safe for living creatures, vitality planes present a different danger. Living creatures regain an amount of HP each round equal to the environmental damage undead take in the same area. If this would bring the living creature above their maximum HP, any excess becomes temporary HP. Unlike normal, these temporary HP combine with each other, and they last until the creature leaves the plane. If a creature's temporary HP from a vitality plane ever exceeds its maximum HP, it explodes in a burst of overloaded vitality energy, spreading across the area to birth new souls.

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Planar Stat Blocks

Each of the planes listed in the following pages includes a short stat block of key information. The plane's type—whether it's a plane, dimension, or demiplane—appears in the stat block's heading, followed by the traits that define that plane. The following entries also provide important information about each plane.

Category: This indicates whether the plane is an Inner Plane, Outer Plane, Transitive Plane, or dimension.

Divinities: A list of all of the deities, demigods, and other powers that call this realm their home.

Native Inhabitants: A sample of typical inhabitants of the plane. Also listed are the plane's shades, the souls of dead mortals who have been judged and sent on to whichever plane reflects the life they led. More information on shades can be found in *Monster Core*.

Inner Sphere Planes

The planes of the Inner Sphere form the heart of the cosmos. They're the home of mortal life, the focus of divine attention, the source of mortal souls, and the origin point of the great cycle of quintessence that fuels the motions and stability of reality itself. Arranged in a nested series of shells, like layers of an onion, the planes of the Inner Sphere include, from outer to inner: the elemental planes of fire, earth, metal, water, wood, and air; the mortal galaxies of the Universe; and at the very core of this cosmological ensemble, the raw forces of creation and destruction of Creation's Forge and the Void overlap the Universe.

THE UNIVERSE — PLANE

Category Inner Plane
Divinities Dominion of the Black, Gozreh
Native Inhabitants dwarves, elves, halflings, humans, gnomes, goblins, and countless other ancestries

The Universe is the prosaic realm and the home of mortal life. Innumerable galaxies play host to countless stars and their planets, each housing unique settings for any campaign, with Golarion as the classic example. Other worlds of note like Castrovel, Akiton, Triaxus, and Eox exist within Golarion's own solar system, and then beyond this, orbiting other distant stars or in other galaxies still, worlds such as Androffa and even Earth swirl within the Universe's vast and silent void.

Yet, for all the profound wonder and diversity of life that the Universe houses, in the dark places between the stars known as the Dark Tapestry, lurk the sinister collective of gods called the Dominion of the Black.

The Universe serves as the destination for pre-incarnate souls, each mortal life born, living, and dying before sending its spirit toward the planes of the Outer Sphere for judgment. The Universe

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is likewise the focus of the gods, each of whom is invested in fostering their own particular portfolio among mortal worshippers and the material world at large.

CREATION'S FORGE — PLANE

SUBJECTIVE GRAVITY | UNBOUNDED | VITALITY

Category Inner Plane

Divinities none

Native Inhabitants jyotis, shades (enlightened)

Creation's Forge is at once the source of life-sustaining vitality energy, the origin of all pre-incarnate mortal souls, and paradoxically the most innately hostile of all of the planes. While vitality energy is deadly to undead and beneficial to living beings, such is the intensity of the plane that unmitigated exposure ultimately incinerates any extraplanar beings without sufficient magical protection. The most apt comparison for the plane's interior is that of the heart of a burning star. Indeed, the stars of the Universe each house natural portals to Creation's Forge within their glowing, potent cores to foster the movement of pre-incarnate souls in their first steps in the great cycle of life and death.

Brilliant and blinding, the plane's interior is sparsely populated, and the resident phoenix-kin jyotis are intensely xenophobic. Dwelling in glimmering, radiant crystalline cities such as Arudrellisiir, they view themselves as gardeners and guardians of souls spawned from their realm's burning quintessence. Intensely distrustful of gods and their servitors, jyotis can nonetheless be bargained with, and they've frequently taken into their custodianship any number of artifacts and imprisoned beings considered too dangerous to house on any other plane.

THE VOID — PLANE

SUBJECTIVE GRAVITY | UNBOUNDED | VOID

Category Inner Plane

Divinities none

Native Inhabitants sceaduinars, wraiths, and other undead

The vast nothingness of the Void is a merciless, lightless expanse of manifest destruction and nihilism. Sapping and consuming the life force of any living creature exposed to its energies, it corrodes and disintegrates material objects to rubble, then dust, and then nothing at all, yet the Void contains its own form of anti-life. At their densest concentration, the plane's energies aggregate into bizarre, black crystalline snowflake structures. These irregularities spontaneously generate the plane's resident sceaduinars. Dwelling in beautiful, deadly cities drifting in the vacuous darkness, these so-called void raptors are incapable of true creation and blame this flaw on some ancient betrayal by their rivals in Creation's Forge. Sceaduinars react violently not only toward creatures sustained by vitality energy, but also toward undead, whom they view as unnatural parasites unworthy of their plane's energies.

The black depths swarm with undead, creatures doomed to a mockery of life by the interaction of their souls with the plane's entropic energy. For all the horrors posed by the Void's environment, inhabitants, and undead victims, its depths nevertheless hide rare refuges for planar travelers. Malikar's Keep offers shelter, for a price, to those willing to bargain with its titular lich master. Elsewhere, the depths hide entire lost worlds, such as Fallen Duromak, and deadly mysteries like the planet-sized, undead-entrapping glass sphere, Eternity's Doorstep.

ENHANCED AND IMPEDED MAGIC

Some particularly potent areas can enhance magic related to the nature of the plane or impede magic inimical to it. For instance, a nexus of void energy in the Void might enhance void magic, and the unholy majesty of an archdevil's throne room might impede holy magic.

Enhanced Magic: Anyone Casting a Spell with the enhanced trait gains a +1 circumstance bonus to their spell DC or spell attack roll with that spell.

Impeded Magic: A character who Casts a Spell or activates an item with the specified trait must succeed at a DC 6 flat check or the spell or activation is disrupted

PLANE OF AIR — PLANE

AIR | SUBJECTIVE GRAVITY

Category Inner Plane

Divinities elemental lords of air

Native Inhabitants air elementals, cloud dragons, jaathooms, shades (air pneuma)

The Plane of Air, innermost of the Elemental Planes, is a vast realm of wind, storms, and skies. Illuminated by great artificial globes of flame and distant starlight from the material universe, the plane is populated by air elementals, dragons, air scamps, and a great empire of jaathoom genies. Though mostly clouds and empty skies, the plane isn't entirely bereft of solid ground, including rock and ice created by the residents or dragged into their realm from the distant Plane of Earth or neighboring Plane of Water. The returning pockets of the Plane of Wood have let loose giant pieces of driftwood into the plane as well. Bizarre, drifting spheres of brass and iron make for the most convenient navigational aids; the former housing the cities of the vast Jaathoom Empire, the latter almost entirely abandoned and shunned by the plane's inhabitants, who believe them cursed, entrapping forgotten, ancient enemies who once ravaged the plane.

The jaathooms rule from their shining capital city of Armun Kelisk, built atop a series of seven floating islands. Their vast trade network crisscrosses the skies and ventures to other planes, kept aloft by natural and magical flight, including great airships that allow visitors to quickly and safely traverse the skies. The jaathooms are welcoming and gracious hosts to extraplanar travelers and adventurers, a perspective not shared by Hshurha the Duchess of All Winds, one of the elemental lords of air.

PLANE OF EARTH — PLANE

EARTH

Category Inner Plane

Divinities elemental lords of earth, Nivi Rhombodazzle

Native Inhabitants crystal dragons, earth elementals, jabalis, shades (earth pneuma)

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A great and rocky shell situated between the Plane of Fire and Plane of Water, the Eternal Delve hosts a unique and varied ecology of creatures at home in its rocky depths. Far from an endless, solid expanse, the Plane of Earth is riddled with great caverns and cave systems, excavated artificial vaults, vast crystalline geodes, and underground oceans and springs of magma where it borders its neighboring planes. Housing untold riches in gemstones and veins of precious metals, the Plane of Earth is an attractive setting for planar travelers seeking wealth and willing to risk danger and the wrath of elementals, jabalis, and other inhabitants who resent the plunder of their home.

While elementals have little organized society, the jabali genies' Peerless Empire rules much of the plane from its capital, the Opaline Vault—a rainbow-lit city within a 30-mile-wide geode cavern. They brook little dissent, and their rule can be harsh. They're downright welcoming, however, compared to Ayrzul the Fossilized King, the hated elemental lord of earth who rules a great expanse of rock from his radiation-poisoned domain, the Blistering Labyrinth.

PLANE OF FIRE — PLANE

FIRE

Category Inner Plane

Divinities elemental lords of fire, Feronia

Native Inhabitants fire elementals, ifrits, magma dragons, munsahirs, shades (fire pneuma)

Like a great, gleaming ball of flame situated at the heart of the Astral Plane, the Plane of Fire is the outermost plane of the Inner Sphere. A perpetual ocean of fire with skies of smoke, storms of raining cinders, and lakes and rivers of magma flowing along its border with the Elemental Plane of Earth, the plane is incredibly hostile to those unprepared for its natural hazards. Yet, it houses one of the most well-known and traversed cities in all the planes: Medina Mudii'a, capital of the Dominion of Flame. Floating above a sea of fire upon a great hemisphere of magical brass, Medina Mudii'a is a monument both to ifrits' cosmopolitan grandeur and tyranny, the latter embodied by the grand sultana of the ifrits. Outside of the mercantile districts and the palaces and temples of the fire genies, the city houses a vast oppressed underclass, including creatures from other planes.

The ifrit domain isn't absolute, and elsewhere in the plane are nations of fire scamps and the remains of an ancient munsahir empire. While they don't form any cohesive, organized nations, the plane's fire elementals are ruled over by the plane's most powerful entity, Ymeri the Queen of the Inferno, the warlike elemental lord of fire whose reign has gone unquestioned since the imprisonment of her rival Atreia eons ago.

PLANE OF METAL — PLANE

METAL

Category Inner Plane

Divinities elemental lords of metal

Native Inhabitants metal elementals, shades (metal pneuma), taloses, zuhras

After being cut off since prehistory, the Plane of Metal recently returned to the planar cosmology. Still resuming its ancient form, it wedges between the Plane of Earth and Plane of Water, vast in scope but still expanding. Metal of every kind (liquid and solid), decaying cityscapes, and intense magnetic fields make up the chaotic structure of the plane. Creatures reflect the jumble of forces that make their home. Many have fluid forms of flowing metal or inhabit clouds of rust. The genies of the plane, zuhras, put on bold performances keyed into the plane's dissonance.

The elemental lords of metal embody the slow disintegration of their home. After an invasion by forces from the Plane of Earth before their plane was sealed off, the lords were dispirited and offered no clear vision for what their plane could be in the absence of the other planes of the Inner Sphere. Laudinmio, the Sovereign of Alchemy, remains in slumber, while Ferrumnestra, the Lady of Rust, treads under the weight of deep despair.

PLANE OF WATER — PLANE

SUBJECTIVE GRAVITY WATER

Category Inner Plane

Divinities elemental lords of water

Native Inhabitants brine dragons, faydhaans, shades (water pneuma), water elementals

Beyond the skies of the Plane of Air, the roots of the newly regrown Plane of Wood are nurtured by the vast, spherical, liquid shell of the Plane of Water. Its nearly limitless stretches of saline, fresh, and brackish seas teem with all manner of oceanic life, lit by submerged suns and bioluminescence before descending into the black, benthic depths where the plane borders the Plane of Earth. While it's perfectly amenable to water-breathing creatures, air-breathing travelers must provide their own supply of air or magical means to breathe while on the plane. Bubbles of breathable atmosphere are relatively rare and securely guarded, anchored over places of trade and commerce with outsiders, such as the great city of Vialesk, founded by immigrant undines. The plane's oceans, dotted by vast forests of kelp, magical currents, and strange phenomena, play host to empires of merfolk, predatory and expansionist sea devils, and the holdings of the plane's great brine dragons.

While faydhaans once claimed nearly absolute dominion over the plane of their origin, their empire long ago fell into deterioration and disunity. Their ravaged cities sank into the depths, and their present-day holdings remain a shadow of their former grandeur. Kelizandri the Brackish Emperor, the prideful elemental lord of water and cause of the genies' ruin, rules the dark, saline depths, feasting on all rivals and hoarding the vast, stolen wealth of the fallen faydhaan cities—but the return of his counterpart Lysianassa, Empress of the Torrent, now threatens his hold on the plane. Unlike other subjective gravity planes, on the Plane of Water, a creature moves based on its swim Speed and must use actions to Swim if it doesn't have one.

PLANE OF WOOD — PLANE

SUBJECTIVE GRAVITY WOOD

Category Inner Plane

Divinities elemental lords of wood

Native Inhabitants ardandes, forest dragons, kizidhars, kodama, shades (wood pneuma), wood elementals

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The Plane of Wood recently returned to the planar cosmology after an absence of eons. Still rebuilding to its ancient splendor, it climbs between the Plane of Water and Plane of Air. Fractal tree growth, eternally tended and shaped by the plane's inhabitants, stretches across the plane with dizzying symmetry. Creatures either enforce and augment this ordered growth or exist as a byproduct thereof. Some drop from the trees as discarded seeds given fresh life, while others chisel or cultivate creatures' natural beauty to suit their aesthetic tastes. The genies of the plane, kizidhars, are artisans in this field.

The elemental lords of wood embody the often-paradoxical rigidity and pliancy of their element. When other planes of the Inner Sphere came under threat, the lords acted swiftly to seal off their home, protecting the plane and its residents—yet even in this, they're said to have disagreed, and the two haven't spoken in millennia. Shumunue, the Carved Lady of Mimicry, desperately searches for a cure for her great ailment, while Verilorn, Custodian of Oak and Ash, worries that ending the plane's long isolation will lead to its ruin.

Transitive Planes

At a minimum, each Transitive Plane coexists with one or more other planes, a relationship oversimplified by stating that Transitive Planes are just used to get from one plane to another. The mists of the Ethereal Plane overlap the planes of the Inner Sphere, while the Astral Plane borders every other plane in existence like the backstage of the cosmos. Bright and dark mirrors of the Universe, the First World and the Netherworld overlap the mortal world, albeit often in bizarre ways such that a short distance in one might be a vast gulf in the other. The daring, wise, or desperate can utilize these planes to bypass barriers in the Universe or rapidly cross vast distances through much swifter travel.

ASTRAL PLANE — PLANE

SUBJECTIVE GRAVITY | TIMELESS

Category Transitive Plane

Divinities Alseta, Apsu

Native Inhabitants shades (untethered), shining children

The Silver Sea surrounds the planes of the Inner Sphere, separating them from those of the Outer Sphere. The Astral Plane provides the backdrop against which the River of Souls flows from the Universe, ushering departed spirits toward the Boneyard for final judgment. Far from an empty void, the Astral's silver substance churns with currents and storms from the metaphysical heat of the Plane of Fire, and where it touches the chaos of the Maelstrom, the resulting eddies interact with the memories of the dead to produce fleeting simulacra and even demiplanes.

The River of Souls draws the attention of soul-hunting daemons and opportunistic night hags like sharks drawn to the scent of blood. Led by psychopomps, a cross section of nearly every type of celestial and monitor in existence, along with some fiends, defends the proper flow of souls against such predators. Running opposite the River of Souls is the flow of raw quintessence spun off from the so-called Antipode, channeled by aeons back toward the Creation's Forge.

Travelers within the Astral find the plane untouched by the passage of time, a property exploited by many mortals fearing old age. Time, however, isn't easily escaped, and upon exiting the Astral Plane, a creature finds this debt catching up to them, potentially aging to dust in moments.

ETHEREAL PLANE — PLANE

SUBJECTIVE GRAVITY

Category Transitive Plane

Divinities Alazhra

Native Inhabitants ether spiders, hags, shades (terrorized)

The Ethereal Plane is a vast, misty realm overlapping each of the Inner Planes. Formed by the interacting tidal forces of creation and destruction from Creation's Forge and the Void, this plane swirls with currents and eddies of fog, lit only by erratic pulses of soft green luminescence and dim light of those planes it overlays, visible but ever intangible. While mortals most often use the Ethereal Plane as a means of transit, moving by force of will in the absence of gravity to bypass barriers on their own plane, the Ethereal hosts dangers and wonders, things lost or abandoned in the mists, and things spun from local eddies in the ethereal protomatter. Predatory monsters, ether spiders, hags and their goddess Alazhra, and all manner of incorporeal undead roam the Space Between Spaces.

While travelers can easily become lost in the mists with little to guide them, the plane does host some permanent structures, drawing adventurers or dissuading them. One such location, the House of the Itinerant Soul, houses wayward or lost souls, offering visitors shelter and a way to avoid turning into undead while avoiding the pull of the River of Souls. The grand cathedral also serves as a focus for mortal planar travelers, given its safety and the presence of friendly spirits willing to serve as guides in the surrounding mists.

FIRST WORLD — PLANE

ERRATIC | METAMORPHIC

Category Transitive Plane

Divinities the Eldest

Native Inhabitants fey, linnorms

The First World was a first draft of the Universe, crafted by divinities to test their metaphorical materials and palettes of colors before setting it aside to create a second, final version of their work. A realm of extremes—bestial, primal, and beautiful—with colors and sensations brighter and more intense than the mundane world created after it, the First World is populated by fey and the divine entities known as the Eldest. Mirroring mercurial fey whimsy, the First World's laws of nature constantly and unpredictably change. Distance and time are wildly inconsistent, such that mortal travelers might spend an hour or a day within the First World, only to find a century or only a few seconds passed once they return to their own plane.

The First World stands outside the cycle of souls, something the fey call the Great Abandonment, save for rare worshippers of the Eldest whose souls incarnate here as fey. However, the plane's proximity to Creation's Forge provides an environment bursting with all manner of strange life and a general absence

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of true death for its native fey unless they leave—as did gnomes. Natural gates in wild places of the mortal realm connect to the First World, which fey often use to visit the Universe or ensnare mortals for their capricious desires.

THE NETHERWORLD PLANE

SHADOW

Category Transitive Plane

Divinities velstrac demagogues, Zon-Kuthon

Native Inhabitants calignis, d'ziriaks, kayals (fetchlings), shades (the mutilated), umbral dragons, velstracs

A murky, distorted, and imperfect mirror of the Universe, the Netherworld overlaps the Universe and serves as a buffer or conduit between it and the Void. The Netherworld exists in a state of perpetually dim half-light, the landscape containing similar features to the overlapping Universe, but in warped or twisted fashions. Cities in the Universe might exist in the Netherworld, sometimes in ruins and sometimes as terrible, frightening replicas. The darkness also holds points of beauty and relative safety, such as the great city of Shadow Absalom. The bleak doppelganger of Golarion's own Absalom hosts cross-planar trade facilitated by a permanent, one-way portal out of the gloom.

The Netherworld is populated by dark, altered versions of creatures from the Universe, many of them immigrants that have adapted to the shadow after being trapped in the realm for generations. The shadow natives known as kayals—also called fetchlings—were originally humans before thousands of years of exposure to the Netherworld and intermarriage with strange beings forever altered them. Velstracs, who long ago fled from Hell, have since adopted the Netherworld as their home, spreading their horrific message of perfection through mutilation in service to their victim and patron, the god Zon-Kuthon. In contrast, d'ziriaks originated within the Netherworld itself, as did the fearsome umbral dragons ruling self-crafted fiefdoms within the shadows. Greatest of them is Argrinyxia, who rules over Shadow Absalom.

Outer Sphere Planes

The planes of the Outer Sphere are the manifest realms of philosophy: good and evil, order and change, faith, and their admixtures, populated by celestials, fiends, monitors, and others who promote these moral concepts. These planes are the backdrop upon which the mortal afterlife reaches its apparent conclusion, and the end destination of the River of Souls. The Outer Planes are regions of stability adrift in the raw, chaotic quintessence of the primordial Maelstrom, its tides forever gnawing at their edges even as mortal souls sustain them. The Outer Rifts manifest as cracks in the Outer Sphere's fabric. Rising from the metropolitan Axis is the Boneyard's spire, the location where mortal souls are judged and then sent to their final destinations, be they reward, suffering, or oblivion. The Outer Planes are places

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of majesty, wonder, terror, and danger outstripping anything mortal adventurers might encounter anywhere else.

ABADDON PLANE

Category Outer Plane
Divinities Ahriman, daemon harbingers, Fumeiyoshi, Horsemen of the Apocalypse, Lao Shu Po, Urgathoa, Zyphus
Native Inhabitants daemons, shades (the hunted)

A perpetual eclipse looms above the bleak wastelands of Abaddon, shedding an eerie half-light over a landscape of toxic, disease-ridden swamps, volcanic wastes, fog-shrouded forests, and the glittering, memory-devouring ribbon of the River Styx. An unnatural silence blankets the plane, cut only by the wails of shades falling from the sky like screaming, falling stars, or those already condemned upon the ground, desperate to find safety that doesn't exist. Daemons, the physical embodiments of meaningless death and oblivion, roam unchecked, owing allegiance only to the Four Horsemen of the Apocalypse: Death, Famine, Pestilence, and War. In the courts of the Horsemen and the neutral grounds of trade cities such as Awaiting-Consumption, the soul trade serves daemonic hunger and industrialized extinction. Hags and other creatures ply the trade or make their way along the margins of daemonic society, eager to avoid consumption themselves by the plane's nihilistic masters.

Urgathoa and Zyphus claim divine domains here, their shades granted freedom from predation, yet something far worse glares down upon these gods and the Horseman alike. Abaddon's perpetual eclipse might be nothing less than the lidded, comatose eye of the Bound Prince, the First Horseman, betrayed and cast down by the Four, forgotten by the cosmos at large, but far too powerful for them to destroy—waiting, watching, and hungering.

AXIS PLANE

Category Outer Plane
Divinities Abadar, Brigh, Chaldira, halfling pantheon, Irori, Lissala, Milani, Norgorber, primal monitors
Native Inhabitants aeons, shades (remade)

Axis is a realm of pure, absolute order, unhindered by moral concerns. The plane takes the form of a vast, gleaming, perfectly structured city. Built at the base of Pharasma's Spire, the Perfect City is a bulwark against the chaos of the Maelstrom and the Outer Rifts, with vast mechanical armies marching forth to explore, define, and pacify an imperfect, unruly universe. Axis is also home to axiomites: beings composed of living mathematics and equations. Axiomites continue to work on their organization of the cosmos but increasingly turn their attentions to the planar city of Axis itself; as with any city, Axis requires nonstop maintenance and improvement in order to resist the march of time.

Axis's natives are far from the only inhabitants of their cosmopolitan realm. Devils and archons often visit along with shades, mortal travelers, and smaller numbers of most every other kind of extraplanar being. Abadar and other deities make their homes in the realm. The empty, former domain of Aroden languishes here, while below the streets lies Norgorber's domain, a labyrinthine undercity.

BONEYARD PLANE

TIMELESS

Category Outer Plane
Divinities Achaekek, Groetus, psychopomp ushers, Pharasma
Native Inhabitants shades (the dead), psychopomps

The Boneyard spans an impossibly tall and ever-growing spire of gleaming quintessence that rises up into the silver void of the Astral Plane. As the destination of the River of Souls, the Boneyard is where the souls of the mortal dead arrive for judgment and for Pharasma and her psychopomp servitors to direct them to their respective afterlives. Pharasma's domain is separated into eight courts, each corresponding to one of the other planes of the Outer Sphere and collecting the souls due to that plane. Not every soul goes unchallenged, and proxies of gods and planes argue and debate over souls, with final arbitration conducted by Pharasma herself.

While Pharasma rules absolutely within the Boneyard, she isn't the only divinity there. The demigod psychopomp ushers dwell within the plane in service to her, and the deity Achaekek dwells below at the spire's root. Looming high above as a skull-faced moon waits Groetus, the god of the end times, his orbit slowly decaying in minuscule iterations supposedly counting down to the last days of the cosmos.

Pharasma's courts and the surrounding Graveyard of Souls are not the only features atop the spire. Beyond the graveyard, the Spirelands manifest environments much like those of the varied worlds of the Universe, filled with the souls of neutral shades who have nowhere else to go as they are unclaimed by any gods and did nothing in life to suggest any particular ethos.

ELYSIUM PLANE

Category Outer Plane
Divinities Calistria, Cayden Cailean, Desna, elven pantheon, empyreal lords, Gorum, giant pantheon, Kofusachi, Milani, Nocticula
Native Inhabitants azatas, shades (the chosen)

Verdant, wild, and unrestrained by order, where passion and creation are fostered and rewarded, the plane of Elysium is a place of wild, idealized natural beauty. The so-called Promised Land and its inhabitants represent a wide variety of freely given benevolence, often willing to directly aid visitors but more often serving as inspirations and muses to foster positive change and self-realized success. Elysium's shades, known as the chosen, appear as idealized versions of their mortal selves, each pursuing their own self-determined actions and finding their unique paths to join the ranks of the plane's celestials.

Azatas—the plane's primary denizens—organize into fleeting, competitive courts, each rewarding heroism and creativity above all else. Elysium hosts a number of resident deities, including Calistria and the elven pantheon, Cayden Cailean, Desna, Gorum, and various empyreal lords. Visitors from across the planes are drawn to Elysium's Wandering City of Emerald Song, a mobile, impermanent, and ever-changing city of azatas organized by their princess, Anduarine the Muse, filled with art, craft, revelry, song, and trade.

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HEAVEN PLANE

Category Outer Plane

Divinities dwarven pantheon, Easivra, empyreal lords, Erastil, Iomedae, Shizuru, Torag, Tsukiyo

Native Inhabitants archons, shades (the elect)

The great mountain of Heaven is the realm of structured benevolence made manifest. Organized into seven tiers, the mountain's solid appearance is actually malleable, making way for a vast assemblage of varied environments to accommodate both its own celestials and the souls who migrate there. Devoted to defending the innocent and crusading against the wicked, Heaven's archons marshal into vast armies, commanded by their empyreal lords. Angels collaborate with the archon legions but typically act in more direct service to Heaven's resident deities, with Iomedae, Erastil, and Torag the most prominent among them.

Shades known as the elect manifest at the mountain's base, and their subsequent climb up the seemingly endless, unreachable heights is both a literal and figurative journey. Progress is about personal growth and spiritual purification as the shades grow more and more attuned to the plane. Likewise, progress from one layer to the next is often impossible without permission from the archons or spiritual alignment with Heaven itself. Most visitors arrive at the city of Heaven's Shore, a place open to both traders and to pilgrims of good intent. Access beyond its heavily guarded walls is difficult, to say nothing of scaling the mountain. At its pinnacle is the Garden, Heaven's ultimate layer. Unattended and empty, the Garden is a beautiful, transcendent mystery even to its resident deities and the source of the plane's call of self-perfection to its shades.

HELL PLANE

Category Outer Plane

Divinities archdevils, Asmodeus, Dahak, Erecura, General Susumu, infernal dukes, Minderhal, Yaezhing, Zursvaater, queens of the night

Native Inhabitants devils, hellhounds, shades (the damned)

Hell is the realm of devils, the multiversal seat of tyranny and malignant laws, and the divine domain of Asmodeus, the Prince of Darkness. Here, every act is authorized, calculated, recorded, and set like perfectly ordered clockwork within a vast machine driven on methodical suffering and greased with pain and purification. The nine inverted layers of Hell violently oppose the surrounding fabric of the Maelstrom, each layer shaped to reflect the nature of its ruling archdevil. Avernus's volcanic wastes, ruled by Barbatos, are the marshaling place of Hell's armies and where newly damned souls are shackled and shuffled off to their assigned torment. Dispater's layer of Dis is a great iron city: brutal, beautiful, and terrible. The layer of Erebus is comprised of both the sewers of Dis and the vaults and treasuries of Hell, ruled by Mammon, a great genius loci embodied by the very wealth locked within Hell's coffers. Ruled by Belial, the layer of Phlegethon hosts Hell's forges, while Geryon's watery realm of Stygia houses Hell's libraries. Moloch's smoldering, ash-draped forest realm of Malebolge is the training site of the infernal armies, and Baalzebul's frozen layer of Cocytus torments the imprisoned, starving damned. Mephistopheles rules the layer of Caina, a realm of cages and torture suspended above a pit of hungry darkness, while at the very bottom of Hell's infinite pit, Asmodeus rules unquestioned from his throne in Nessus.

MAELSTROM PLANE

METAMORPHIC

Category Outer Plane

Divinities Besmara, Hanspur, Hei Feng, Naderi, Nalinivati, Nethys, orc pantheon, protean lords, Sivanah, Speakers of the Depths, Sun Wukong, Yamatsumi, Ydersius

Native Inhabitants proteans, shades (the shapeless)

The Maelstrom, infinite and ancient, spawned the other Outer Planes in cosmological prehistory and surrounds them like a vast metaphorical—and at times literal—ocean of raw, seething quintessence. Where the Maelstrom borders these other planes, its structure takes on their characteristics, albeit in an unpredictable, chaotic fashion. Beyond these so-called Borderlands, however, the Maelstrom reverts to its true nature, the Cerulean Void: a trackless, liquid infinity devoid of stability and permanence where serpentine proteans create and destroy with profound frivolity. The proteans are paradoxically organized into discrete choruses, each with its own philosophy and goals in service to the Maelstrom.

Swirling with oddities and wild magic, bereft of laws and structure, the Maelstrom also serves as a conduit between the other Outer Planes utilized by armies of extraplanar beings, hordes of demons spilling forth from the Outer Rifts, and the innumerable protean choruses seeking to return the rest of the planes to the true freedom of the chaos from which they emerged. Sufficiently powerful magic can stabilize the chaos for a time, allowing for the creation of demiplanes and stable islands. The massive planar trade city of Galisemni is most prominent among them, drifting through the chaos.

NIRVANA PLANE

Category Outer Plane

Divinities Daikitsu, empyreal lords, Gruhastha, Kazutal, Kurgess, Qi Zhong, Sarenrae, Shelyn

Native Inhabitants angels, shades (the cleansed)

The pastoral paradise of Nirvana is the realm of purest benevolence, a plane that promises sanctuary to the weary and enlightenment and transcendence to those who seek it out. Filled with beautiful wilderness of all types in perfect harmony with its occupants, Nirvana's wilds are home to angels and others. The plane's shades, known as the cleansed, most often take the forms of glorified, sapient wild animals, though many eventually leave their carefree existence to aid others, ascending to assist the benevolent works of angels. Devoted to guiding and assisting mortals, angels are often charged with delivering important messages that reflect the will of benevolent deities.

Various divinities make their home amid Nirvana's wilds, including a host of empyreal lords and, most prominently,

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Sarenrae and Shelyn. While the great cities of High Ninshabur and Llourith welcome visitors, most mortals visiting Nirvana witness the plane's beauty and supernatural feeling of peace but rarely encounter many of its residents, as the plane protectively hides much of its contents from any but the most selfless and pure of heart. The plane's hinterlands hint at hidden mysteries, including legends that the plane shelters the vanished heroes of innumerable mortal worlds, peacefully sleeping until their peoples' times of greatest need.

OUTER RIFTS — PLANE

Category Outer Plane
Divinities Camazotz, demon lords, Droskar, Ghlaunder, goblin hero-gods, Gyronna, Lady Nanbyo, Lamashtu, nascent demon lords, qlippoth lords
Native Inhabitants demons, shades (larvae), qlippoth

Like a corrosive rot in the roots of the Outer Sphere, or an antithetical, rival reality run aground into the Maelstrom at the dawn of time, the Outer Rifts is a place of horror and destruction fed by mortal sin. Each of its innumerable regions is a unique iteration of chaos and malice, each with its own terrible and twisted environment, with one driving maxim: the strong survive, while the weak suffer and are destroyed. Ruled by demons, and before them by the alien, nightmarish qlippoth, the Outer Rifts and its native beings seek only to ruin and destroy. Though demons routinely rampage out into other planes when the Outer Rifts manifests a great planar rift, the denizens of the Outer Rifts are fractured and self-destructive. Demon lords such as Dagon, Pazuzu, and Zura, and even gods including the ascended demon lord Lamashtu, the Mother of Monsters, fight for dominion over the Outer Rifts as much or more than they threaten the other planes.

Though dangerous, not every realm of the Outer Rifts is immediately hostile to the prepared traveler. Shamira's city of Alushinyrra in the Midnight Isles and Abraxas's library-city of Diovengia in the realm of Pleroma are each welcoming in their own dark ways. Even those who survive a journey through the Outer Rifts, however, inevitably must resist being deeply corrupted by the experience.

Dimensions

Existing in the metaphorical space between the Transitive Planes and smaller, finite demiplanes, dimensions are a category unto themselves, defying the neat categorization of planar scholars and adventurers. Seemingly infinite in scale, not necessarily spatial in the same way as a plane, and overlaying every other plane at once—including one another—dimensions and planes are most significantly differentiated in how each of them breaks the commonly held rules of the other. Although some scholars include other extraplanar realms within the ranks of dimensions, only two such realms are uniformly agreed upon and classified as such. The Dreamlands are readily accessed by mortal dreamers, while the Dimension of Time is notorious for the near impossibility of accessing it as well as the bizarre, often deadly restrictions upon travel to and within its bounds.

DIMENSION OF TIME — DIMENSION

ERRATIC STATIC
Category dimension
Divinities unknown
Native Inhabitants shades (the unbound)

Among the most obscure planes of existence, the Dimension of Time is virtually impossible to access by conventional methods of planar travel. Instead, travelers must perform complex and difficult rituals described within the pages of monstrously rare tomes. Compounding the plane's obscurity, each traveler's experience seems to be unique, and most who attempt the journey never return. Every manner of magic that interacts with the plane invariably draws the attention of creatures native to the dimension. The proper flow and continuity of time seems to self-correct for any attempted meddling, often with violence.

Those few who have gained entry and returned describe the plane as a swirling storm of blurred images, the composite of millions of interwoven timelines around their own, with a single doorway allowing access to one's own past. Travelers appear as transparent images of themselves, but the plane seems averse to any attempt to alter the past, no matter the means or the intention. Such attempts often end in the offending individual erased from existence or trapped within closed time loops to limit the damage they inflict upon the overall flow of time.

Supposedly, like an eye in a storm, at the dimension's heart is a legendary realm. Tales of this realm speak only of a great city, a vast green meadow, and the rushing sound of an ocean emptying over an immense and terrible waterfall.

DREAMLANDS — DIMENSION

FLOWING
Category dimension
Divinities unknown
Native Inhabitants animate dreams, shades (dreamers)

Created and sustained by the collective dreams of sleeping mortals, the Dreamlands (also called the Dimension of Dreams) overlays the Ethereal Plane. When a creature dreams, regardless of the location of their physical body, they interact directly with the Dreamlands. Sleeping creatures cast themselves into the plane in idealized avatars known as lucid bodies, and their dreamscapes are immune to outside entry by standard magic, such as *interplanar teleport*, requiring obscure, more specialized spells to access. The dreamers of each mortal world generate a cluster of dreamscapes, like drifting bubbles atop a deeper ocean of permanent dreams formed from the collective mass of slumbering desires, dreams of especially powerful dreamers, and the dreams of ancient, obscure entities.

While most dreamscapes are safe, travelers in the deep, permanent Dreamlands face living, animate dreams and the predation of hags from the Ethereal Plane as well as stranger beings spawned within the core itself. Some scholars postulate a distinct region within the dimension for nightmares, much as the more stable inner portions of the dimension exist separately from the transient, ever-forming and evaporating mortal dreamscapes at its edges.

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CHAPTER 4: SUBSYSTEMS

When your game goes into uncharted territory or you want to emphasize an element of gameplay that usually gets overlooked or condensed into a single check, you can use a subsystem. As the name implies, subsystems are extensions of the main rules system that allow you to explore a particular topic or style of play at your table.

Subsystems are a great way to add depth to aspects of your game that don't occur in combat but still have high stakes. This chapter begins with Victory Points, a structure that underlies much of the chapter, to help you build your own subsystems. Next are some of the most common subsystems you might need in your game, with advice on how to use and modify them. This chapter is organized into the following sections.

- **Victory Points** (page 184) provides a framework with which to build your own subsystems, detailing the fundamental structure that Pathfinder uses for its subsystems.
- **Influence** (page 187) gives rules for more in-depth social encounters involving influencing NPCs.
- **Research** (page 190) shows you how to build an interesting structure for scenes where PCs research topics and seek information.
- **Chases** (page 192) are designed to represent the fast-paced feel of movie chase scenes.
- **Infiltration** (page 196) allows you to build infiltrations and heists where careful planning helps the PCs maintain an edge against their adversaries and pull off incredible capers.
- **Reputation** (page 200) breathes life into the world around the PCs, as various groups of NPCs react favorably or unfavorably to the PCs' actions, and the PCs' status with those groups changes.
- **Duels** (page 202) provides a simple architecture for one-on-one showdowns between adversaries.
- **Leadership** (page 204) allows PCs to attract people to a cause, giving them cohorts and organizations to look after.
- **Hexploration** (page 206) teaches you how to build exploration maps on a hexagonal grid to give your PCs the thrill of discovering secrets within uncharted or unfamiliar territory.
- **Vehicles** (page 210) allows you to run encounters involving vehicles and capitalize on their potential to help PCs explore on a larger scale and at a faster pace.

Deciding to Use a Subsystem

When you have an exciting subsystem available, it can be tempting to use it anytime it can possibly come up (for instance, replacing every social scene with the influence subsystem). However, subsystems are most effective when used with intention. They're best when used for a component of the game that's meant to be at least a significant portion of a single session, when you want a different style of play than normal. You should avoid using a particular subsystem if many members of your group don't like it, or if use of a subsystem during play devolves into the PCs making a series of rolls that don't contribute to telling an interesting story. You should also be careful to ensure that whatever subsystem you use doesn't predominantly favor a specific player character or class, since this can result in one person dominating the scene while the other players have nothing useful to do.

It's important to leave enough time and mental energy to make the subsystem feel special and to bring all the components and elements of the subsystem to life in the game world. Subsystems often require strategic thinking for players to succeed, but also require roleplaying to glue together in a satisfying way. When presented with a specific structure on how to complete a challenge or obstacle, it can be natural for players to focus on that structure rather than the story that the mechanics are trying to tell. A subsystem stripped of all its life and narrative depth can become nothing more than a large number of die rolls, however, and the last thing you want is to lose the magic, especially with a subsystem the PCs enjoy. Sometimes, a simple check is the right way to handle the scene, and that's okay! The subsystems will be there when you need them to spice up an adventure or really dive deep into a particular element or scene.

COMBINING SUBSYSTEMS

Some of the subsystems in this chapter could interact in interesting ways when combined. For instance, the influence subsystem could be part of how you build up reputation, or a piece of the plan in an infiltration. Or you could have a hexploration chase with a rival adventuring group, encountering obstacles in each hex as you race for the prize—while using vehicles to travel faster! Ultimately, it's up to you to decide how two combined subsystems should interact to tell your group's particular story, though it's generally good to have a backdrop subsystem that you're tracking on a longer term to which the shorter-term subsystem contributes.

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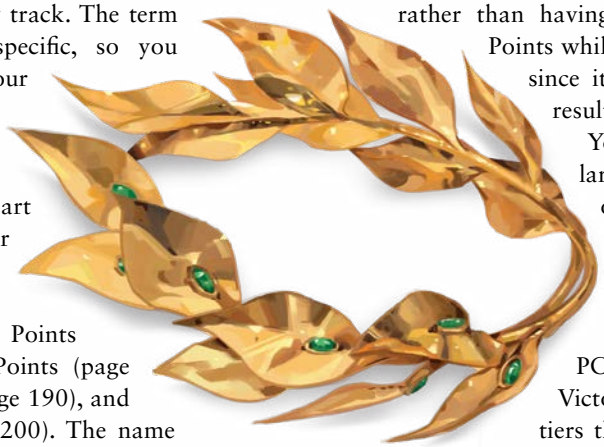
Victory Points

You'll often find that your games could use a way to track progress toward a goal so that you don't have to just keep everything in your head. This section explains how to build your own subsystems for tracking success via Victory Points. Many other subsystems throughout the chapter use these as well, though often by a different name.

Victory Points (or VP) are a powerful tool in your GM arsenal, as they allow you to track the PCs' progress using a subsystem to go beyond the results of a single check. Victory Points are versatile; you could track and resolve them within a single encounter, or you could collect them over the course of an entire campaign to determine the ending of the story.

Naming Your Victory Points

It can be fun to rename your Victory Points, to better reflect the subsystem they track. The term "Victory Points" is unspecific, so you can create a name for your Victory Points that fits the theme of your adventure and helps the players feel more like they are taking part in the type of activity your subsystem represents. Examples of renamed VPs include Influence Points (page 187), Infiltration Points (page 196), Research Points (page 190), and Reputation Points (page 200). The name should be representative, and the PCs should understand what it refers to. You can leave off the word "Points" if you prefer, though this section often retains it while describing how Victory Points can be used.



Victory Point Subsystem Structures

There are a few common structures for tracking Victory Points that you might use for your new subsystem. You could come up with a structure based off one of the subsystems below, or you could create your own completely different structure if none of them match the way you're running your game. The most important thing is to consider how the PCs or their opposition gain or lose various forms of Victory Points.

Accumulating Victory Points

The most common structure is to accumulate Victory Points toward a total, either stopping after reaching a success threshold or collecting as many Victory Points as possible in a given time frame and then measuring the results against various thresholds. The influence subsystem on page 187 is a great example of this structure in action: each PC has a certain number of chances to influence various NPCs, and after reaching a particular threshold of Victory Points with an NPC, the PCs have convinced that NPC.

In a variation of this structure, the PCs' adversaries can also accumulate Victory Points, giving the PCs a moving target—either to reach the goal before the adversary or to have more Victory Points than the adversary at the end of a given time frame. This is a great structure for you to use in a situation where the PCs face opposition rather than having the PCs accumulate Victory Points while adversaries decrease the total, since it's dynamic and less at risk of resulting in a stalemate.

You can track a subsystem at a larger scale, like over the course of an adventure or campaign, by granting the PCs Victory Points for achieving difficult goals or making particular decisions. Such subsystems usually ask the PCs to compare their accumulated Victory Points against several ranked tiers that each having varying results on the story. Typically these results become more positive for the PCs as they acquire more Victory Points, but sometimes succeeding too fully could have unintended consequences, like convincing the workers to support a rebellion so thoroughly that it riles up a mob. If you're making your own subsystem, you might not define these ranks in full, but just use your best guess at the end.

Accumulating Rolls

In cases where the PCs need to make checks to gain Victory Points, the amount they get for the degrees of success is up to you. The default scale detailed below works in most cases.

Critical Success The PCs gain 2 Victory Points.

Success The PCs gain 1 Victory Point.

Critical Failure The PCs lose 1 Victory Point.

This means that the result of a PC's check usually results in the party gaining either 1 or no Victory Points. However, specialized PCs have a solid chance of earning the party 2 Victory Points, and hare-brained schemes have a fair chance of losing the PCs 1 Victory Point.

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Diminishing Victory Points

Using this method, the PCs start with a certain number of Victory Points, and rather than accumulating them, they attempt to avoid losing them. Perhaps the PCs are trying to keep dragon eggs from cracking, or are otherwise attempting to minimize damage, loss, or danger. This variant is less common, but it's great at conveying the urgency of a situation as the PCs lose points. Sometimes it's necessary to add that sense of tension with this subsystem! Typically, when the PCs lose all their Victory Points, a negative event occurs. If they're on a timer, the final results might be better the more points they manage to keep before the time runs out.

Diminishing Rolls

Using this structure, the PCs typically lose Victory Points as a result of failed checks, though they can still lose them for making particularly poor decisions or behaving recklessly. Once again, you can use any scaling consequences that make sense, but the default degrees of success are as follows.

Critical Success If regaining ground is possible, the PCs gain 1 Victory Point. Otherwise, as success.

Success The PCs avoid losing any Victory Points.

Failure The PCs lose 1 Victory Point.

Critical Failure The PCs lose 2 Victory Points.

Multiple Point Subsystems

In a multiple point subsystem, you have more than one point system, each measuring something different. For example, in a long-distance race, the PCs and their opponents both try to gain their own Marathon Points, and whoever gets to 10 points first wins!

Infiltration on page 196 offers a different example of a Victory Point subsystem with multiple types of points. PCs try to get a certain number of Infiltration Points to successfully infiltrate a location while avoiding giving Awareness Points to their enemies through failure.

Consider combining the multiple points with a time factor, like in infiltrations, where the PCs automatically accrue Awareness Points over time at a slow rate.

Obstacles and DCs

When preparing your subsystem, think of the obstacles PCs might face or avenues they can exploit when engaging in your subsystem. Set some DCs for them in advance, using the normal system for setting DCs. Everything else, you can improvise on the spot. If you think your DCs will be higher overall, when you set the number of points needed, choose a value on the lower end (see Setting your Scale below).

Think of some possibilities that are much easier and some that are harder. Who are your PCs opposing, and what weak points might that opposition have that the PCs could exploit? Set those DCs lower or make overcoming them grant more VP. PCs who do their research or come up with clever strategies should find it easier to overcome the challenge.

Enemy Victory Points

In addition to giving both the PCs and enemies Victory Points, as mentioned under Multiple Point Subsystems, sometimes it makes more sense to have only the enemies gain or lose Victory Points instead of the PCs. Even though the NPCs are also taking actions, it's usually best to increase or reduce the enemy's Victory Points based on just the PCs' actions, since it maximizes the feeling of player agency. In some rare cases where the foes act directly against the PCs, you might have both PC and foe actions increase the foe's Victory Points.

Implementing such a subsystem might mean flipping the normal rolls. For instance, if the PCs were trying to lower their enemies' Influence over a faction, a critical success by a PC would lower the Influence by 2, a success would lower the Influence by 1, and a critical failure might give the enemies something to exploit, raising their Influence by 1. This uses the same effects as an accumulating roll, but "damages" the enemies' VP instead of gaining VP for the PCs' side. While this is very similar mechanically to the PCs gaining VP, the thematic connection is much stronger for an intrigue-based story.

Setting Your Scale

The number of points it takes to reach a goal will greatly affect how your subsystem feels during play. If you want the subsystem to be used for a single scene, such as one negotiation with a powerful NPC, set the number lower than if it's meant to take up most or all of a game session. The Victory Point Scales table (page 186) suggests possible values for your Victory Point scale. The "adventure-wide" scale is for subsystems that are part of a larger narrative, granting Victory Points when the PCs overcome entire encounters or dungeons, rather than as an encounter unfolds.

This larger scale is intended for subsystems that take a lot of the party's focus. A subsystem that runs in the background during an adventure should use a smaller scale. This is usually the "adventure-wide, sideline" value. It could be even lower, such as if you have a dungeon-based adventure including several opportunities to interact with a kobold tribe to get some small benefits. Though they appear throughout the adventure, you would use a lower value because attaining the VP is a minor part of the story. In fact, you might choose not to use a VP subsystem at all.

The table also lists numbers for one or more thresholds. These are the point values at which the PCs get a partial benefit (or, for a diminishing subsystem, take a drawback). You should grant partial benefits when the PCs reach a certain threshold or introduce twists to the subsystem to ensure they continue to feel engaged and rewarded over time.

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Victory Point Scales

Duration of Challenge	VP End Point	VP Thresholds
Quick encounter	3–5	–
Long encounter	7–10	4
Most of a session	15–25	5, 10, 15
Adventure-wide, sideline	15–20	5, 10, 15
Adventure-wide, forefront	25–50	10, 20, 30, 40

The values also depend on various factors. These might include the DCs, the number of chances the PCs get to gain Victory Points, and the flexibility of how the PCs can deploy themselves (for example, if PCs are all forced to try something they might not be trained in, it could cause critical failures). They might also include the amount of effort the PCs need to spend on tasks that don't directly earn Victory Points—such as checks to Discover information about NPCs using the Influence subsystem. Keep all these in mind when deciding what end point you want to use.

Running Your Subsystem

When running your new subsystem, be sure to keep the challenges fresh by using a variety of different skills and options to encourage creativity and cooperation, rather than just using the same check over and over again, where PCs can expect diminishing returns. You can also use timers to encourage each PC to participate or even create mechanics that directly encourage each PC to participate, like setting penalties for the same PC attempting checks repeatedly, or for two PCs attempting the same check.

You can even have challenges that require all the PCs to participate. For instance, if the party's host is welcoming every guest individually, each PC might have to make an impression in their own way, or during infiltration, each PC might have to test their ability to Impersonate or Sneak. You'll likely find that some approaches should be automatic successes if they're well-suited to the task, or automatic failures for ideas that are likely impossible.

Rewards

How you structure rewards for your subsystem depends greatly on its scope. A subsystem resolved in a single sitting usually gives accomplishment XP unless it is particularly demanding, in which case it could be considered a full-scale encounter. Meanwhile, subsystems that span over the course of multiple sessions or the entire campaign might generate accomplishment XP at meaningful milestones along the way. If you have a long-spanning subsystem that's fairly low profile and behind the scenes or is not success-oriented, such as a subsystem to track what type of ruler the PCs' patron will become based on the PCs' decisions, you might not give XP directly from the subsystem, since in that case "success" is undefined.

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INFLUENCE

When the PCs need to gain favor with or sway over an NPC to achieve their goals, sometimes a Deception, Diplomacy, or Intimidation check isn't enough to get the job done. In these cases, you can implement the influence subsystem in a social encounter.

Influence is a short-term subsystem wherein the PCs accumulate Influence Points during a social encounter with an NPC to represent their increasing influence. These encounters are a race against the clock to reach Influence Point thresholds in order to sway the NPC. It's perfect for a single social gathering—whether it's a party, a treaty negotiation, or even an attempt to persuade various members of a panel of judges.

Because of the variety of Influence skill options and the ability to use Perception to uncover more information, every character has something important to contribute in the influence subsystem, as opposed to situations where only one character has Diplomacy.

The influence subsystem divides a social encounter into rounds, with the number of rounds representing the length of the social event. Rounds last any amount of time that you determine, depending on the needs of the narrative, though somewhere between 15 minutes and an hour is typical.

During each round of an influence encounter, each PC can act once to either Influence or Discover.

INFLUENCE

CONCENTRATION LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.

DISCOVER

CONCENTRATION SECRET

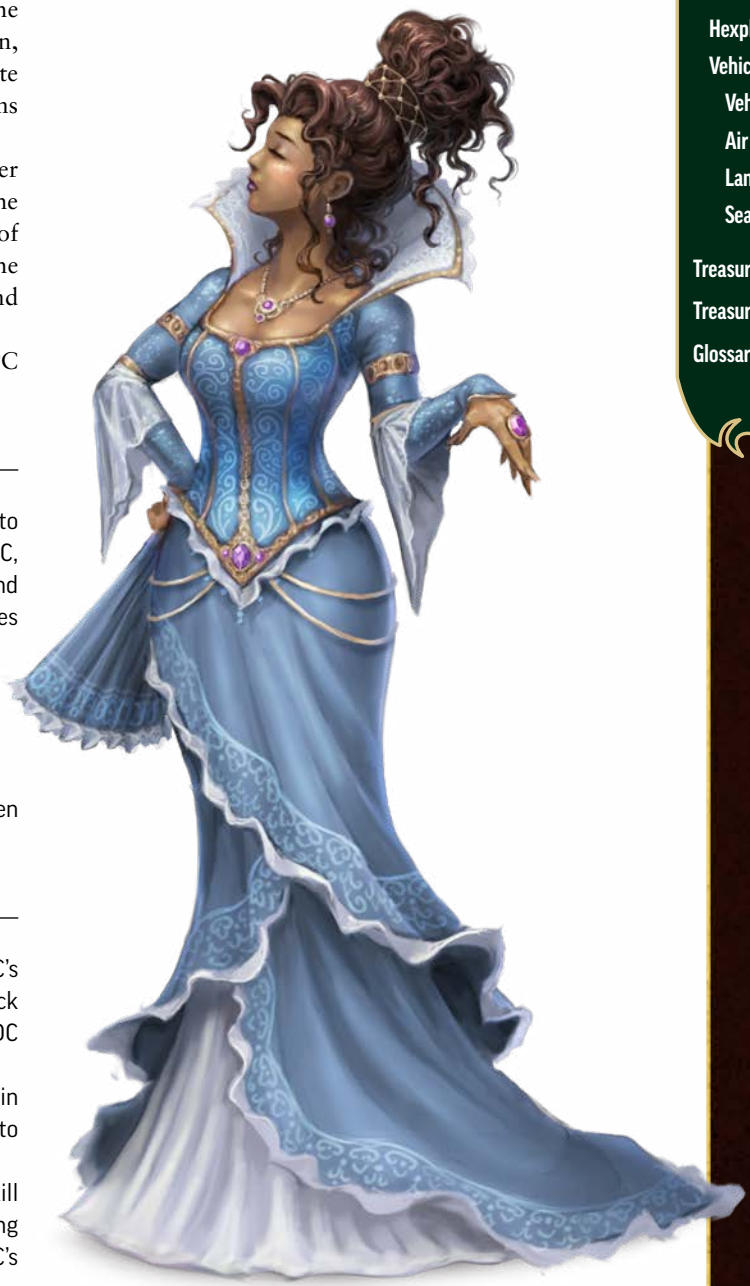
You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when actually the NPC is resistant to flattery.



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SAMPLE STAT BLOCK

In this example, the PCs try to convince a grizzled landlord to not evict a theatrical troupe from a dilapidated building he owns. It's a 3rd-level challenge. He is a busy, practical man and gives the PCs only 45 minutes (3 rounds) to make their case.

DANPHY MOLLWETHER **LEVEL 3**

UNIQUE MEDIUM HUMAN HUMANOID

Penny-pinching landlord

Perception +9

Will +12

Discovery DC 13 Mercantile Lore, DC 18 Perception, DC 16 Society

Influence Skills DC 16 Accounting Lore (noting how the theater could be made profitable), DC 16 Crafting (volunteering to repair the building), DC 20 Intimidation, DC 20 Performance, DC 22 Diplomacy, DC 24 Deception

Influence 4 Mr. Mollwether gives the troupe 1 week to get him his back rent, with interest, before evicting them.

Influence 6 Mr. Mollwether gives the troupe 1 month to get him his back rent before evicting them.

Influence 8 Mr. Mollwether allows the troupe to stay, reduces their rent, and forgives half their debt.

Resistances The landlord thinks in practical terms, with little patience for the "good-for-nothings" of the troupe. Appeals directed at sympathy alone increase the check's DC by 2.

Weaknesses Mr. Mollwether used to visit the theater often as a small child, and performing one of his favorite old songs or plays brings tears to his eyes and reduces the Performance DC by 2.

Background Mollwether was raised by wealthy parents who loved the arts and took him to the theater often. A scandal left the family broke, and Danphy clawed his way back up to a decent living. Becoming something of a slumlord, he owns several properties now and still feels he must exploit others to survive.

Appearance An elderly man in cheap dress clothes, Mr. Mollwether looks like he's never felt a moment of love for anyone in his entire life.

Personality Impatient, crotchety, skeptical

Penalty Antagonizing Mr. Mollwether by "sermonizing" or "wasting his time" causes him to cut the meeting short, reducing it to 2 rounds instead of 3.

Influence Stat Blocks

NPCs in the influence subsystem have little need for many of the statistics you'll find in an ordinary creature stat block. However, it might help you to prepare for the social encounter by creating an influence stat block for each prominent NPC. These are optional; if you can keep most information straight in your head, you might skip this step or just write down the first three categories to keep the numbers straight.

Influence stat blocks are flexible and contain only the stats that you are essential to running the NPC during a social encounter, leaving the rest out. The main stats that matter are the NPC's Perception and Will modifiers.

NPC NAME

TRAITS

A succinct description of the NPC, such as "Famous musician" or "Popular baron."

Perception The NPC's Perception modifier, plus potentially relevant abilities such as scent or *truesight*.

Will The NPC's Will modifier, plus any special adjustments.

Discovery The Perception DC to Discover information about the NPC, as well as any skill checks to Discover their DCs.

Influence Skills The skills the PCs can use to Influence the NPC are listed here with their DCs, in order from the lowest DC (the skill that works best) to the highest DC. If a skill isn't listed but a player gives a strong narrative explanation for using it, you can add it as an appropriate DC (usually the highest listed DC). Diplomacy should usually be on this list, but should rarely be the best skill to Influence an NPC, in order to encourage and reward using Discover to learn and cater to an NPC's interests.

Influence Thresholds The number of Influence Points required to Influence the PC, and the benefits for meeting them. Some NPCs might have multiple influence thresholds, granting the PCs additional benefits or favors as they cross more thresholds.

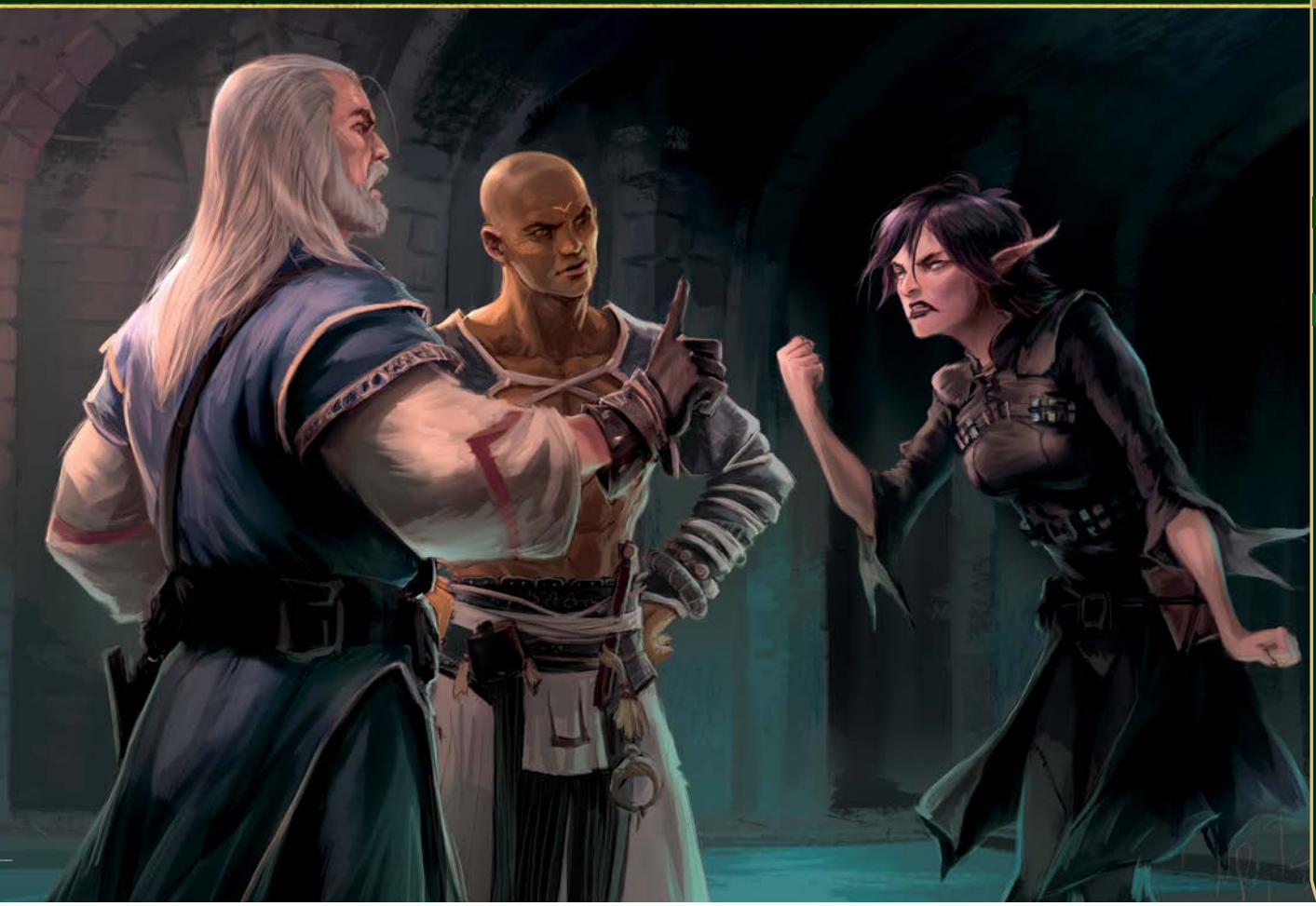
Resistances Some NPCs are resistant to certain tactics, biased against certain types of people, or may get defensive when a certain topic comes up. Any of these makes it harder for a PC to convince them. For instance, an NPC might find flattery inane, dislike wizards, or bristle at any mention of their ex-spouse. Typically, an NPC's resistance increases the DC of the associated check to Influence by 2 (or 5 for stronger resistances), but it could have farther-ranging consequences, such as losing Influence Points or angering the NPC enough that attempting to Influence them again is impossible.

Weaknesses Most NPCs have at least one weakness that clever and observant PCs can use to their advantage, whether it's a deep-seated insecurity, a desire for power, a favorite hobby, a bias toward a certain group, or a hidden secret the PCs could threaten to expose. When a PC incorporates an NPC's weakness, it typically decreases the associated Influence check's DC by 2 (or 5 for stronger weaknesses), but it could have farther-ranging effects, such as gaining automatic Influence Points or even automatically influencing the NPC regardless of how many Influence Points the PCs have achieved so far.

After the influence stat block, you might want to list important information to help you roleplay the NPC and incorporate the NPC into your influence encounter.

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You can list any of the following details that are relevant to your NPC: their background (a brief bio focusing on information relevant to the encounter), appearance, personality (this can just be a list of adjectives), affiliations, public goals, hidden agendas, or the penalty for antagonizing the NPC (or possibly for failing to Influence the NPC, depending on the way you structure the encounter).

Setting DCs

When setting DCs, it's often good to start with a noncombat level or "social level" for the NPC and set their DCs accordingly. Use the DC adjustments from page 53 just like you normally would. A good starting place is setting the NPC's Will modifier, then taking that DC and adjusting it for skills that are more or less likely to work.

For instance, for a 3rd-level challenge, you might give an NPC a +12 Will modifier and use 22 as the base DC. You might say that's the DC for Diplomacy but then determine that the NPC is difficult to intimidate, and so you apply the hard DC adjustment to make the Intimidation DC 24. Maybe you also determine that she loves different varieties of wine, resulting in an incredibly easy DC adjustment to get DC 12 for Alcohol Lore.

Running an Influence Encounter

When running an influence encounter, let the PCs be creative and use a diverse set of skills whenever possible. Be open to improvisation, and change the structure of the encounter if something interesting presents itself. The PCs set the pace and choose with whom they interact. It's up to you to make sure every NPC is distinct, react to the PCs' interactions with the NPCs, and lend overall structure to the encounter by making sure it feels like a living, breathing event rather than just a series of skill checks.

Think about how the number of rounds of a social encounter relate to the overall event. For instance, if you have a four-course banquet and 6 rounds, you could have 1 round for introductions before the food arrives, 1 round for each of the courses, and 1 last round of conversations after the final course. NPCs might filter in and out or become unavailable for conversations as they are occupied by various tasks, or become particularly eager to engage a PC. That sort of change help makes the NPC feel a bit more real and helps break up any repetition in your encounter.

Experience Points

An influence encounter is typically worth the same amount of XP as a moderate combat encounter of its level would be.

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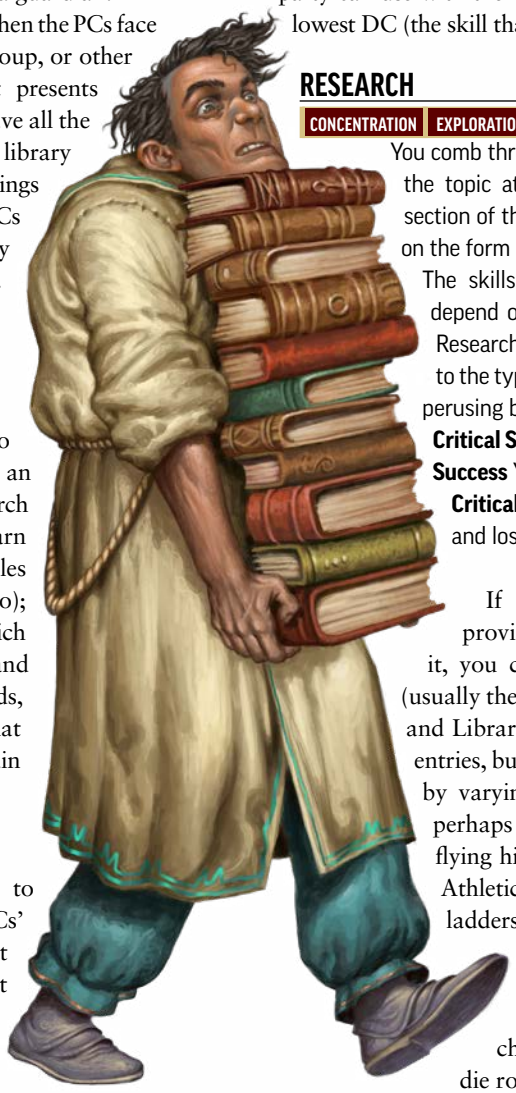
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RESEARCH

When the PCs are trying to discover important information while challenged by a time limit or other interesting twist, the research subsystem is just the thing to lend their efforts more urgency and weight.

In the research subsystem, PCs accumulate Research Points and learn new information or gain other benefits upon reaching specific thresholds. This subsystem is great for granting PCs more in-depth pieces of information as they continue to explore an area at large. Here, time passes in rounds spanning anywhere from 10 or so minutes to a full day. Each round, the characters use the Research exploration activity to gain Research Points (RP). As time passes and the party earns more RP, they gain knowledge and rewards, but also might face consequences or events. Some of these events might interrupt the round with a different kind of encounter (disrupting the Research activity), such as a social encounter with an intelligent book or a combat encounter with a guardian.

Research challenges work best when the PCs face a time constraint, rival research group, or other form of external condition that presents additional pressures—if the PCs have all the time in the world to safely peruse a library or ruin, you can usually simplify things to a simple skill check, since the PCs are free to keep rolling until they uncover everything there is to find.



Building a Research Challenge

A research challenge has two components: the library, which is an area containing the various research checks PCs need to attempt to learn about the topic (as well as obstacles that the PCs face while doing so); and a research stat block, which details the topic being researched and contains the information, rewards, and additional complications that happen when the PCs reach certain thresholds of RP.

Designing the Library

"Library" is the general term to designate the setting of the PCs' research. Despite the name, it doesn't necessarily consist of a quiet hall full of books. It could be an Astral memory palace, a gallery of iconographic artwork, or even a mansion where the party is questioning the guests. In many ways, designing a library is similar to designing any other dungeon, castle, or adventure locale, with various rooms or other areas, each with its own complications for the PCs to overcome. If your library is closer to a dungeon crawl on a tactical map, these are likely hazards or encounters with hostile creatures; if your library is meant to be meandered through more narratively, these might instead be skill-based or social encounters with NPCs.

Throughout the library, you'll place research checks. These describe the task that the party is doing to Research—perusing books, alchemically testing samples, or talking to a stubborn librarian—and a number of skills and DCs the party can use with the Research activity, in order from the lowest DC (the skill that works best) to the highest DC.

RESEARCH

CONCENTRATION EXPLORATION

You comb through information to learn more about the topic at hand. Choose your research topic, section of the library, or other division depending on the form of research, and attempt a skill check. The skills to use and the DC for the check depend on the specific research task, and the Research activity gains any traits appropriate to the type of research (such as linguistic when perusing books).

Critical Success You gain 2 RP.

Success You gain 1 RP.

Critical Failure You make a false discovery and lose 1 RP.

If a skill isn't listed but a player provides a strong explanation for using it, you can add it at an appropriate DC (usually the highest listed DC). Academia Lore and Library Lore will often be listed in these entries, but also try to engage the whole party by varying the skills listed in each check; perhaps the books on aeromancy are all flying high overhead, requiring a round of Athletics checks to represent climbing up ladders to retrieve them. A variety of skills and decisions, along with vivid descriptions, are the key to an engaging and memorable research challenge, rather than just a string of die rolls by the investigator or wizard.

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Each research check also has a maximum RP value. After reaching this value, the PCs can't gain any more RP from that research check (they don't gain more information by reading the same book over and over!) so they'll need to continue exploring to find more locations for further research. You can use this to guide your PCs through your library by placing research checks in various sections you know you want them to explore—an easy check near the entrance to introduce them to the topic is usually helpful as well! Be sure that your library provides enough RP for players to meet all the research thresholds in the stat block.

Designing the Stat Block

Once you've decided what your library looks like and how the areas and research options are structured, it's time to build the stat block and set research thresholds for each topic. Thresholds are your opportunity to reward your PCs with intriguing new information (like the history of the town they're in), tactical intel (such as a legendary monster's only weakness), uncommon or rare options (like a lost spell in the library's depths), or anything else. A mix of rewards is best! Backstory can be interesting, but isn't much of a reward on its own. Research that uncovers only backstory should appear only at the lowest thresholds.

Reaching thresholds can also change the state of the library, in the PCs' favor or otherwise. In a dusty room, the first threshold might simply be cleaning and organizing the library to lower subsequent checks, but in a haunted library, ghosts might start appearing as their resting place is increasingly disturbed. Reaching a research threshold can do just about anything, but it should always do something.

Think about the constraints preventing the PCs from researching freely, and use those constraints to determine how many Research Points they must earn to reach each threshold. You don't need to evenly space thresholds—you could require very few Research Points for crucial clues you want to ensure the PCs receive and a much larger number to reach the final threshold that grants a special reward.

In a published adventure, you'll find stat blocks presented in the format below. In some cases, this information appears in a single stat block instead, but the rules function the same.

RESEARCH TOPIC'S NAME **RESEARCH (LEVEL)**

TRAITS

Research Checks The checks PCs can attempt to conduct research listed alongside their locations, tagged with area codes or page references when appropriate.

Research Thresholds Each threshold lists the number of RP required to reach it, followed by the effects for meeting that threshold. Thresholds are listed in order from first (requiring the fewest RP) to last (the highest threshold).

Beneath the stat block, you can list any events that occur based on timing rather than the PCs' RP total (such as a threatening message arriving on the third day), as well as any other important details.

SAMPLE RESEARCH CHECKS AND STAT BLOCK

Here, the PCs are trying to learn about a hag coven known only to the fey of a strange forest glade. It's a 7th-level challenge. Here are the research checks that would appear throughout the library, as well as the research stat block.

Sprite Swarm: Thousands of iridescent sprites flit about the entrance, eager to offer tidbits of information; **Maximum RP** 5; **Research Checks** DC 23 Diplomacy or Society to politely ask the sprites for information, DC 28 Athletics to catch one in the hand.

Field of Tomeflowers: By the crossing the babbling brook, 5-foot stems open up into colorful petaled tomes; **Maximum RP** 10; **Research Checks** DC 18 Academia Lore or Library Lore to read the tomes, DC 23 Occultism to understand strange marginalia.

Loremother Tree: In the center of the forest, an ancient oak slumbers, willing to share its wisdom with any who can commune with it; **Maximum RP** 15; **Research Checks** DC 21 Performance to awaken the oak through music, DC 23 Nature to interpret primal magic dreams.

THE HAGS' SECRET **RESEARCH 7**

UNIQUE FEY PRIMAL

Research Checks sprite swarm (entrance), field of tomeflowers (babbling brook), Loremother Tree (center)

5 **Research Points** The PCs learn of apocryphal fey legends that say the coven members were once cruel fey queens now twisted by inner corruption. They learn basic details about hags and the hag mother's Call.

10 **Research Points** The PCs learn that the coven gathers on a nearby mountaintop every full moon. Attaining this knowledge comes at a cost: hag malice solidifies into two will-o'-wisps, which attack the PCs.

15 **Research Points** The PCs learn that a specific magical incantation is needed to reach the hag's mountaintop. Though they don't quite discover the incantation, they discover among magical writings a page containing the uncommon spell *read omens*.

20 **Research Points** The Loremother Tree awakens long enough to tell the PCs the incantation, but warns them that the hags possess powerful magic that has struck down many heroes. The tree then returns to slumber. Replace the Loremother Tree's Performance Research check with a DC 28 Diplomacy check to convince the tree to share further knowledge.

30 **Research Points** A dryad emerges from the trunk of the Loremother Tree and tells the PCs about the hags' spell—a unique polymorph ability that turns people into toads. She also gives each PC a small flower charm for protection that grants each PC a +3 status bonus to their saving throws against the hags' Toad Form ability. Unfortunately, this draws the hags' attention, who send two living wildfires to burn the glade down. If the PCs don't defeat the fire elementals, the creatures destroy any remaining information in the glade.

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CHASES

When the PCs pursue a fleeing adversary or quarry—or someone chases them instead—adding twists and turns to the pursuit builds suspense and makes the outcome more uncertain than if it were based on Speed alone. The chases subsystem helps you create cinematic scenes where the PCs must quickly overcome obstacles, from following someone through a crowded market to carrying a desperately urgent message over a dangerous mountain pass.

The Speed rules in *Player Core* work well for short sprints through fairly clear terrain. Over longer distances and through more complex environments, though, the path is rarely so straightforward. The chase subsystem shifts the emphasis from raw Speed to facing down the kinds of unpredictable obstacles that characters might encounter in a longer pursuit, so you can create a thrilling chase scene.

Chases are a special type of encounter. Each round, the pursued character or characters act first, then the pursuing characters act. Typically, to reduce variance, the PCs roll checks to progress while their opponents proceed at a steady pace, but if you want to emphasize the back-and-forth nature of a particular chase, you could have both sides roll instead. Characters in the same group can act in whatever order they prefer, each taking a turn. A character must act on their turn. If they pass their turn or are unable to act, they're unable to help the group and automatically cause the group to lose 1 Chase Point.

Depending on the scale of your chase, establish at the beginning how long each round lasts so the PCs understand how much they can accomplish in that time. Is it essentially a 3-action turn, or does it take minutes, hours, or days?

Obstacles

During a chase, all the characters must overcome a series of obstacles that represent challenges—from locked doors to deceptive bogs—during the different legs of the pursuit. These obstacles aren't separated by specific distances; rather, the distance is narrative and can vary between obstacles as needed for the story you're telling. Travel times between obstacles can vary, too. The time scale you choose determines how PCs can act when dealing with an obstacle.

Each obstacle requires a certain number of Chase Points to overcome. Typically, half the obstacles require 1 point fewer than the number of party members, and half require 2 points fewer (with a minimum of 1 Chase Point per obstacle). Particularly challenging obstacles might require more. Typically, there are multiple ways to overcome an obstacle; for example, characters could evade a guard or bribe them to look away. Each approach usually requires a skill check or Perception check, but sometimes a saving throw, an attack roll, or something even more unusual, like casting a certain spell.

On a character's turn, they describe what they do to help the group get past the obstacle. They then attempt any required roll, or perform the required action for a choice without a check. If they attempt a roll, the result determines how many Chase Points the character gains.

Critical Success The PCs gain 2 Chase Points.
Success The PCs gain 1 Chase Point.
Critical Failure The PCs lose 1 Chase Point.

If the means of bypassing the obstacle helps automatically without requiring a check—such as using a certain spell to assist—the PCs typically get 1 Chase Point. You can increase that to 2 if you feel the action is extremely helpful.

Chase Points represent the ability of the whole group to bypass the obstacle. A character who critically succeeds is able to help the other characters continue onward, while one who critically fails needs extra assistance. Players often have ideas for ways to overcome the obstacle beyond the choices you created for the obstacle. If their idea is applicable, you'll need to determine the DC and skill, or other statistic being used for that approach. This is great as long as it's creative, but be wary of a situation where a character who is legendary at a skill tries to justify how they can bypass every obstacle with that skill, such as using Acrobatics to tumble around them all, or the like. You can determine that some tactics just won't work against certain obstacles, or would help only one character without benefiting the rest and therefore aren't all that useful.

Once the PCs accumulate enough Chase Points to overcome the obstacle, they move on to the next. Extra Chase Points don't carry over to the next obstacle. However, anyone who hasn't already taken their turn that round can still take it against the new obstacle. Consequently, the characters best suited to overcoming the current obstacle might act first, since the remaining characters might be better suited against the next one. The number of Chase Points the PCs have can never fall below 0.

It might help to put your obstacles in a stat block for easy reference. Inside published adventures, chase obstacles are likely to be presented in stat block form, as follows.

CROWD **OBSTACLE 1**

Chase Points 3; **Overcome** DC 15 Acrobatics or Athletics to weave or push through, DC 13 Society to follow the flow

Throngs of people crowd the streets, making it difficult to continue the chase.

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Building a Chase

When building a chase, first build your obstacles, and then decide how far ahead the pursued character or characters begin and at what pace the NPCs will move. Having the NPCs clear one obstacle per round is a good rule of thumb, but it could vary depending on the situation, and should especially be slower against obstacles that require more than the typical number of Chase Points to overcome.

Select or build obstacles highlighting a variety of different skills and other options so everyone in the party has a moment to shine. When choosing what skills can bypass a given obstacle, ensure a variety of approaches can work. If you've already decided that an obstacle uses Stealth, selecting Thievery as the other option doesn't really offer opportunities for different types of characters, since those who are good at Thievery are very likely the same ones who are good at Stealth. On the other hand, offering Athletics as an alternative gives a champion who's terrible at Stealth a way to help. The group can help cover for a character who is less capable at a particular obstacle, but it's more fun for players when you present substantially different options for each obstacle.

Use the following guidelines to determine how many obstacles you need for your chase. These numbers assume that the pursued party can reach a certain location to end the chase (as described in Ending Chases). If there's no such escape, you might need more obstacles.

Short: 6 obstacles, about 10–20 minutes of game time
Medium: 8 obstacles, about 15–25 minutes of game time
Long: 10 obstacles, about 20–30 minutes of game time

Setting Obstacle DCs

When you set the DCs for an obstacle, you'll typically be using simple DCs. Use a proficiency rank that's generally appropriate for the PCs' level if you want the obstacle to be a significant obstacle. As noted earlier, you'll typically want to select a couple different ways the group can get past an obstacle. At least one check should have an easy or very easy adjustment, while the other check should have a standard or hard DC. In some cases, you might use something other than a simple DC; for example, if a specific NPC has put up a magical barrier, you would use their spell DC. This might result in some pretty tough DCs or even impassable obstacles, so use this carefully!

If a PC improvises a different way to get around an obstacle from what you planned, set the DC just like you would normally when picking a DC on the fly. Don't worry about adjusting the DC to be easy or very easy, because the PC is likely to be good at the skill they've chosen.

Shortcuts and Split Paths

You might want to build a chase with multiple paths that split and rejoin so you can have a shortcut (with easier DCs or fewer obstacles) or paths that appeal to different types of characters. For instance, one obstacle might allow a PC who critically succeeds at a Perception check to find a faster path along a canal, without the obstacles of a busy street. This can be fun, but it can also split up the group. Familiarize yourself with the Solo Chases sidebar above to make similar adjustments for a divided group.

SOLO CHASES

Sometimes circumstances might require you to run a chase where the PCs are each progressing individually, rather than as a group, such as if they get split up. The danger therein is that a player can easily become frustrated if their character is stuck at an obstacle where it's extremely difficult to succeed at either choice, and no allies can help them. In these chases, it's best to allow even a single success to be enough for a character to progress to the next obstacle, and have a critical success give the character a +2 circumstance bonus on their first check against the next obstacle.

Ending Chases

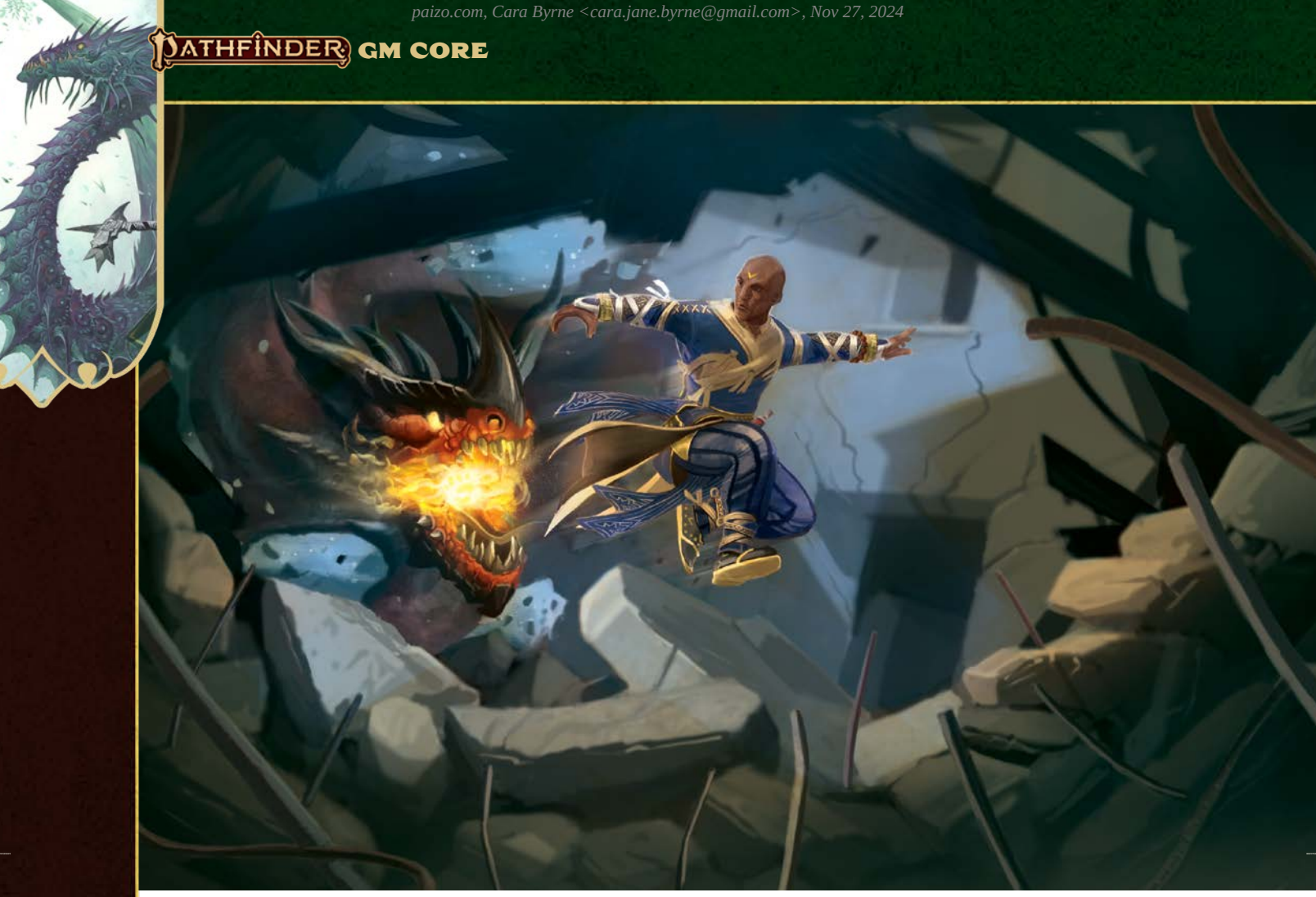
Once you have the obstacles, decide the end conditions. Chases often end when the pursuer reaches the same obstacle as the pursued, leading to a combat encounter or other scene. However, it's less clear when to end a chase otherwise. It's typically best to have an obstacle that ends the chase with the pursued character getting away, as long as they overcome the obstacle before being captured. This is usually better than ending the chase after a certain number of rounds, because reaching a hideaway makes more narrative sense and because you might not be able to predict how far the pursued characters move in those rounds, making you run out of obstacles. You can also end the chase in favor of the pursued characters if they ever get a certain number of obstacles ahead of the pursuers (typically three), as the pursuers simply lose the trail. You should still have an end point to the chase, though, in case that never happens.

Types of Chases

- **Chase Down:** The PCs pursue adversaries. The PCs go second in initiative since they're the pursuers. Start the enemies one obstacle ahead of the PCs (or at the same location for a short chase), and end the chase if the PCs catch up to the enemies, or if the enemies reach a certain location that represents their safety or escape.
- **Run Away:** The PCs attempt to escape. They'll go first in initiative since they're being pursued. It's usually best to start them one obstacle ahead of their foes and end the chase if they reach a certain location or are three obstacles ahead of the foes at the end of a round.
- **Beat the Clock:** The PCs try to get through all the obstacles before a certain number of rounds pass, such as if the PCs are trying to outrun a natural disaster or race in a timed challenge. The number of obstacles should usually equal the number of rounds.

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- **Competitive Chase:** The PCs and their adversaries are both chasing the same thing or trying to reach the same location, and whoever gets there first wins. This works like chase down, except that either party could win. Because there is more than one set of pursuers, you might have the PCs and their competitors roll initiative to see who goes first each round (while still moving all NPCs at a steady rate).

Running a Chase

When running a chase, narrate the scene and give vivid descriptions of the obstacles the PCs face, rather than just reading off a list of skills and immediately having the players start rolling dice and making checks. A chase is a framework for roleplaying, not just a dice game. Encourage the PCs to describe what they're doing, and how they're helping their comrades overcome each obstacle.

Typically, it's best to tell the players the DCs of the default options, so they can make informed decisions. At the very least, you should indicate the relative difficulty of the clear paths.

Try to make it feel like the PCs are really part of a chase scene, like in a movie. As each side makes progress, describe how they pull ahead or close the gap. PCs far from their foes might hear shouts in the distance. As they get closer, they catch glimpses, and then finally see their quarry in full view once they're on the enemies' heels. Think about how the events of the chase affect the environment as well. For instance, if a kaiju is chasing after the PCs, after the PCs overcome an obstacle consisting of a thick copse of trees, you could describe how the kaiju flattens the trees beneath its feet as it stomps after them.

Visual Aids

It can help your players visualize the chase to use a series of cards or a rough map (such as a large-scale city map rather than a 5-foot grid) to show locations. Use one miniature or token to represent each side of the chase. You might place cards with obstacle names on them face down, revealing them as PCs reach them, and letting a PC peek at an upcoming card if they scout it from a distance.

If the PCs Get Stuck

Sometimes, despite their best efforts, an obstacle will stymie the PCs over and over again. In most cases, after 3 rounds of the PCs struggling with an obstacle that requires the standard number of Chase Points, it's a good idea to just say they found another way around it. If presenting another way around the obstacle just doesn't make sense, such as if a spherical barrier completely blocks the PCs, you might introduce an NPC or other outside force that can help them bypass it, but at a high cost.

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Underground Obstacles

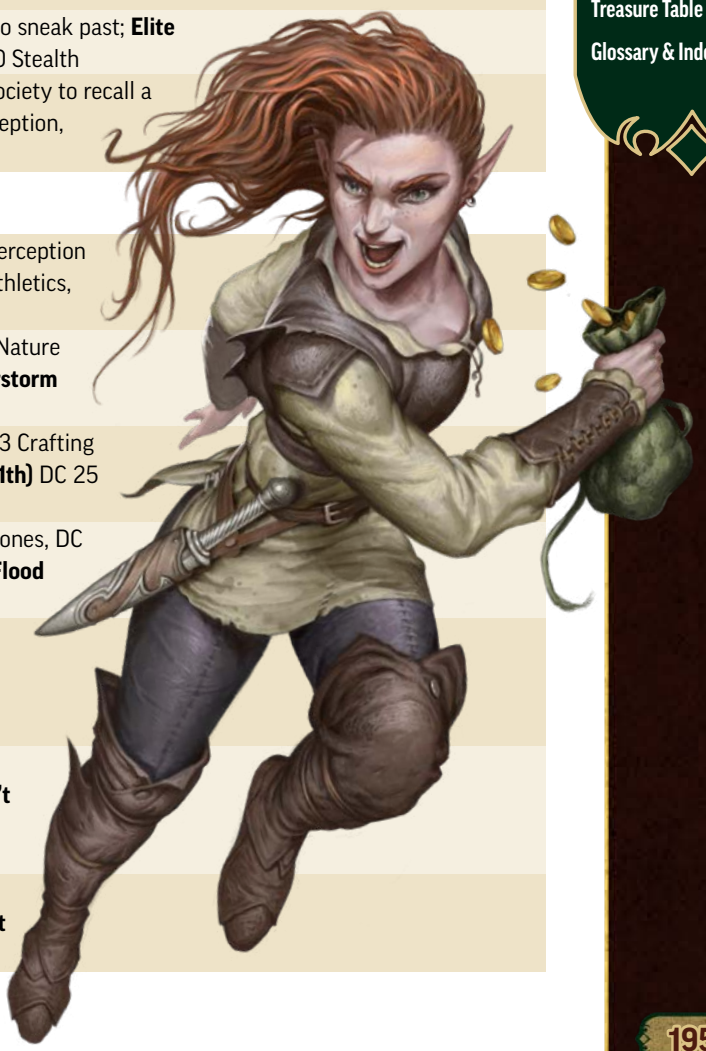
Crumbling Corridor (1st)	DC 13 Acrobatics to avoid disturbing the walls, DC 15 Crafting to shore up the walls; **Quaking Corridor (11th)** DC 25 Acrobatics, DC 30 Crafting
Fungus Grotto (1st)	DC 15 Fortitude to endure poisonous spore, DC 13 Survival to avoid the mushrooms; **Virulent Fungi (5th)** DC 20 Fortitude, DC 18 Survival
Pit Trap (1st)	DC 13 Athletics to quickly climb out, DC 15 Perception to spot the trap before it's triggered; **Exceptional Pit Trap (5th)** DC 20 Athletics, DC 18 Perception
Wandering Ooze (1st)	DC 18 Occultism to identify its deficiencies, DC 15 Stealth to sneak past; **Really Big Wandering Ooze (7th)** DC 24 Occultism, DC 19 Stealth
Collapsed Tunnel (5th)	DC 20 Athletics to dig through, DC 18 Perception to find a secret door around; **Ancient Collapse (12th)** DC 30 Athletics, DC 28 Perception
Pendulum Trap (5th)	DC 20 Reflex to dodge the blades, DC 15 Thievery to disable the tap; **Panoply of Pendulums (12th)** DC 30 Reflex, DC 28 Thievery
Wooden Portcullis (8th)	DC 25 Acrobatics to squeeze through, DC 20 Athletics to lift the gate; **Iron Portcullis (11th)** DC 25 Acrobatics, DC 30 Athletics

Urban Obstacles

Crowd (1st)	DC 15 Acrobatics or Athletics to weave or push through, DC 13 Society to follow the flow; **Festival Crowd (4th)** DC 20 Athletics, DC 18 Society
Fruit Cart (1st)	DC 13 Athletics to vault over or smash through, DC 15 Intimidation to make the merchant move it; **Merchant Pavilion (5th)** DC 20 Athletics, DC 22 Intimidation
Guard Dog (1st)	DC 14 Nature to calm, DC 16 Stealth to sneak past; **Guard Roc (9th)** DC 26 Nature, DC 28 Stealth
Rickety Rooftops (1st)	DC 15 Acrobatics to cross clotheslines, DC 13 Athletics to jump from roof to roof; **Crumbling, Steep Rooftops (5th)** DC 18 Acrobatics, DC 20 Athletics
Wooden Fence (1st)	DC 13 Athletics to climb over, DC 15 Thievery to unlock a gate; **High Iron Fence (8th)** DC 20 Athletics, DC 25 Thievery
Gang of Hooligans (2nd)	DC 13 Deception to trick, DC 15 Stealth to sneak past; **Elite Criminals (12th)** DC 28 Deception, DC 30 Stealth
Twisting Alleyways (2nd)	DC 17 Perception to find a path, DC 13 Society to recall a map; **Multi-Story Maze (7th)** DC 22 Perception, DC 20 Society

Wilderness Obstacles

Deep Mud (1st)	DC 15 Athletics to slog through, DC 13 Perception to find a path; **Horrid Bog (5th)** DC 20 Athletics, DC 18 Perception
Downpour (1st)	DC 13 Fortitude to push through, DC 15 Nature to predict the weather; **Magical Thunderstorm (5th)** DC 30 Fortitude, DC 25 Nature
Rope Bridge (1st)	DC 15 Acrobatics to cross carefully, DC 13 Crafting to make repairs; **Solitary Frayed Rope (11th)** DC 25 Acrobatics, DC 30 Crafting
Rushing River (1st)	DC 15 Athletics to swim or hop across stones, DC 13 Survival to find a ford nearby; **Flash Flood (5th)** DC 20 Athletics, DC 18 Survival
Steep Hills (1st)	DC 13 Athletics to climb across, DC 15 Perception to find easier path; **Rugged Mountain (5th)** DC 20 Athletics, DC 18 Perception
Swarm of Wasps (1st)	DC 15 Fortitude to endure stings, DC 13 Survival to smoke them out; **Those Aren't Wasps! (5th)** DC 20 Fortitude, DC 18 Survival
Tangled Forest (2nd)	DC 17 Perception to find the way, DC 13 Survival to plot a path; **Enchanted Forest (5th)** DC 20 Perception, DC 18 Survival



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Infiltration

Not all elements of an adventure can be resolved with force of arms and the sizzle of deadly magic. Sometimes subtlety is required to circumvent foes or accomplish a goal. When the characters need to rely on improvisation and fast thinking to infiltrate a stronghold or organization to save the day, the infiltration subsystem provides a framework for those adventures.

An infiltration requires the heroes to employ guile and subtlety to achieve one or more objectives without directly confronting their enemies. The PCs' goal might be sneaking into a den of thieves to relieve them of ill-gotten gains, navigating the winding passages of the city watch headquarters to break a friend out of prison, or putting themselves in just the right spot to snatch up the right person or the correct item at just the right time. Whatever the case, the heroes are working to avoid drawing the attention of an opposing party, such as the members of a thieves' guild, the prison guards, or the invited guests at an upscale gala. Should the heroes draw too much attention, they might be attacked, arrested, or thrown out—in any case, blocked from accomplishing their goal.

An infiltration is fundamentally a roleplaying activity. The players narrate their characters' actions in response to the situations around them, and the infiltration subsystem provides a framework to measure incremental success within the overall endeavor. An infiltration takes place over the course of multiple rounds, though it's up to you to determine how long a round is. One round might encompass 10 minutes or 1 hour of in-world time, or something completely different, depending on the story and your group's preferences.

Building an Infiltration

When creating an infiltration, you'll want to start with the party's broad goals and an idea of how much time you and your players want to spend. The more complex an infiltration, the longer it will take to play out at the table.

Objective

The first thing you'll need to determine is the party's objective, or broad goal. Maybe the PCs need to find their way into some hidden sanctum, find a particular person within an organization, locate and get away with a bit of treasure, or plant a piece of evidence. An infiltration can consist of a single objective, but a more complex one might include two or more objectives in sequence—the PCs might first need to find a way to enter the cult's sanctum, then open the vault, and then escape with the relic.

To achieve an objective, the PCs must overcome a certain number of obstacles—specific challenges the PCs face, such as getting across a moat or past a nosy butler. For a simple objective, they might need to overcome only one or two obstacles, while a more complex one might require several.

It's a good idea to offer more obstacles as options than the characters need to overcome, and the PCs don't all have to choose the same ones. This represents the fact that there's more than one way into a castle, and allows PCs to choose obstacles that play to their strengths. It also means you have more options you can adapt if the PCs decide on a truly novel way to tackle their objective.

Once a character has overcome the required number of obstacles to reach the objective, they move on to the next objective. This might mean that some characters move on to a second objective and start making progress toward it while other characters are still completing obstacles from the first objective. When all characters have completed the final objective, the infiltration is a success!

While the characters are pursuing their objectives, however, they need to avoid notice. Awareness Points (AP) measure the extent to which an opposing party is aware of the PCs' actions, and apply to the party as a whole. As the PCs' Awareness Points increase, the infiltration becomes more difficult as the opposition shores up its defenses. If the PCs generate too many Awareness Points, they are found out, and their infiltration fails altogether!

Obstacles

Each obstacle has certain statistics that define how it works in play. Infiltration Points (IP) represent a character's progress toward overcoming an obstacle. Each obstacle requires gaining a certain number of Infiltration Points to overcome—typically 1 or 2, but some challenging obstacles might require more. PCs can gain Infiltration Points in multiple ways—usually through a skill or Perception check, but sometimes another roll or even the use of a spell or item. These methods are listed in the obstacle's Overcome entry. Unlike obstacles for chases, these use a difficulty range for the PCs' level instead of set DCs.

The Overcome entry also lists whether the PCs need to overcome an object individually or as a group. For individual obstacles, each PC needs to earn the required number of Infiltration Points themself, while for group obstacles, all PCs working toward that obstacle pool their Infiltration Points toward it together. For example, each PC trying to scale a wall needs to earn points on their own, but the PCs could work together to search a guildhall for clues, and once one PC has picked a lock, everyone can enter.

A particular PC can overcome an individual obstacle only once during an objective; likewise, the party can overcome a group obstacle only once.

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Obstacles in Play

On a character's turn, the character describes what they do to get past the obstacle. They then attempt any required check (or perform the required action, if their choice doesn't require a check). The result of the check determines how many Infiltration Points the character gains toward overcoming that obstacle—or whether they instead raise suspicions and accrue Awareness Points!

Critical Success The PC gains 2 Infiltration Points.
Success The PC gains 1 Infiltration Point.
Failure The PCs accrue 1 Awareness Point.
Critical Failure The PCs accrue 2 Awareness Points.

If the character's actions automatically help without requiring a check, like using a spell, they usually gain 1 IP, but you can award 2 for particularly helpful actions.

Sometimes a PC might become stuck on an individual obstacle. Some opportunities (page 198) allow PCs to spend their turn helping others overcome a tricky obstacle.

Pacing

The number of obstacles you require the PCs to overcome for an objective depends partly on the complexity of the infiltration. For shorter infiltrations, use fewer and lower-IP obstacles; for a longer, more complex heist, you can add more obstacles with greater complexity. Also, bear in mind how many checks the PCs will need to attempt to complete their obstacles. An objective with mostly low-IP group obstacles will move quickly because only a few rolls are required, compared to one with mostly individual obstacles that each PC needs to roll separately for.

Sample Obstacles

While you'll want to create custom obstacles to suit the details of your infiltration, the following examples can be used directly in many infiltrations, or as inspiration for your own creations. You can also use the sample chase obstacles on page 195 as starting points.

GUARD POST — OBSTACLE

Infiltration Points 2 (individual); **Overcome** standard, hard, or very hard Deception, Diplomacy, or Stealth

Guards cluster at a checkpoint, alert for unusual activity.

LOCKED DOOR — OBSTACLE

Infiltration Points 1 (group); **Overcome** hard or very hard Athletics or Thievery

A locked door separates the heroes from their target.

TRAP — OBSTACLE

Infiltration Points 3 (group); **Overcome** hard or very hard Thievery

A trap bars the characters' passage. This obstacle follows the normal degrees of success for an obstacle, with the following modification for critical failure.

Critical Failure The PCs accrue 2 AP as normal, and the PC who critically fails the Thievery check also triggers the trap.

SETTING INFILTRATION SKILLS AND DCS

Many of the sample infiltration activities and events give a DC range instead of a fixed DC. Set the DCs based on the standard DC of the party level using the table on page 53, and adjust them using the DC Adjustments on page 53. When given a range of skills for an activity or event, you should vary the difficulty based on the needs of the story. For instance, if a PC is Scouting a Location, you might want to use a low DC for Stealth (because it's easier to scout when unnoticed), a hard one for Perception (because while the PC might see the enemy, the enemy might also see them), and a very hard DC for Society (because walking in like you belong is difficult if you don't have an invitation or the right uniform). This not only adds a certain degree of plausibility, but by planning for and allowing a broad range of skills as a means to complete the activity, you also become better prepared for when your players improvise.

Awareness Points

The trick to any infiltration is to get it done before anyone notices. Awareness Points measure the opposition's awareness of the PCs' efforts, helping you keep the pressure on and ramp up the urgency. While Infiltration Points are specific to a given obstacle, Awareness Points are a single pool spanning the entire infiltration and all participants.

Awareness Points increase in three different ways. When a PC fails a check to overcome an obstacle, they incur 1 Awareness Point (or 2 on a critical failure). Other failed checks during the infiltration typically don't increase the Awareness Point total unless the failure would reasonably cause a disruption. Awareness Points also increase by 1 at the end of each round of the infiltration, as the passage of time makes it more likely that the PCs will be discovered. Finally, the PCs earn Awareness Points whenever their activities are disruptive enough to draw attention to the infiltration, subject to GM discretion.

The effects of Awareness Points occur when the PCs reach certain thresholds. The specific effects and thresholds are up to you and your story, but typically for every 5 AP the PCs accrue, the challenges become harder, and if the PCs accrue enough Awareness Points (usually equal to twice the number of Infiltration Points necessary for the party as a whole to overcome all necessary obstacles), the infiltration fails.

Each threshold should have an effect. It might increase the DCs for obstacles, introduce a complication, spark a combat encounter, or have other effects. Reaching the highest tier of Awareness Points means that the PCs fail, but that doesn't have to be the end of the story! Failed infiltrations are an opportunity to introduce new challenges and move the story forward in a different way.

This basic Awareness Point scheme for an infiltration requiring the PCs to earn 10 IP can be used as is or tailored to your game.

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5 Awareness Points: Suspicions are raised. Increase the DCs for obstacles by 1. The first time the PCs reach this tier, a complication occurs.

10 Awareness Points: The first time the PCs reach this tier, a complication occurs.

15 Awareness Points: Increase the DCs for obstacles by a total of 2, and the first time the PCs reach this tier, a complication occurs.

20 Awareness Points: The infiltration fails.

Complications

Sometimes, when a plan goes sour and seems like it can't get worse, it does. Complications are unexpected problems that compound the difficulty of a challenge. The party might trigger a complication by critically failing a check to overcome a challenge, by reaching a certain threshold of Awareness Points, if you need to spice up the infiltration, or through their own decisions—maybe the wizard's castle has various wards, each triggered when a PC attempts to use a different kind of magic.

Many complications increase Awareness Points or otherwise make infiltration more difficult. A common form of complication is attracting the attention of guards who try to stop, capture, or even kill the PCs. When this happens, the infiltration may briefly shift into encounter mode as the PCs attempt to defeat their assailants. The sounds of battle are loud, so unless combat occurs in an isolated area or the PCs take precautions, each round of unmitigated combat noise causes them to gain Awareness Points, at the very least.

When you create a complication, decide on the details of how it will play out. Each complication has a trigger that determines when it occurs. It might affect only a single character, or it might affect everyone in a certain area, and you'll need to determine whether multiple PCs can work together to overcome it or whether only one can. Complications must be overcome before the characters involved can overcome other obstacles, and attempting to overcome a complication takes a character's turn just like trying to overcome an obstacle. Many complications are one-off events and are overcome automatically, even on a failure, though not without a cost. If a complication requires PCs to gain Infiltration Points to clear it, it has an Infiltration Points entry, just like an obstacle.

Don't overwhelm the characters with complications. Typically, you'll want to aim for two complications per AP threshold. Otherwise, the PCs may end up spending more time on the complications than on the heist itself, and the chance of failure may be too high.

The following example is a common complication that could occur in almost any infiltration.

DO I KNOW YOU? — COMPLICATION

Trigger The PCs reach 5 Awareness Points for the first time.

Overcome standard, hard, or very hard Deception, Diplomacy, Performance, or Stealth

Someone thinks they recognize you, and you must either convince them otherwise before slipping away or find a way to dodge the person entirely.

Success You convince or otherwise dodge the person.

Failure You are recognized, and the party accrues 1 AP.

Critical Failure As failure, but the party accrues 2 AP.

Opportunities

Not everything that happens during an infiltration is a challenge that must be solved—sometimes PCs can use their turns to aid the group in some way. Opportunities are very similar to obstacles, but they don't provide Infiltration Points or count toward the objective. They instead provide some kind of benefit, such as a magical password to disable security features further along, reducing the party's Awareness Points, or lowering the DC for a later challenge. But opportunities sometimes come with risks—failing can increase the PCs' Awareness Points or trigger complications. You'll need to decide what opportunities are available and when, and whether they can be completed multiple times or only once. For example, the PCs can steal the guard's keys only once, but can cause a distraction several times.

Some opportunities might be available at almost any time in any infiltration, like this example.

SMOOTH THE PATH — OPPORTUNITY

Requirements The PC has successfully completed an individual objective and some other PCs have not.

Having completed your objective, you help an ally who is still trying to reach that goal. Describe how you are helping. This gives the ally the benefits of Following the Expert (*Player Core* 438). In unusual cases, the GM might allow you to attempt a relevant skill check to overcome the obstacle on behalf of the other PC instead.

PC Preparations

Sometimes the party has a chance to prepare before conducting their infiltration, by scouting a location, bribing officials, and so on. This takes the form of special downtime activities that can give the PCs Edge Points (EP): resources and advantages they can bring to bear during their infiltration, such as stolen uniforms, forged documents, and the like. As with infiltration opportunities, careless work runs the risk of increasing Awareness Points—but in this case, before the infiltration even begins!

Typically, you'll limit the preparation phase in some way, such as by setting a number of days the PCs have to prepare and by constraining how many preparation activities are available to make sure the PCs aren't entering the infiltration with so many Edge Points that the infiltration is no longer suspenseful. The more opportunities for Edge Points you give, the lower you should set the Awareness Point thresholds for complications and failure. Also decide how many times the characters can benefit from each preparation activity—most activities should grant their benefits only once.

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You can use the activities below for your infiltration by adjusting the details, but you should also create custom activities that link directly to your story.

Edge Points

Edge Points (EP) represent advantages the party gains by proper planning, quick thinking, the intervention of an ally, or some other benefit. They are typically gained by pursuing opportunities in previous infiltrations or through preparation before the infiltration. When a PC fails or critically fails a check to overcome an obstacle or a complication, they can spend an Edge Point to succeed instead. Some Edge Points can be spent only during particular circumstances—for instance, no matter how well you forge documents, it won't help you unlock a door—so consider using unique tokens to represent such Edge Points.

Preparation Activities

BRIBE CONTACT

DOWNTIME SECRET

Cost A bribe worth at least one-tenth of the Currency per Additional PC listed on Party Treasure by Level (page 59). Doubling this amount grants a +2 circumstance bonus to the check.

Requirements You've successfully Gained a Contact (see below).

You offer a bribe to your contact to help the heist in some way. Attempt a hard or very hard Deception or Diplomacy check.

Success The contact accepts the bribe and you gain 1 EP.

Failure You believe you successfully Bribed your Contact and gained 1 EP, but in fact the contact informs the opposition of the attempted bribery, adding 1 AP to the infiltration. The GM can reveal that this Edge Point grants no benefit at any point during the infiltration, as befits the story.

Critical Failure As failure, but adding 2 AP to the infiltration.

FORGE DOCUMENTS

DOWNTIME SECRET

You prepare forgeries that might serve as convincing props. Attempt a hard or very hard Society check.

Success You create convincing forgeries and gain 1 EP you can use only when presenting some form of paperwork.

Failure You create unconvincing documents. You gain 1 EP that (unknown to you) grants no benefit when used.

Critical Failure As a failure, but a PC who tries to use the Edge Point gets a critical failure, even if they use the Edge Point after rolling a failure.

GAIN CONTACT

DOWNTIME

You try to make contact with an individual who can aid you in the infiltration. Attempt a normal, hard, or very hard DC Diplomacy or Society check, or a check using a Lore skill appropriate to your prospective contact.

Success You make contact and gain 1 EP.

Failure You fail to make contact.

Critical Failure You insult or spook the contact in some way. Future attempts take a –2 circumstance penalty.

Special Multiple critical failures might cause the contact to work against the PCs in some way, likely increasing the party's Awareness Points.

INFILTRATION PREPARATION

For most infiltrations, you'll want to detail the site or group the PCs are trying to infiltrate. This might involve mapping a building or fleshing out NPCs within the organization—or, most likely, both. You likely need to know the party's objectives before you can decide on these details, but knowing this information can help you brainstorm the obstacles, opportunities, and complications of the infiltration itself. Also, with details on the site and its adversaries, you can more confidently improvise when the PCs do something unexpected!

GOSSIP

DOWNTIME SECRET

You seek out rumors about the infiltration's target. Attempt a normal, hard, or very hard Diplomacy check.

Critical Success You gain inside information about the location or group you're trying to infiltrate. This grants you a +2 circumstance bonus to future checks you attempt for preparation activities for this infiltration. If you share this information, those you share it with also gain this bonus.

Success You gain inside information about the place or group you're attempting to infiltrate that aids your planning.

Failure You learn nothing.

Critical Failure You hear a few mistaken rumors and take a –2 circumstance penalty to your next check for a preparation activity. Word spreads around that you're asking after that group or individual, increasing your Awareness Points by 1.

SCOUT LOCATION

DOWNTIME SECRET

You spend time observing the place or group you wish to infiltrate. Attempt a normal, hard, or very hard DC Perception, Society or Stealth check.

Success You make observations that provide 1 EP.

Failure You learn nothing particularly noteworthy.

Critical Failure You misjudge some aspect of what you observed, gaining 1 EP that results in a critical failure instead of a success when used, even if a PC uses the Edge Point after rolling a failure.

SECURE DISGUISES

DOWNTIME

You seek to procure or create disguises. Attempt a normal, hard, or very hard Crafting, Deception, Performance, or Society check.

Success You procure or creates disguises, gaining 1 EP that can be used only to maintain a cover identity.

Failure Your efforts result in an unusable disguise.

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Reputation

Sometimes it's crucial to know how groups of people feel about the PCs. That's where reputation comes into play. The reputation subsystem is a simple way to use Victory Points to determine how the PCs stand with such groups.

Reputation is a mid- to long-term subsystem wherein the PCs accumulate or lose Reputation Points with a particular group of people, such as a guild, a government, a church, or a village. The PCs gain Reputation Points by performing favors for the organization, to a maximum of 50 Reputation Points, and lose Reputation Points by doing disservices, to a minimum of –50 Reputation Points.

Favors

Each favor the PCs perform for a group normally grants the PCs Reputation Points with that group.

- Minor favors are simple, basic tasks that don't take too much effort for a PC to perform or much time at the table. Minor favors grant 1 Reputation Point.
- Moderate favors require a significant amount of effort and often take up a session or a noticeable chunk of a single session to complete. Moderate favors grant 2 Reputation Points.
- Major favors are a sizable endeavor, typically an entire quest involving several sessions. Major favors grant 5 Reputation Points.

Disservices

On the flip side, disservices are a catchall for ways the PCs might make a group angry, whether it's through actual malice and planning on the PCs' part or simply by accident. Unlike favors, disservices don't have as easy a correspondence with in-game time; a quick but particularly egregious action could easily still be a major disservice. Disservices normally lose the PCs Reputation Points.

- Minor disservices could be small but significant missteps, or accumulated slights and inconveniences. Minor disservices take away 1 Reputation Point.
- Moderate disservices are more than just a nuisance or annoyance, generally significantly hindering the group's efforts or violating a fundamental tenet of the group's beliefs in a significant but not egregious way. Moderate disservices take away 2 Reputation Points.
- Major disservices are incredibly antagonistic to a group, usually a single brazen act, such as thwarting a cult's apocalyptic doomsday plan. Major disservices take away at least 5 Reputation Points, or more if they are particularly egregious. They might be so terrible that the PCs immediately lose all their Reputation Points and *then* lose 5 more Reputation Points.

Reputations

PCs generally start with a reputation of "ignored" with most groups, as most groups have never heard of them. If they are particularly famous or infamous among related groups, the PCs might start with a different reputation of your choice. The reputation is generalized to the whole group—an individual NPC can hold a different opinion.

Ignored

The PCs either aren't on this group's radar or the group knows about the PCs but is generally ambivalent toward them. This carries no special benefits or detriments.

Liked

The PCs have gained this group's favor. Many members of the group know about the PCs, and those who do are usually friendly to them. At this reputation, only moderate and major favors accrue Reputation Points; it takes more to impress the group further.

Admired

The PCs have earned this group's admiration. The majority of the group knows about the PCs and have an extremely favorable opinion toward them. Many members of the group are helpful toward the PCs, and those who aren't are friendly. Only major favors accrue Reputation Points.

Revered

The group reveres the PCs as heroes and celebrities. Every member has heard of the PCs, is helpful toward them, and

REPUTATIONS

Reputation	Reputation Points	Raised By	Lowered By
Revered	30 to 50	Major favor	Moderate or major disservice
Admired	15 to 29	Major favor	Any disservice
Liked	5 to 14	Moderate or major favor	Any disservice
Ignored	–4 to 4	Any favor	Any disservice
Disliked	–5 to –14	Any favor	Moderate or major disservice
Hated	–15 to –29	Any favor	Major disservice
Hunted	–30 to –50	Moderate or major favor	Major disservice

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would take major risks to assist them. Only major favors accrue Reputation Points, and only moderate or major disservices can reduce them.

Disliked

The PCs have a poor reputation among members of this group. Many members of the group know about the PCs, and are usually unfriendly to them. At this reputation, only moderate and major disservices reduce Reputation Points.

Hated

The PCs have earned this group's ire. The vast majority of the group knows about the PCs and have an extremely unfavorable opinion toward them. Many members of the group are hostile toward the PCs, and those who aren't are unfriendly. When presented an easy opportunity to hurt the PCs, the group will jump at the chance. Only major disservices can still reduce Reputation Points.

Hunted

The group actively hunts the PCs as scapegoats or nemeses, even at significant cost to itself. Every member has heard of the PCs, is hostile toward them, and would take major risks to thwart or destroy them. Only major disservices can still reduce Reputation Points, and only moderate or major favors can increase them.

REPUTATION IN PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play uses a version of the reputation subsystem with various factions to offer unique benefits for different characters, with different Reputation Point thresholds that are adapted to the Organized Play structure. Check it out for inspiration for reputation in your own game!

Running Reputation

Using Reputation Points in the background allows you to track the PCs' status with a variety of groups or factions based on the PCs' actions and choices. This is especially useful for a sandbox campaign or other structure with numerous possibilities, helping you build a reactive structure and track how PCs are doing with groups they interact with only occasionally. When the point totals don't fit the story, use common sense. For instance, if the PCs are hunted by the town guard due to a corrupt mayor, but then perform a major quest revealing the mayor's wrongdoing and saving the town, that might jump them from the worst negative reputation to a much more positive reputation. Similarly, the PCs' foes could frame them, harming the PCs' reputation even though they've done no disservice.

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Duels

Sometimes conflicts become personal. It's not the entire group against a challenge, but one character struggling against the skills of a single adversary. In many societies, duels are considered a reasonable way to resolve individual differences, though others consider such practices—especially the more deadly varieties—to be an affront to law and order. Duels can come in several forms, and this section gives you rules to run them.

Setting Up a Duel

Participants must willingly agree to the duel and to abide by its rules. If one of the duelists breaks the duel's rules (and, more importantly, is caught doing so), that duelist loses, taking any penalties agreed upon when the challenge was accepted. Here are some sample dueling rules.



Compete Alone

It's customary that each participant must compete alone and may receive no help from outside sources. However, some duels pit pairs of combatants against one another (either all together or as tag teams).

Limited Tools

The participants agree to the tools, including weapons and magic items, before the duel starts. Most combat duels that don't involve magic limit participants to melee weapons and prohibit the use of poison. Some duels forbid the use of polearms and other reach weapons. A spellcasting duel might agree upon a roughly equal number of magic items, and a cap on the power (in game terms, the level) of the items. Some spellcasting duels might prohibit certain types of spells, such as summoning or healing.

Duration

Combat duels typically last either until first blood (hitting and dealing damage) or until one of the duelists is knocked out. Most duels allow a participant to yield, which means they concede victory to their opponent, though sometimes this could diminish their social standing. Duels of talent usually involve several equal turns in which the duelists display their ability.

Adjudication

Most duels are overseen by a third party who ensures the duelists don't break the duel's rules—inadvertently or by cheating. Where duels are legal, this is typically a constable or magistrate. In other places, a cleric or other respected figure serves as judge. Typically the GM plays the judge.

Combat Duels

Unlike the other subsystems in this chapter, a combat duel works almost the same as a normal combat encounter, with a few exceptions. These rules require exceptional focus between two duelists and a third-party arbiter, and thus are not available in a normal combat.

Initiative and Dueling Actions

Unlike in typical combat, the duelists roll initiative checks at the beginning of each round of combat. Each round the combatant can choose to use Deception,

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Intimidation, or Perception when they roll initiative. Because a duelist might act twice in a row, durations that last until the beginning of a duelist's next turn might function oddly. A duelist acting second can choose to avoid such abilities that turn, or can choose to act second if they win initiative on the next round.

If the duelist is at least trained in whichever initiative choice they pick, they gain the corresponding dueling reaction that round: Bullying Press for Intimidation, Deceptive Sidestep for Deception, or Sense Weakness for Perception. Neither duelist is aware of what type of roll the other used for initiative—surprise and the use of dueling actions are a part of dueling strategies. Familiars and companions, even when allowed in the duel, can't use these actions, nor can bystanders.

BULLYING PRESS ↷

FLOURISH

Trigger You attempt a melee Strike against your opponent, but haven't rolled yet.

Requirements You're in a duel, you're trained in Intimidation, and you rolled an Intimidation check for initiative this round.

If you hit, your opponent becomes frightened 1. If your opponent is using Perception for initiative when this ability is used, they become frightened 2 instead.

DECEPTIVE SIDESTEP ↷

MISFORTUNE

Trigger An opponent hits, but does not critically hit you, with a melee Strike.

Requirements You're in a duel, you're trained in Deception, and you rolled a Deception check for initiative this round.

You draw your enemy in and pull away at the last moment. The triggering opponent must roll again and take the second result. If your opponent is using Intimidation for initiative when this ability is used, they also take a –2 circumstance penalty to the second attack roll.

SENSE WEAKNESS ↷

Trigger You attempt a melee Strike against your opponent, but haven't rolled yet.

Requirements You're in a duel, you're trained in Perception, and you rolled a Perception check for initiative this round.

You pick a precise moment to attack, giving you an edge. Your opponent is off-guard against the attack. If your opponent is using Deception for initiative when this ability is used, they are instead off-guard until the start of their next turn.

Ending the Duel

The duel ends when the duel's judge confirms the victory condition, when the judge determines one of the duelists has cheated, or when one of the duelists yields. Note that if either of the combatants attempts to continue the duel after its end, the combatants should roll initiative and proceed with normal combat.

Spellcasting Duels

Like combat duels, spellcasting duels take place in encounter mode, but their rules are not available during normal combat. They are typically more organized affairs than combat duels. Many spellcasting duels prohibit any sort of combat but spellcasting. They typically have the duelists take turns casting a turn's worth of spells, giving their rivals a chance to counter the spells if they can.

Initiative and Dueling Actions

In most cases, each duelist rolls initiative normally and proceeds in that initiative order throughout the duel, unlike in a combat duel. Each duelist can roll an Arcana, Nature, Occultism, or Religion check instead of Perception. If they are trained at that skill, they gain the tradition focus of that skill, which allows them to hone in on a magical tradition corresponding to the check they made for their initiative roll. They also gain the Dueling Counter reaction, which enables a duelist to counter their opponent's spell if their tradition focus matches the tradition of that spell. They also gain the Change Tradition Focus action, which changes the duelist's tradition focus to a different tradition. Familiars and companions, even when allowed in the duel, can't use these actions, nor can bystanders.

When mixing a spellcasting duel and a combat duel, use the initiative rules for combat dueling, but allow the duelist to roll Arcana, Nature, Occultism, or Religion for their initiative checks. They still gain the Dueling Counter reaction and Change Tradition Focus action, though Change Tradition Focus is less useful in combat duels.

DUELING COUNTER ↷

MAGICAL

Trigger Your opponent Casts a Spell from the same tradition as your tradition focus.

Requirements You are in a duel and have a tradition focus.

Expend a prepared spell or spell slot. You then attempt to counteract the triggering spell with the expended spell.

CHANGE TRADITION FOCUS ❖

Requirements You are in a duel and are trained in the skill for the tradition you're changing your focus to (Arcana for arcane, Occultism for occult, Nature for primal, or Religion for divine).

You change your tradition focus to another magical tradition.

Ending the Duel

Just like a combat duel, a spellcasting duel ends when the duel's judge confirms the victory condition, when the judge determines one of the duelists has cheated, or when one of the duelists yields. As with a combat duel, if either of the combatants attempts to continue the duel after its end, the combatants should roll initiative and proceed with normal combat.

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LEADERSHIP

While many groups of PCs are isolated heroes who get the job done on their own, other groups enjoy gathering allies and building new organizations of their own. The leadership subsystem allows your PCs to do just that!

Leadership is a long-term subsystem wherein one or more PCs establish a fledgling organization and accumulate followers over time. This subsystem provides a flexible way to reflect the party's growing influence in and connection to the world around them through downtime events and periodic benefits similar to those gained from joining an existing in-world organization. The organization can come into play only during downtime, or it can provide adventure seeds or even play a major role in a campaign.

Organization Levels

Every organization has a level from 1 to 20. Any organization below level 1 has no followers; it's just an ordinary group of PCs. Unlike many other subsystems in this chapter, leveling up an organization in the leadership subsystem does not involve accumulating points. Instead, the process of growing the organization itself is what causes it to level up! As a reward for quests, roleplaying scenes, or succeeding at other subsystems (particularly influence or reputation), the PCs can add an NPC follower to their organization. At first, only a few level 0 NPCs follow the PCs, but as the party builds up more followers, they can also gain followers of higher and higher level, as well as a small number of higher-level lieutenants to lead groups of followers. Once an organization has recruited enough followers, the organization itself levels up, which increases the maximum level of followers, the number of lieutenants, and the level range of those lieutenants.

Base of Operations

Beyond the very smallest organizations, PCs need some kind of base of operations the organization calls home. This allows the organization to function and grow in its intended role. For instance, if the PCs run a mercenary army, it might have a keep for training and as a base for defending the nearby area. While organizations

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usually gain a base of operations early in their existence, they must have one by 6th level unless the story of the organization demands otherwise. A base of operations is not necessarily immobile; a caravan, circus, or flagship (or fleet, for a larger organization) could serve well for wandering organizations.

Organization NPCs

Followers and lieutenants are noncombatant NPCs of the levels indicated on Organization Statistics by Level. When an organization has followers or lieutenants of several levels, most of them are at the lowest possible level. As a rule of thumb, an organization has twice as many NPCs of a given level than of the next-higher level. This allows you to quickly estimate the level composition of the organization's members, but you can of course change the levels of various followers as much as you like. When the minimum level for lieutenants increases, either the lower-level lieutenants level up to the new minimum, or they become followers of more powerful lieutenants the PCs recruit, whichever fits best with the story.

Followers and lieutenants are loyal to the PCs and their organization, working to maintain the organization, its base of operations, and their own way of life. Because of this work, PCs don't need to pay for basic upkeep of their base of operations or for expansions to house the burgeoning activity as their organization grows in level—the followers and lieutenants take care of all of that. But similarly, these followers and lieutenants never get involved in the PCs' adventuring, nor do they provide a source of free magic or labor.

Cohorts and New PCs

While the followers and lieutenants who define an organization's advancement don't accompany the PCs on adventures, sometimes the organization is the perfect plot hook to introduce an NPC who will be traveling along with the party or a new PC hoping to join the party. For instance, if the PCs are running a mercenary army, a rising officer might become a new PC. Treat such NPC cohorts and PCs just like any other additional characters in the party, with an enriched story that ties them to the PCs.

Running Leadership

When running a game with the leadership subsystem, adding new NPCs who join the PCs' cause becomes a type of reward you should grant the PCs consistently throughout the campaign. For a typical rate of growth, give the PCs enough followers for the organization to level up at roughly the same rate as the PCs. In some cases, you might want to vary that rate—sometimes drastically. Perhaps the 10th-level PCs have a 20th-level organization with top lieutenants nearly as powerful as the PCs, or maybe the PCs start gathering followers only at 15th level and start their organization from scratch as a 1st-level organization.

Organization Statistics by Level

Level	Max Followers	Lieutenant Level	Lieutenants	Levels
1	1–2	0	–	–
2	3–4	0	–	–
3	5–6	0	1	1
4	7–9	0	1	1
5	10–13	0	1	1
6	14–18	1	2	2
7	19–27	1	2	2
8	28–36	1	3	2–3
9	37–53	1	4–5	2–3
10	54–75	2	6–7	3–4
11	76–99	2	8–10	3–4
12	100–150	2	11–15	3–5
13	151–215	2	16–22	3–5
14	216–300	3	23–30	4–6
15	301–425	3	31–42	4–6
16	426–600	3	43–60	4–7
17	601–850	3	61–85	4–7
18	851–1,200	4	86–120	5–8
19	1,201–1,700	4	121–170	5–8
20	1,701–2,400	4	171–240	5–9

Leadership Events

During downtime, or over the course of long stretches of time when the PCs aren't in downtime but their organization is operating in the background, you should periodically provide special leadership events. These are in addition to the events you would normally provide the PCs during downtime. These should generally be a good mix between the following three categories.

Opportunity: An opportunity offers the PCs a chance to make a consequential decision that shapes the organization moving forward. For instance, the Aspis Consortium offers the PCs a deal to store their goods in the PCs' mercenary fort. Accepting gives the PCs money, but they'll have to deal with the consortium's unsavory goods. Rejecting the proposal might upset the consortium, but it allows the PCs to show their priorities between conscience and coin.

Trouble: Something's gone wrong with the organization. Perhaps the thieves' guild is dealing with a clever new guard captain and needs help from the PCs to stay safe. Typically the resources the PCs need to invest to solve the troubles should be less than the benefits the PCs gain from windfalls to ensure that the organization is providing a substantial benefit to the PCs, rather than simply evening out.

Windfall: The organization has received an unexpected benefit that helps the PCs. This is typically access to an uncommon option: perhaps the organization researched a new spell or discovered the techniques for an uncommon feat. However, it could be extra money or resources, clues for the PCs' adventures, political prestige, or anything else you can think of. The players might even be able to suggest a few options for their followers and lieutenants to work toward to give you some ideas.

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Hexploration

Few activities epitomize adventure as much as pure exploration through an unknown wilderness. Leaving the city streets and trade roads behind and striking out into the unknown can test the mettle of the most experienced adventurers, but such efforts reward those seeking fantastical sites, natural resources, and unforeseen opportunities.

While you can represent long, heroic journeys using normal exploration, if you want something more detailed, you can use the hexploration subsystem instead. This is a method where the overland map is divided into individual hexagonal sections of territory. During their exploration, the PCs travel through and explore individual hexes, finding interesting sites, secrets, resources, and dangers.

The pace of travel is measured in days rather than hours or minutes. This means choosing hexploration activities are more akin to choosing downtime activities than exploration activities. Each day, the PCs explore or travel through a region of the wilderness measured in hexes on a map to survey, discover resources, forage, find sites, and reconnoiter potential foes and allies.

Hexploration is ideal for sandbox-style campaigns, where the players are at liberty to set the course of their own adventure. The GM populates a region with interesting locations and situations that the players explore in any order they see fit.

Designing the Map

The best way to map the area is with a hex grid. Each hex represents a discreet area 12 miles from corner to corner, which can be traveled across and explored in about 1 day even by slower-moving groups. Hexes track the distance the party travels while exploring and define the bounds of certain types of terrain.

When designing your hex map, it's best to have each hex represent one primary terrain type. This doesn't mean that's the only feature of the land in this hex, but it is the predominant type and represents the challenges of traveling across and exploring that hex. You can also give your hex other elements: a river or a road might snake through the area, or it could contain a castle, cave, village, fort, or some other type of encounter setting. You can quickly draw your map using just a few colors, some basic symbols, and letters or numbers for reference.

But this is only the start. This detailed map is your GM map, holding all the secrets for the PCs to discover. Give the players a blank map that they can fill in as they explore the wilderness hex by hex. The more they explore, the more their map will look like yours.

Populating Hexes

When populating a hexploration map, keep in mind that you have little control over which areas the players choose to explore first—or if they'll explore those areas at all. Because hexploration leads to nonlinear, player-guided play, consider providing hooks within encounters and sites for them to explore in several directions from their starting point. You can provide some direction by presenting jobs like exploring a site on behalf of an NPC, escorting travelers, delivering goods, or scouting a region for a local noble. This typically leads to a set encounter (see below).

Set Encounters

Even a sandbox adventure has a story or is the setting of multiple stories. Set encounters, be they just a simple encounter or an entire adventuring site, can serve as important beats in the story behind the PCs' exploration. These are typically the points on the hex maps the PCs are searching for, and the discovery of one set encounter will often incorporate story points that lead to the next.

Random Encounters

You can instill additional danger into your hexploration by including random encounters, whether they take the form of interesting features, natural hazards, or creatures native to the terrain. It can help to create a series of short lists in advance, each including a mix of three types of encounters: harmless, hazards, and creature encounters. Then create tables to randomize the results, or simply pick whichever encounter you think would work best for your hexploration narrative when these encounters occur (as described in Random Encounters on page 209). It's often easier to create a list by terrain rather than for each hex. The forest hexes could have their own random encounter list while the plains beyond have a different list, possibly with some overlap.

A harmless encounter is just that: the party is in no danger from it. Harmless encounters can be opportunities to flesh out the world with interesting bits of set-dressing, like a shrine on the side of the road dedicated to a minor god, opportunities for the party to interact with other travelers, or simply interesting or noteworthy moments on the road, like a distant and dazzling electrical storm.

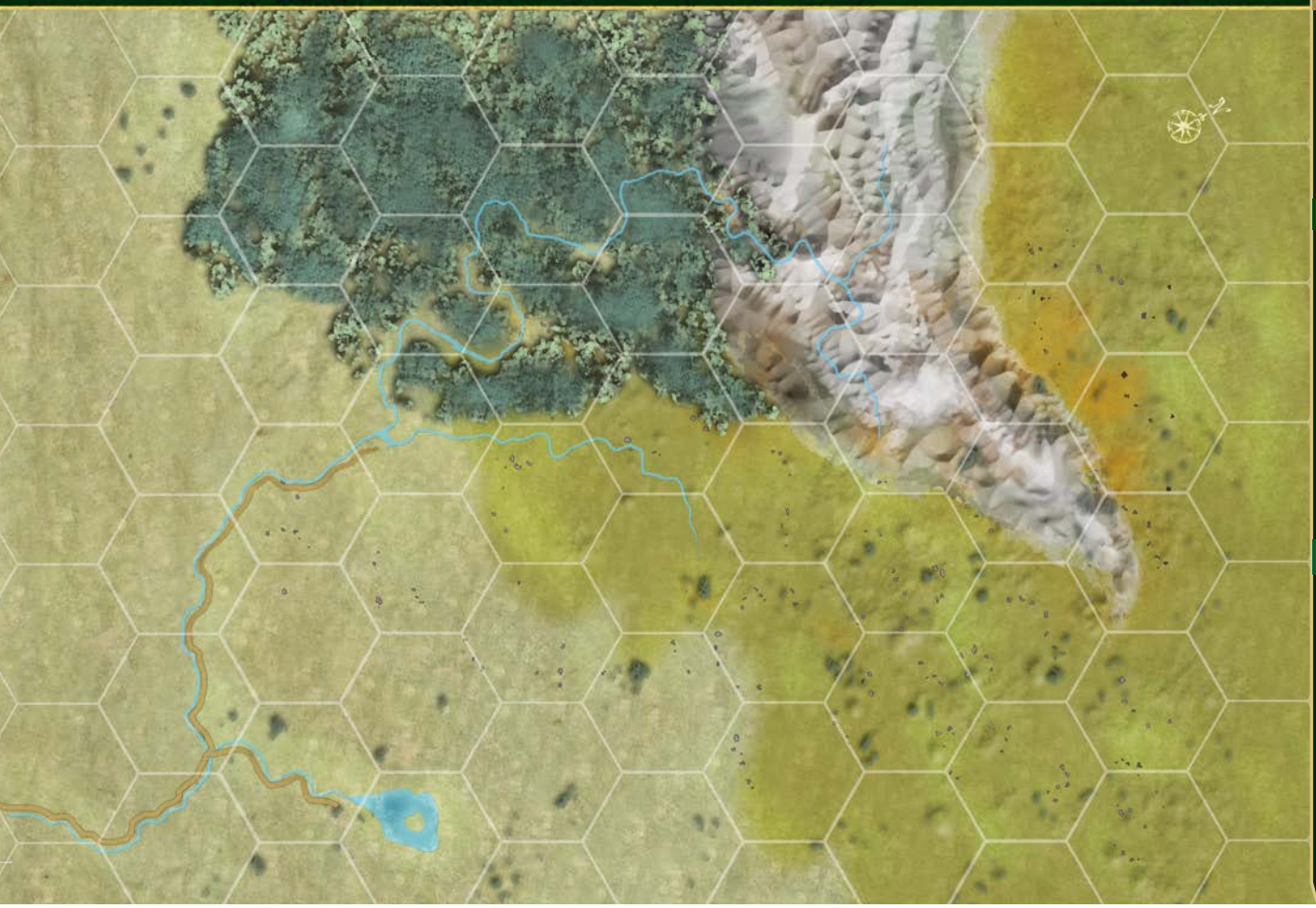
Hazard encounters can include those located in the Hazards section on pages 98–108, primarily the environmental hazards and haunts. You can also create your own hazards (page 109).

Creature encounters can use the creatures found in *Monster Core*, or you can create your own using the rules found in Building Creatures on page 112.

Plan your hazard and monster encounters with a degree of flexibility so you can tailor them to the PCs'

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current level, perhaps by creating a lower-level encounter and including notes on how to scale it up. Alternatively, if you want to run a more challenging or open-world hexploration, don't adapt to your players at all. Make a variety of encounters, some of which are so powerful that the correct tactic is to flee. You can even create a chase to make the escape exciting (see Chases on page 192).

Terrain

While each hex should have a predominant terrain type, your terrain can come alive using the info in the Environments section on pages 90–97. A hex might also include a river or road. These can cut through the terrain, making it easier for the PCs to travel through the hex, so long as they follow the path. Additionally, each hex might have special features like resources and secrets (see the Types of Terrain sidebar on page 209).

Generating Random Hex Maps

If you'd like to create your map randomly, begin by selecting a hex on a blank map as the starting point. Then decide the type of terrain for that starting point or roll it on the Random Terrain Type table on page 208. From that point onward, let the players decide which direction they travel. If they enter an unexplored hex, generate that hex by rolling 1d20 on the Random Terrain Type and Random Terrain Feature tables to determine a type and element for that hex. Apply common sense when producing terrain in this way. Unless magic is involved, it is unlikely a patch of arctic ice would appear in the heart of a desert—though figuring out a way for that to occur could lead to an interesting encounter or subplot later on.

Running Hexploration

Once you have your hexploration map ready, it's time for the PCs to start exploring! Each day, the PCs decide how they plan on exploring, either learning more about their current hex or traversing a new hex. They do this by declaring one or more hexploration activities for the day. These activities take two forms: group or individual. The number of hexploration activities a group can accomplish each day is based on the Speed of their slowest member. If a group is willing to split up, faster members can perform more hexploration activities based on their own Speed, but such a decision may be deadly given the threat of random encounters. A group moving at a Speed of 10 feet or less is so slow it can't even traverse an open hex in a single day; it takes such a group 2 days for each hexploration activity.

This rate assumes the PCs are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to

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RANDOM TERRAIN TYPE

1d20	Result
1–3	Plains
4–5	Desert
6–7	Aquatic (lake, sea, or ocean)
8–9	Mountain
10–11	Forest
12	Swamp
13	Arctic
14–20	Match the previous hex

RANDOM TERRAIN FEATURE

1d20	Result
1–3	**Landmark** A feature of some significance that distinguishes the hex as noteworthy.
4–6	**Secret** The hex contains a secret the party uncovers upon exploring the hex.
7–9	**Resource** The hex contains some valuable resource appropriate to the terrain.
10–20	**Standard** A standard representation of the terrain type.

HEXPLORATION ACTIVITIES PER DAY

Speed	Activities per Day
10 feet or less	1/2
15–25 feet	1
30–40 feet	2
45–55 feet	3
60 feet or more	4

gain an extra Travel activity (or perform a full Travel activity each day if their Speed is 10 feet or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character's Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

Group Activities

Group activities require the entire party to work together in order to be effective; these activities each count as one of the day's hexploration activities for the whole group. For instance, if the group had 2 hexploration activities per day and decided to Travel and Reconnoiter, no one would have any additional hexploration activities that day. There are two group activities: Travel and Reconnoiter.

TRAVEL

MOVE

You progress toward moving into an adjacent hex. In open terrain, like a plain, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a typical forest or desert) requires 2 Travel activities, and hexes of greater difficult terrain (such as a steep mountain or typical swamp) require 3 Travel activities to traverse. Traveling along a road uses a terrain type one step better than the surrounding terrain. For example, if you are traveling on a road over a mountain pass, the terrain is difficult terrain instead of greater difficult terrain.

The Travel activity assumes you are walking overland. If you are flying or traveling on water, most hexes are open terrain, though there are exceptions. Flying into storms or high winds count as difficult or greater difficult terrain. Traveling down a river is open terrain, but traveling upriver is difficult or greater difficult terrain.

RECONNOITER

CONCENTRATION

You spend time surveying and exploring a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to the number of Travel activities necessary to traverse the hex–1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on roads doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you can Map the Area to reduce your chance of getting lost in that hex (see below). You automatically find any special feature that doesn't require a check to find, and you attempt the appropriate checks to find hidden special features.

For instance, if you were looking for an obvious rock formation among some hills, you would spend 2 hexploration activities to Reconnoiter the hex, and you'd find the rock formation. But if you were looking for a hidden tengu monastery somewhere in some deep forests, after spending 2 activities to Reconnoiter the forest hex, you would have to succeed at a Perception check as part of your Reconnoiter activity to find the monastery.

Individual Activities

Not all hexploration activities need to be accomplished as a group. In place of using a hexploration activity to Travel or Reconnoiter, each individual group member can instead perform one of these individual activities.

FORTIFY CAMP

You can spend time fortifying your camp for defense with a successful Crafting check (typically at a trained or expert DC). Anyone keeping watch or defending the camp gains a +2 circumstance bonus to initiative rolls and Perception checks to Seek creatures attempting to sneak up on the camp.

MAP THE AREA

CONCENTRATION

As long as your group has successfully Reconnoitered the hex, you can use this activity to create an accurate map of the hex with a successful Survival check (typically at a trained or expert DC). When you have an accurate map of the hex, the DC of any check to navigate that hex is reduced by 2.

Existing Activities

Characters can use the Subsist downtime activity, which follows the same rules but assumes they're using it after 8

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hours or less of exploration. Any skill feats or other abilities that apply to Subsist normally still apply here. In general, the various exploration activities found in the sidebar on pages 438-439 of *Player Core* (except Hustle) can be used as individual hexploration activities, as can skill actions in Chapter 4 of *Player Core*, at the GM's discretion.

Random Encounters

When exploring, there is always a chance the PCs will stumble upon random encounters, depending on the terrain. At the start of each day of hexploration, roll a flat check and consult the appropriate terrain type on the Random Encounter Chance table. If the flat check is a success, the PCs have a random encounter, and on a critical success, they have two random encounters. Roll on the Random Encounter Type table to determine the type of encounter. Once you know the type of the encounter, either choose from the list you made for that region or choose your own.

RANDOM ENCOUNTER CHANCE

Terrain Type	Flat Check DC*
Aquatic	17
Arctic	17
Desert	17
Forest	14
Mountain	16
Plains	12
Swamp	14

*On a road or river, decrease the DC by 2. If PCs are flying, increase the DC by 3, but choose a hazard or monster that is relevant to flying PCs.

RANDOM ENCOUNTER TYPE

1d10	Encounter
1–5	Harmless
6–7	Hazard
8–10	Creature

Switching out of Hexploration

Most short encounters do not affect the number of hexploration activities that the PCs can perform during the day, but when the PCs take on multiple encounters or engage in activities that take hours rather than minutes, you'll want to deduct the time from their available hexploration activities. For the story's sake, it's best to think of hexploration activities as the various things that the PCs have time to do in the daylight hours. For instance, maybe the group spends 2 of their 3 hexploration activities Reconnoitering a hex, finding a tengu monastery, and learning that it is a sprawling complex underneath a small, wooded hill. You might decide that the PCs found it in the evening, and they have the choice between making a foray into the complex late in the day or pursuing some individual activities, camping for the night, and starting off fresh in the morning.

TYPES OF TERRAIN

The following are examples of the types of terrain you can use when creating your hexploration map. Each section provides the difficulty of traversing that terrain (either open, difficult, or greater difficult terrain) and the potential resources and secrets found there.

Aquatic

Terrain typically requires a boat or a swim speed; depends on the strengths of currents and the weather
Resources seafood, coral, pearls, shipwrecks
Secrets remote islands filled with monsters, isolated communities, pirates, flooded or underwater cities of aquatic creatures

Arctic

Terrain typically difficult or greater difficult terrain
Resources scarce food (broken ice floes that allow for fishing, breeding grounds for seals or whales)
Secrets thawed passes that allow ship travel, hidden caverns, isolated communities of arctic dwellers

Desert

Terrain typically difficult or greater difficult terrain
Resources water sources (underground springs, oases, and streams), mineral wealth
Secrets forgotten civilizations beneath the dunes

Forest

Terrain typically difficult terrain, or greater difficult terrain for a dense jungle
Resources diverse flora and fauna, natural remedies, plentiful game
Secrets bandit encampment, druid's henge, fey-touched glade or mushroom circle

Mountain

Terrain typically greater difficult terrain, or difficult terrain for hills
Resources minerals (including gold, silver, and gemstones)
Secrets hidden pass, watchtower or waypoint constructed by a nearby empire, dragon's lair, bandit hideout

Plains

Terrain open terrain
Resources useful plants (flax or cotton)
Secrets artifacts abandoned after a historic battle, valuables buried by outlaws for later retrieval

Swamp

Terrain typically greater difficult terrain
Resources materials useful for medicine or poison
Secrets river raider camps, remains and gear of unlucky travelers, sites of mystic significance

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Vehicles

A villain on the run steals a carriage and sends the characters on a chase through the city, or the characters find an ancient airship and decide to take it for a spin. Whatever the case if vehicles are common throughout your world, they're likely to come up in your game. This section provides the tools you'll need when that happens.

Vehicles can play many roles in a game. They might simply be the means by which the party travels from one location to another, determining only the Price to be paid for passage. But a caravan wagon that gets attacked becomes part of an encounter. In a pirate campaign, the ship is both the party's home and its primary weapon.

The majority of the rules in this section are for using vehicles in encounters, but vehicles are also useful during exploration and even downtime play.

Vehicle Basics

Ultimately, vehicles are objects. They have object immunities (*Player Core* 269), and they can't act. In addition to the statistics most objects have, vehicles have several additional statistics and abilities. Vehicles have a size like any object, but their spaces are more specifically defined. Vehicles also have specialized movement rules.

Size, Space, and Capacity

Vehicles have size traits, but they don't occupy the same spaces that most creatures use. Instead, each vehicle has specific dimensions provided in its stat block.

Most vehicles are Large or larger, and many vehicles are made for the purpose of carrying cargo. Unless stated otherwise, the amount of cargo a vehicle can carry depends on its size, terrain, and propulsion. A draft horse or similar creature can usually pull around 100 Bulk of goods consistently throughout the day, so pulled vehicles can typically hold 100 Bulk per Large creature pulling. Water vehicles, such as ships, have limits that are more based on volume than weight; a ship can hold upwards of 1,000 Bulk. Flying vehicles can typically hold only 1/10 the Bulk of a water vehicle and still remain airborne. The GM might rule that unique or unusual vehicles can hold different amounts of Bulk.

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Movement and Heading

A vehicle's movement type is determined by the vehicle itself, while its movement each round is based on the pilot's actions. Vehicles trigger reactions when they move, just like a creature does, as do the actions of the pilot and any passengers.

Creatures can rotate and turn freely, so when you play a creature, you usually don't need to keep track of which way it's facing. However, vehicles can't turn on a dime, so when controlling a vehicle, you need to keep track of which direction it's facing. This is called the vehicle's heading.

When a vehicle moves, it must move in the direction of its heading—it can't move backwards or sideways, though it can turn gradually as it moves forward. Most vehicles can turn up to 90 degrees for every vehicle length they move forward. For example, a 10-foot-long carriage could turn left in only 10 feet. A 100-foot-long warship, however, would need 100 feet to make the same turn; given the warship's 30-foot Speed, turning typically requires several actions' worth of movement.

Some rules specify that a vehicle must move in a straight line. This line is measured from the center of the vehicle's front edge, and it can skew up to 45 degrees from the vehicle's current heading.

When using a vehicle in exploration mode, the vehicle's Speed determines its travel speed just like a creature (for more information, see the Travel Speed table on page 438 of *Player Core*). No Drive actions or piloting checks are necessary to pilot a vehicle at these speeds.

Propulsion

Vehicles typically travel over land, on water, or through the air, and their Speeds indicate their terrain and movement types. But vehicles also have a form of propulsion—the way in which their movement is powered—and this propulsion often has additional considerations.

There are five main types of propulsion: alchemical, magical, pulled, rowed, and wind. A vehicle can have more than one means of propulsion, though it usually uses only one type of propulsion at a time. For instance, a galley has both the rowed and the wind propulsion traits, meaning it can sail when the winds are favorable, but the crew can also lower the sails and row the ship when necessary. The vehicle's means of propulsion informs the skills a pilot can use for piloting checks (page 212), and some means of propulsion have additional rules.

Alchemical

Powered by the reactions of alchemical reagents, controlled internal combustion, lighter-than-air gases, or steam, vehicles with alchemical propulsion tend to be powerful but have the potential to be wildly unpredictable. Alchemical vehicles can often be piloted using the Crafting skill.

Magical

Magically propelled vehicles are powered by spells, magic items, or an entirely magical engine. A magical propulsion system can be targeted with counteracting effects like *dispel magic*, using half the vehicle's level rounded up for its counteract rank and a standard DC for the vehicle's level for the counteract check. A creature can use Arcana, Nature, Occultism, or Religion (depending on the type of magic) for a magical vehicle's piloting checks.

Pulled

This method of propulsion is perhaps the most common, wherein a wheeled conveyance (such as a carriage or wagon) is pulled by one or more creatures. The Speed of the vehicle can never exceed that of the slowest creature pulling the vehicle. The creatures pulling the vehicle don't act on their own; they instead act as part of the vehicle's actions, and their movement as part of those actions triggers reactions just as it does for the vehicle itself and its pilot.

When a pulled vehicle takes collision damage, so do the creatures pulling that vehicle (though they can typically attempt the basic Reflex saving throw to mitigate that damage). The death of one or more pulling creatures might damage or slow the vehicle, and it might cause the pilot to lose control.

For a vehicle pulled by an animal or similarly unintelligent creature, a pilot can use Nature for piloting checks; for sapient pulling creatures, the pilot can instead use Diplomacy or Intimidation for piloting checks.

Rowed

These vehicles are propelled by the power of creatures rowing the vehicle from within. The creatures rowing the vehicle act only as part of the vehicle's actions, and their movement as part of those actions triggers reactions just as it does for the vehicle itself and its pilot (though rowers often have some degree of cover).

When a rowed vehicle takes collision damage, so do the creatures rowing that vehicle (though they can typically attempt the basic Reflex saving throw to mitigate that damage). The death of one or more creatures might cause the vehicle to go out of control or slow the vehicle, but usually doesn't damage the vehicle.

A pilot on a vehicle rowed by other people can use Diplomacy or Intimidation for piloting checks.

Wind

Wind-propelled vehicles require some form of air movement to power them, and adverse wind conditions can cause them to stall or even go out of control. Wind vehicles that rely on cloth sails typically have weakness to fire. Pilots of wind-powered vehicles can use Nature for piloting checks.

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Piloting a Vehicle

In encounter mode, a vehicle moves on its pilot's turn, and the pilot must use their actions to control it. A vehicle can take part in only 1 move action each round, even if multiple creatures Take Control as pilots on the same round.

Vehicle Momentum

A vehicle in motion builds up momentum that keeps it in motion. Each round, if the vehicle has moved in the previous round, the pilot must either use another move action or Stop the vehicle. If the pilot does neither of these things on their turn (even if the pilot Delays), the vehicle continues to move and becomes uncontrolled, as described in Uncontrolled Vehicles on page 212.

Piloting Checks

Many actions related to vehicles call for the pilot to attempt a piloting check. The skills a pilot can use for a piloting check are listed in the vehicle's stat block, but most vehicles use Driving Lore or Piloting Lore along with others determined by their propulsion. The creature piloting a vehicle when an encounter begins can usually roll an appropriate piloting skill for that vehicle for initiative.

The GM sets the DC of the piloting check using a standard DC for the vehicle's level, with adjustments based on the circumstances. Generally speaking, an action that would move a vehicle through difficult terrain increases the DC to a hard DC for its level, and moving through greater difficult terrain increases the DC to incredibly hard. Other factors, such as turbulent winds for a wind-powered vehicle, monsters threatening the creatures pulling a pulled vehicle, or rough seas for a water-based vehicle, could all increase the DC of a vehicle's piloting checks.

Piloting Actions

Characters use the actions listed below to move and interact with vehicles. The reckless trait is described below.

BOARD ◆

MOVE

Requirements You are adjacent to a point of entry on the vehicle you are attempting to board.

You board a vehicle through an open top, a door, a portal, or a hatch; if you're already on board, you can instead use this action to disembark into an empty space adjacent to the vehicle's point of entry. Using this action while the vehicle is in motion is challenging, requiring a successful Acrobatics or Athletics check with a DC equal to the vehicle's AC.

DRIVE (VARIES)

MOVE

Requirements You are piloting a vehicle.

You pilot your vehicle to move. Decide how many actions you intend to spend before you begin Driving. The effects depend on the number of actions you spend. You can't Drive through spaces occupied by creatures, even if they are allies.

◆ Attempt a piloting check. On a success, the vehicle moves up to its Speed and can turn normally. On a failure, the vehicle moves its Speed in a straight line. On a critical failure, the vehicle moves its Speed in a straight line and becomes uncontrolled.

◆◆ (reckless) The vehicle moves up to twice its Speed in a straight line at the vehicle's current heading.

◆◆◆ (reckless) You take a –5 penalty on your piloting check to maintain control of the vehicle. The vehicle moves up to three times its Speed in a straight line at the vehicle's current heading.

RUN OVER ◆◆◆

MOVE RECKLESS

Requirements You are piloting a vehicle.

You try to run over creatures with your vehicle, possibly also ramming one larger creature or object. If you maintain control of your vehicle, the vehicle moves up to twice its Speed in a straight line at the vehicle's current heading. You attempt to run over any creatures in your path two sizes smaller than the vehicle or smaller, and you can attempt to ram one target creature or object in your path one size smaller than the vehicle or larger.

Each creature in your path, including a rammed target, takes the vehicle's collision damage (basic Reflex save at vehicle's collision DC). If the rammed target is a vehicle, its pilot can attempt a piloting check in place of this Reflex save, with the same results. If the target of your ram takes damage, you and your vehicle each take collision damage (no save) and your movement ends.

STOP ◆

MANIPULATE

Requirements You are piloting a vehicle in motion.

You bring the vehicle to a stop.

TAKE CONTROL ◆

MANIPULATE

Requirements You are aboard the vehicle and adjacent to its controls.

You grab the reins, the wheel, or some other mechanism in order to control the vehicle. Attempt a piloting check; on a success, you become the vehicle's pilot, or regain control of the vehicle if it was uncontrolled. Some vehicles have complicated controls that cause this action to become a multi-action activity.

Reckless Piloting

Actions that have the reckless trait push the pilot and the vehicle beyond the normal parameters for safe operation, and the pilot risks losing control of the vehicle. When performing a reckless action, the pilot must first attempt an appropriate piloting check to keep control of the vehicle, with the following effects. Resolve this piloting check before resolving the action itself.

Success The action occurs as described.

Failure The vehicle moves its Speed in a straight line along its most recent heading, drifting up to 45 degrees at the GM's discretion, and becomes uncontrolled.

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Uncontrolled Vehicles

Some situations can cause a pilot to lose control of their vehicle. Most commonly, this is due to a failed piloting check for a reckless action, but it can also occur if a round passes without a pilot using a move action to control the vehicle or Stopping the vehicle. A vehicle can also become uncontrolled if the pilot becomes unable to act during a move action to control the vehicle. For example, if a vehicle's movement triggers a Reactive Strike that knocks the pilot unconscious or paralyzes them, the vehicle becomes uncontrolled.

An uncontrolled vehicle continues to move each round at its most recent pilot's initiative position. The distance it moves each round is 10 feet less than on the previous round, always in a straight line at its current heading until it crashes or it comes to a stop. At your discretion, it could slow down more if it's on uneven terrain, difficult terrain, on an upward slope, or facing adverse wind conditions; by the same token, it could stay at the same speed or even accelerate if it's on a downward slope or being pushed by strong winds.

An uncontrolled vehicle in motion interacts with obstacles, other vehicles, and creatures using the effects of the Run Over action, except that the distance it moves is dictated by the factors above instead of the Speed specified in that action.

Vehicles in Combat

Whether driving a chariot in an arena or fighting off a boarding party, characters sometimes attack from a vehicle or target other creatures aboard a vehicle. Attacks made while on a vehicle that has moved within the last round take a –2 penalty, or a –4 penalty if the vehicle is uncontrolled or any action in the last round had the reckless trait.

While on a vehicle, a character might have cover from certain angles of attack. A vehicle with sides but no top, such as a chariot or a keel boat, usually provides lesser cover, or standard cover from an attacker on the ground. An enclosed vehicle, such as a carriage, provides greater cover or may prevent attacks entirely. Breaking the vehicle can reduce the cover it provides.

Some vehicles have special mounted weapons that can be used by the pilot or passengers. These are typically ranged weapons, such as a crossbow, and use the same rules as any other weapon, save that they might be able to target only creatures in a certain range or direction.

Broken Vehicles

When a vehicle is broken, it becomes harder to use. It takes a –2 penalty to its AC, saves, and collision DC, and the DC of all piloting checks related to the vehicle increase by 5. The broken vehicle's Speeds are halved.

A vehicle reduced to 0 HP is destroyed, like any other item. If the vehicle is in water when it's destroyed, it sinks; if it is flying, it falls and everyone aboard takes falling damage. A pulled or rowed vehicle that becomes wrecked, regardless of which method of propulsion the vehicle is using at the time, deals its collision damage (no saving throw) to the creatures pulling or rowing it, and the creatures may have to be physically freed from the wreckage.

Vehicle Statistics

Vehicles can be as simple as a farmer's cart, or as large and complex as an airship. Whatever the size or complexity of a vehicle, it uses the following stat block format.

VEHICLE NAME **VEHICLE [LEVEL]**

SIZE OTHER TRAITS

Price This entry lists the vehicle's Price. This does not include creatures for pulling a vehicle, materials needed to power the vehicle, or the cost of rowers.

Space This entry gives the vehicle's dimensions, not including any creatures pulling the vehicle.

Crew The crew members required to operate the vehicle; **Passengers** The number of passengers the vehicle is typically configured to carry, if any, when the vehicle isn't carrying cargo. The number might be reduced if the vehicle is carrying cargo, at the GM's discretion.

Piloting Check This entry lists the skills that can be used for piloting checks while operating the vehicle. Some skills may increase the DC; these list the DC adjustment in parentheses following the skill name.

AC The vehicle's AC; **Saving Throws** The vehicle's saves (typically only Fortitude). If a vehicle needs to attempt a saving throw that isn't listed, the pilot attempts a piloting check at the same DC instead.

Hardness The vehicle's hardness, **HP** The vehicle's Hit Points, with its Broken Threshold in parenthesis; **Immunities** The vehicle's immunities; **Weaknesses** The vehicle's weaknesses, if any; **Resistances** The vehicle's resistances, if any.

Speed The vehicle's Speeds, each followed by the propulsion type for that Speed in parentheses. A pulled vehicle indicates the number and size of the pulling creatures.

Collision The vehicle's collision damage and the DC for saving throws to mitigate that damage. Unless otherwise stated, collisions deal bludgeoning damage. If the vehicle has any other form of attack, like mounted weaponry, they appear in their own entries below this one.

Special Abilities Any abilities unique to the vehicle are listed at the end of the stat block.

Air Vehicles

AIRSHIP **VEHICLE 12**

RARE GARGANTUAN

Price 6,000 gp

Space 90 feet long, 30 feet wide, 60 feet high

Crew 1 pilot, 5 other crew; **Passengers** 15

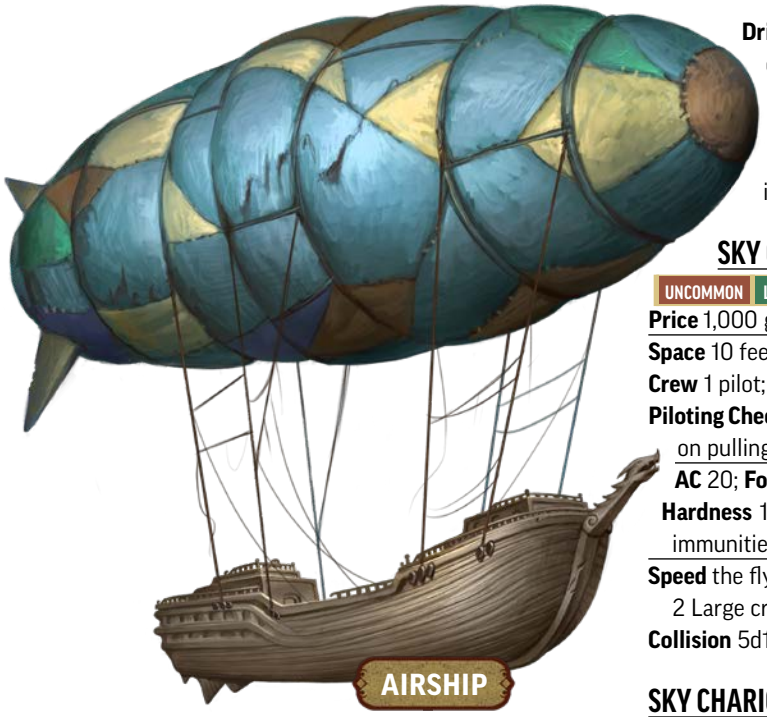
Piloting Check Arcana (DC 32), Crafting (DC 32), Nature (DC 32), or Piloting Lore (DC 30)

AC 28; **Fort** +22

Hardness 20, **HP** 210 (BT 105); **Immunities** object immunities; **Weaknesses** fire 15 until broken

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Speed fly 50 feet (alchemical, magical)
Collision 9d10 (DC 30)
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

GLIDER — VEHICLE 0

UNCOMMON LARGE

Price 15 gp
Space 5 long, 10 feet wide, 2 feet high
Crew 1 pilot
Piloting Check Piloting Lore (DC 14) or Nature (DC 16)
AC 10; **Fort** +6
Hardness 0, **HP** 16 (BT 8); **Immunities** object immunities; **Weaknesses** fire 5
Speed fly 25 feet (wind)
Collision 2d4 (DC 14)
Starting Drop The only way to launch a glider is to jump off a steep incline with favorable wind conditions. The glider is uncontrolled and falls 60 feet each round until the pilot successfully Takes Control. If the glider hits the ground before the pilot successfully Takes Control, the pilot and the glider each take falling damage.

HOT AIR BALLOON — VEHICLE 2

UNCOMMON HUGE

Price 100 gp
Space 15 long, 15 feet wide, 50 feet high
Crew 1 pilot; **Passengers** 5
Piloting Check Piloting Lore (DC 16) or Nature (DC 18)
AC 13; **Fort** +8
Hardness 0, **HP** 40 (BT 20); **Immunities** object immunities; **Weaknesses** fire 10
Speed fly 20 feet (wind)
Collision 2d8 (DC 16)
Drifter The hot air balloon lacks steering and relies on favorable wind currents to carry it in the right direction. If the pilot fails to maintain control of the hot air balloon, the balloon drifts whichever way the wind carries it, moving up to four times its Speed each round as determined by the GM.

SKY CHARIOT, LIGHT — VEHICLE 7

UNCOMMON LARGE

Price 1,000 gp
Space 10 feet long, 15 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 1
Piloting Check Arcana (DC 25), Nature (DC 25 to 33 depending on pulling creature), or Piloting Lore (DC 23)
AC 20; **Fort** +14
Hardness 15, **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 2 Large creatures or 1 Huge creature)
Collision 5d10 (DC 23)

SKY CHARIOT, MEDIUM — VEHICLE 10

UNCOMMON HUGE

Price 3,000 gp
Space 10 feet long, 20 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 3
Piloting Check Arcana (DC 29), Nature (DC 29 to 37, depending on pulling creature), or Piloting Lore (DC 27)
AC 25; **Fort** +19
Hardness 15, **HP** 160 (BT 80); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 4 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)
Collision 7d10 (DC 27)

SKY CHARIOT, HEAVY — VEHICLE 13

UNCOMMON HUGE

Price 9,000 gp
Space 20 feet long, 20 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 7
Piloting Check Arcana (DC 33), Nature (DC 33 to 41, depending on pulling creature), or Piloting Lore (DC 31)
AC 29; **Fort** +23
Hardness 20, **HP** 230 (BT 115); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 6 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)
Collision 9d10 (DC 31)

Land Vehicles

CARRIAGE — VEHICLE 2

LARGE

Price 100 gp

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Space 10 feet long, 10 feet wide, 7 feet high
Crew 1 pilot; **Passengers** 4
Piloting Check Driving Lore (DC 16) or Nature (DC 18 to DC 26, depending on pulling creature)
AC 13; **Fort** +8
Hardness 5, **HP** 40 (BT 20); **Immunities** object immunities
Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)
Collision 2d8 (DC 16)

CART — VEHICLE 0

LARGE
Price 3 gp
Space 10 feet long, 5 feet wide, 4 feet high
Crew 1 pilot; **Passengers** 1
Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)
AC 10; **Fort** +6
Hardness 5,**HP** 14 (BT 7); **Immunities** object immunities
Speed the Speed of the pulling creature (pulled by 1 Large creature)
Collision 1d10 (DC 14)

CHARIOT, HEAVY — VEHICLE 3

LARGE
Price 150 gp
Space 10 feet long, 10 feet wide, 4 feet high
Crew 1 pilot; **Passengers** 3
Piloting Check Driving Lore (DC 18) or Nature (DC 20 to DC 28, depending on pulling creature)
AC 14; **Fort** +9
Hardness 5,**HP** 40 (BT 20); **Immunities** object immunities
Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)
Collision 2d10 (DC 18)

CHARIOT, LIGHT — VEHICLE 0

LARGE
Price 10 gp
Space 5 feet long, 5 feet wide, 4 feet high
Crew 1 pilot
Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)
AC 10; **Fort** +6
Hardness 5, **HP** 14 (BT 7); **Immunities** object immunities
Speed the Speed of the pulling creature (pulled by 1 Large creature)
Collision 1d12 (DC 14)

SLED — VEHICLE 0

MEDIUM
Price 3 gp
Space 5 feet long, 1 foot wide, 3 feet high
Crew 1 pilot
Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)

PULLING A SKY CHARIOT

Sky chariots naturally require flying creatures to pull them. Some options in *Monster Core* include giant bats, hippogriffs, griffons, drakes, and pterosaurs.

GALLOP

Horses and some other creatures have the Gallop action. When all creatures pulling a vehicle have this action, the pilot can take a –2 circumstance penalty to their piloting check for a 2-action or 3-action Drive to gain the circumstance bonus to Speed from the Gallop action.

AC 10; **Fort** +6
Hardness 5, **HP** 14 (BT 7); **Immunities** object immunities
Speed the Speed of the slowest pulling creature (pulled by 2 Medium creatures or 4 Small creatures)
Collision 1d12 (DC 14)
Ice Traverser Ice and snow are not difficult terrain to a sled, but all other terrains are difficult terrain for it.
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

SLEIGH — VEHICLE 1

LARGE
Price 50 gp
Space 10 feet long, 5 feet wide, 4 feet high
Crew 1 pilot; **Passengers** 1
Piloting Check Driving Lore (DC 15) or Nature (DC 17 to DC 25, depending on pulling creature)
AC 11; **Fort** +7
Hardness 5, **HP** 18 (BT 9); **Immunities** object immunities
Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures or 6 Medium creatures)
Collision 2d6 (DC 15)
Ice Traverser Ice and snow are not difficult terrain to a sleigh, but all other terrains are difficult terrain for it.
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.


HEAVY CHARIOT

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STEAM GIANT — VEHICLE 14

RARE HUGE

Price 12,500 gp

Space 20 feet long, 20 feet wide, 25 feet high

Crew 1 pilot, 3 crew; **Passengers** 4

Piloting Check Driving Lore (DC 32) or Crafting (DC 34)

AC 33; **Fort** +28

Hardness 20, **HP** 200 (BT 100); **Immunities** object immunities

Speed 20 feet (alchemical)

Collision 10d10 (DC 29)

Flame Jet ◆◆◆ (fire) Two crew members each perform a 3-action activity on their turn to produce a gout of flames that erupts at the end of the second character's turn from any corner of any space the steam giant occupies. The flames deal 6d8 fire damage to each creature in a 30-foot cone (DC 32 basic Reflex save). The flame jet stops working if the steam giant is broken.

STRIDER — VEHICLE 7

UNCOMMON LARGE

Price 1,200 gp

Space 10 feet long, 10 feet wide, 25 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Arcana (DC 25), Crafting (DC 25), Engineering Lore (DC 23), Piloting Lore (DC 23)

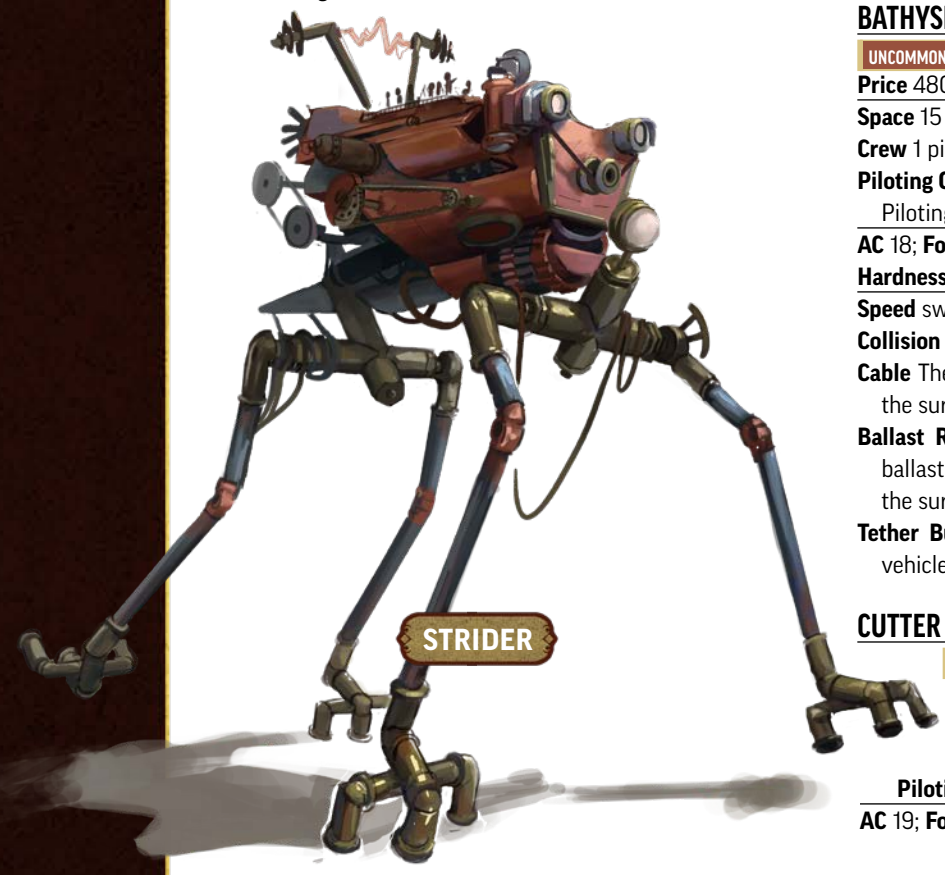
AC 24; **Fort** +13

Hardness 10, **HP** 120 (BT 60); **Immunities** object immunities

Speed 30 feet (alchemical, magical)

Collision 3d10 (DC 24)

Long Reach The strider can bridge a gap as wide as 30 feet by Striding over it.



VELOCIPEDE — VEHICLE 1

UNCOMMON MEDIUM

Price 60 gp

Space 5 feet long, 2 feet wide, 4 feet high

Crew 1 pilot

Piloting Check Athletics (DC 15), Piloting Lore (DC 17)

AC 11; **Fort** +6

Hardness 5, **HP** 15 (BT 7); **Immunities** object immunities

Speed the Speed of the pilot (pedaled [as rowed])

Collision 1d8 (DC 15)

Fragile Driving the velocipede over difficult terrain increases the DC by an additional 2 and gains the reckless trait.

Portable The velocipede can be pulled along the ground on its wheel by a Medium creature. The creature is encumbered.

WAGON — VEHICLE 1

LARGE

Price 25 gp

Space 10 feet long, 10 feet wide, 7 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Driving Lore (DC 15) or Nature (DC 17 to DC 25, depending on the pulling creature)

AC 11; **Fort** +7

Hardness 5,**HP** 18 (BT 9); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)

Collision 2d6 (DC 15)

Sea Vehicles

BATHYSPHERE — VEHICLE 5

UNCOMMON LARGE

Price 480 gp

Space 15 feet long, 15 feet wide, 15 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Crafting (DC 22), Engineering Lore (DC 20), or Piloting Lore (DC 20)

AC 18; **Fort** +12

Hardness 10, **HP** 80 (BT 40); **Immunities** object immunities

Speed swim 20 feet (alchemical; underwater only)

Collision 2d10 (DC 20)

Cable The bathysphere is raised and lowered from a cable at the surface and can move only vertically.

Ballast Release ◆◆ The pilot releases the bathysphere's ballast. The bathysphere moves 3 times its Speed toward the surface at the end of the pilot's turn.

Tether Buoy Crew and passengers can breathe while the vehicle is underwater to a depth of 500 feet or less.

CUTTER — VEHICLE 6

HUGE

Price 750 gp

Space 30 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Nature (DC 24), Sailing Lore (DC 22)

AC 19; **Fort** +14

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Hardness 10, **HP** 100 (BT 50); **Immunities** object immunities; **Weaknesses** fire 10 until broken
Speed swim 30 feet (wind)
Collision 4d10 (DC 22)
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

GALLEY VEHICLE 10

GARGANTUAN
Price 3,000 gp
Space 130 feet long, 20 feet wide, 25 feet high
Crew 1 pilot, 20 rowers; **Passengers** 6
Piloting Check Sailing Lore (DC 27), Diplomacy (DC 29), or Intimidation (DC 29)
AC 25; **Fort** +19
Hardness 15, **HP** 170 (BT 85); **Immunities** object immunities; **Weaknesses** fire 15 until broken
Speed swim 30 feet (rowed, wind)
Collision 7d10 (DC 27)
Maneuverable With a full complement of skilled rowers, a rowed galley can turn swiftly, turn in place, and even row backwards. Each 90-degree turn made in less than a vehicle length costs 5 extra feet of movement. It can row backwards no faster than half its speed, and it can't turn while rowing backwards.

LONGSHIP VEHICLE 8

GARGANTUAN
Price 1,500 gp
Space 65 feet long, 15 feet wide, 25 feet high
Crew 1 pilot, 10 rowers; **Passengers** 4
Piloting Check Sailing Lore (DC 26), Diplomacy (DC 28), or Intimidation (DC 28)
AC 21; **Fort** +16
Hardness 15, **HP** 140 (BT 70); **Immunities** object immunities; **Weaknesses** fire 15 until broken
Speed swim 40 feet (rowed, wind)
Collision 6d10 (DC 24)
Maneuverable With a full complement of skilled rowers, a rowed longship can turn swiftly, turn in place, and even row backwards. Each 90-degree turn made in less than a vehicle length costs 5 extra feet of movement. It can row backwards no faster than half its speed, and it can't turn while rowing backwards.

RAFT VEHICLE -1

LARGE
Price 3 gp
Space 10 feet long, 10 feet wide, 2 feet high
Crew 1 pilot; **Passengers** 4
Piloting Check Athletics (DC 14) or Sailing Lore (DC 12)
AC 10; **Fort** +5
Hardness 1, **HP** 16 (BT 8); **Immunities** object immunities
Speed swim 10 feet (rowed)
Collision 1d4 (DC 14)
Portaged The raft can be carried overland by 2 Medium creatures or 1 Large creature. Those creatures are encumbered.

ROWBOAT VEHICLE 0

LARGE
Price 15 gp
Space 10 feet long, 5 feet wide, 3 feet high
Crew 1 pilot; **Passengers** 2
Piloting Check Athletics (DC 16) or Sailing Lore (DC 14)
AC 10; **Fort** +6
Hardness 5, **HP** 16 (BT 8); **Immunities** object immunities
Speed swim 20 feet (rowed)
Collision 2d4 (DC 14)
Portaged The rowboat can be carried overland by 2 Medium creatures or 1 Large creature. Those creatures are encumbered..

SAILING SHIP VEHICLE 9

GARGANTUAN
Price 2,000 gp
Space 75 feet long, 20 feet wide, 25 feet high
Crew 1 pilot, 8 crew; **Passengers** 10
Piloting Check Sailing Lore (DC 26), Diplomacy (DC 28), or Intimidation (DC 28)
AC 23; **Fort** +18
Hardness 15, **HP** 150 (BT 75); **Immunities** object immunities; **Weaknesses** fire 15 until broken
Speed swim 40 feet (wind)
Collision 6d10 (DC 26)
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.



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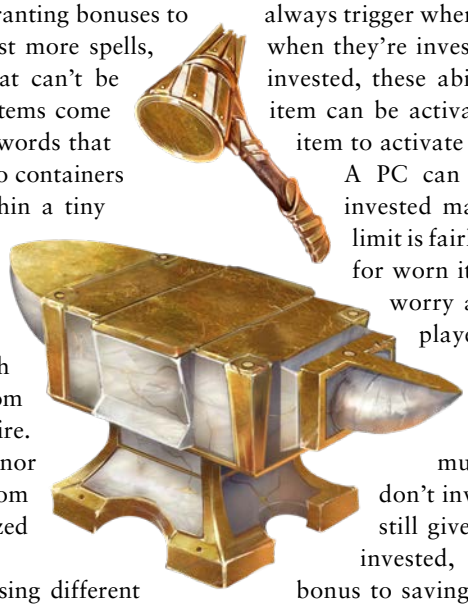
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Chapter 5: Treasure Trove

Characters acquire treasure from the glittering hoards of their foes, as rewards for defending the innocent, and as favors from the grand personalities they treat with. As they progress through their adventures and improve their station in the world, characters collect ever more fabulous items, from enchanted armor and weapons to spell-infused wands and staves.

Treasure comes in all forms, from humble copper coins to incredibly powerful, valuable magic items. The GM controls the flow of items in the game as the PCs win them through adventures, find them for purchase, or acquire the formulas and skills to make the items themselves.

Items can support characters by granting bonuses to their statistics, allowing them to cast more spells, and creating all sorts of effects that can't be achieved in any other way. Magic items come in many varieties, from enchanted swords that can harm even incorporeal undead to containers that can store a king's ransom within a tiny space; many are permanent items that can be used repeatedly. Alchemical items, by contrast, are not intrinsically magical and are often consumed when used. Both types have a variety of uses, from curing the sick to lighting foes on fire. Some treasures are neither magical nor alchemical but are instead crafted from precious materials or using specialized expertise.



This chapter provides rules for using different kinds of items encountered in the game. Rules for distributing treasure and creating treasure hoards can be found on page 58.

Using Items

This section presents the rules for how characters use alchemical items, magic items, and other special items during play. Some items function automatically, while others need to be activated. While you need only swing a *flaming greataxe* to scorch foes, you need to invest a *crown of intellect* for it to work, imbibe an elixir of life to heal yourself, activate *clawed bracers* to climb up a wall, and Cast a Spell using a magical scroll.

Constant Abilities

Some magic items have abilities that always function. PCs don't have to use any actions to do anything special (beyond wearing and investing a worn item or wielding a held item) to make these abilities work. For example, an *everlight crystal* always sheds light, and a *flaming* weapon deals fire damage every time it deals damage.

Investing Magic Items

Certain magic items convey their magical benefits only when worn and invested using the Invest an Item activity, tying them to the PC's inner potential. These items have the invested trait. Many invested items have constant abilities that function all the time or that always trigger when someone uses the item—but only when they're invested. If a PC doesn't have an item invested, these abilities won't work. If an invested item can be activated, they must have invested the item to activate it.

A PC can benefit from no more than 10 invested magic items each day. Because this limit is fairly high, and because it matters only for worn items, you probably won't need to worry about reaching the limit until the player characters reach higher levels, when they've acquired many useful magic items to wear.

A PC can still gain the mundane benefits of an item if they don't invest it. A suit of *+1 resilient armor* still gives its item bonus to AC when not invested, but it doesn't give its magical bonus to saving throws, and *winged sandals* still protect feet even though they need to be activated to use them to fly. Entirely non-magical items don't need to be invested.

Invest an Item

You invest your energy in an item with the invested trait as you don it. This process requires 1 or more Interact actions, usually taking the same amount of time it takes to don the item. Once you've Invested the Item, you benefit from its constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until you remove the item.

You can invest no more than 10 items per day. If you remove an invested item, it loses its investiture. The item still counts against your daily limit after it loses its investiture. You reset the limit during your daily preparations, at which point you Invest your Items anew. If you're still wearing items you had invested the previous day, you can typically keep them invested on the new day, but they still count against your limit.

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ITEM CATEGORIES

Items are grouped into the following categories, shown here with the page number where those items appear and a brief description of the category.

- **Armor & Armaments** includes rules for etching runes to enhance weapons and armor (page 224), armor runes (page 226), specific suits of armor (page 228), shields and the *reinforcing* rune (page 232), weapon runes (page 236), and specific weapons (page 240).
- **Alchemy** items are powered by the reactions of alchemical reagents. Almost all alchemical items are consumable items that are used up when you activate them. This category includes bombs (page 244), elixirs (page 246), poisons (page 248), and alchemical tools (page 251).
- **Materials** includes the statistics for standard items and structures along with rules for precious materials that can be used to make items with unique properties and other advantages (page 252).
- **Momentary Magic** has a plethora of magical consumables, including ammunition (page 255), oils applied to the surface of objects and people (page 257), potions to drink (page 259), scrolls used to cast more spells (page 262), talismans affixed to items (page 263), and wondrous consumables of all sorts (page 268).
- **Trappings of Power** are permanent and powerful. They include apex items that can increase an attribute modifier (page 270), companion items for pets (page 272), held items (page 273), magical staves for spellcasters (page 278), wands that can repeatedly cast more spells (page 282), and a vast collection of worn items (page 284).
- **Gems & Art Objects** (page 298) make for an interesting variety of treasures.
- **Artifacts** (page 300) are extraordinarily powerful magic items ideal to build adventures and plots around.
- **Intelligent Items** (page 304) provides options for conscious items.
- **Cursed Items** (page 306), used sparingly, can add danger and fun to items.
- **Relics** (page 308) let you build a special item that unlocks new powers over time through the story of a campaign.

Activating Items

Some items produce their effects only when used properly in the moment. Others always offer the same benefits as their mundane counterparts when worn but have magical abilities that can only be gained by further spending actions. An activation lists the number of actions it takes and any traits of the activation and its effect. This information appears in the item's Activate entry.

If an item is used up when activated, as is the case for consumable items, its Activate entry appears toward the top of the stat block. For permanent items with activated abilities, the Activate entry is a paragraph in the description. This description usually has a name to indicate what's happening when you activate it. Activations are not necessarily magical—for instance, drinking an alchemical elixir isn't normally a magical effect.

Activating Invested Items

You can Activate an Item with the invested trait only if it's invested by you.

Manipulate Activations

If an activation has the manipulate trait, you can activate it only if you're wielding the item (if it's a held item) or touching it with a free hand (if it's another type of item).

Long Activation Times

Some items take minutes or hours to activate. You can't use other actions or reactions while activating such an item, though at the GM's discretion, you might be able to speak a few sentences. As with other activities that take a long time, these activations have the exploration trait, and you can't activate them in an encounter. If combat breaks out while you're activating one, your activation is disrupted (see the Disrupting Activations sidebar).

Limited Activations

Some items can be activated only a limited number of times per day, as described in the item's entry. This limit is independent of any costs for activating the item. The limit resets during your daily preparations. The limit is inherent to the item, so if an ability that can be used only once per day is used, it doesn't refresh if another creature later invests or tries to activate the item.

Cast a Spell

If an item lists "Cast a Spell" after "Activate," you have to use the same actions as casting the spell to Activate the Item, unless noted otherwise. This happens when the item replicates a spell. You must have a spellcasting class feature to Activate an Item with this activation. Refer to the spell's stat block to determine which actions you must spend to Activate the Item to cast the spell. You essentially go through the same process you normally do to cast the spell but draw the energy for the spell from the magic item. All the normal traits of the spell apply when you cast it by Activating an Item.

Sustaining Activations

Some items, once activated, have effects that can be sustained if you concentrate on them. Sustaining an effect requires using the Sustain action (*Player Core* 419). If an item's description states that you can sustain the effect, that effect lasts until the end of your turn in

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the round after you Activated the Item. You can use a Sustain action on that turn to extend the duration.

Dismissing Activations

Some item effects can be dismissed, ending the duration early due to you or the target taking action. Dismissing an activation requires using the Dismiss action (*Player Core* 419).

Reading Items

Hundreds of items lie ahead. Each item is presented in a stat block, much like spells or feats. The example below shows the structure of an item stat block and gives a brief description of each entry. Entries appear only when applicable, so not all items will have every entry described here. Detailed rules governing aspects of the stat block specific to items appear after the stat block.

ITEM NAME **ITEM [LEVEL]**

TRAITS

Price This entry lists the item's Price. An item that has multiple types includes Price for each type in its entry.

Ammunition Magic ammunition lists the types of ammunition available for that kind of item.

Usage This entry describes whether the item is held, worn, or etched or affixed onto another item; **Bulk** The item's Bulk is listed here (the rules for Bulk appear on page 269 of *Player Core*). Runes don't have a Bulk entry.

Activate The number of actions needed to Activate the Item appear here, followed by any traits of the activation and effect in parentheses. You can find activation rules on page 220. This entry appears here for consumables and lower in the stat block for permanent items that can be activated. This section might also have Frequency, Trigger, or Requirements entries as necessary.

Onset This entry appears if the item's effect is delayed, which most often occurs with alchemical poisons. The onset is the amount of time that elapses between when a character Activates an Item and any effect occurs.

The section after the line describes the item and its constant abilities. If the item can be activated and doesn't have an Activate entry above, that entry appears here in a paragraph beginning with "Activate."

Type If multiple types of the item exist, entries here indicate the name of each type, its level, its Price, and any other relevant details or alterations from the above description.

Craft Requirements An item that has special requirements to be Crafted details those requirements here.

Level

An item's level indicates what level of adventurer the item is best suited for, but there's no limit to the items a character can use based on level. A 3rd-level character who finds an item of 4th level or higher while adventuring can use it normally, and they can purchase the item if they can find it for sale and can afford it. When making items, a character can Craft only items whose level is equal to or lower than their own.

Notable Item Traits

The following traits apply to items. Some specific categories of item have special traits—such as elixir or scroll—described in their sections.

Alchemical: Alchemical items are powered by the reactions of alchemical reagents. Alchemical items aren't magical, and they don't radiate a magical aura. Characters can Craft these items only if they have the Alchemical Crafting feat (*Player Core* 252).

Consumable: An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation, though part of it might be recoverable for other purposes. For instance, while a potion is consumable, the vial it comes in is not destroyed when you drink it. Consumable items include most alchemical items as well as ammunition, oils, potions, scrolls, talismans, and other magical consumables.

When a character creates consumable items, they can make them in batches of four, as described in the Craft activity (*Player Core* 236).

Focused: An item with this trait can give you an additional Focus Point. This focus point is separate from your focus pool and doesn't count toward the cap on your focus pool. You can gain this benefit only if you have a focus pool, and there might be restrictions on how the point can be used. You can't gain more than 1 Focus Point per day from focused items, no matter how many focused items you have.

Invested: A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off a character's head).

Magical: Items with this trait are imbued with magical energies. A character can craft these items only if they have the Magical Crafting feat (*Player Core* 258). Some items are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicates that the item is magical.

Multiple Types

If multiple types of an item exist, the title line gives the minimum level followed by a plus symbol ("+"). The description includes information on the base version of the item, and the Type entries at the bottom of the stat block lists the specifics for each version, including the level, Price, and any modified or added abilities of the different types. For some items, the types listed are upgrades to the base item. For other items, such as *aeon stones*, each type is distinct from the others.

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Price

If an item is available for purchase, a character can typically buy it for the listed Price, and the character uses this Price when they use the Craft activity to make the item. If a character wants to sell an item, they can sell it for half its Price (or full Price, if they made the item for someone else on commission), assuming they're able to find a buyer. The GM determines whether a buyer is available.

Usage

An item's stat block includes a Usage entry that indicates whether a character must be holding or wearing the item in order to use it, or whether they instead must have it etched or affixed onto another item.

Affixed

Talismans function only if affixed to other items. They have a Usage entry indicating the type or types of items to which a character can attach them, such as "affixed to armor." Rules for affixing a talisman are on page 263.

Etched

Runes must be etched onto permanent items, such as armor, shields, weapons, or *runestones* (found on page 269) to grant their benefit. Adding or transferring a rune takes downtime to accomplish. The Usage entry indicates the type or types of items a rune can be etched into, such as "etched onto a weapon." More information about etching runes is on page 225.

Held

If a character must wield the item to use it, this entry in the item's stat block lists the word "held" along with the number of hands the character must use when wielding the item, such as "held in 1 hand." The rules for carrying and using items are provided on page 267 of *Player Core*.

Worn

An item that needs to be worn to function lists "worn" as its usage. This is followed by another word if the character is limited to only one of that type of item. For instance, a character can wear any number of rings, so the entry for a ring would list only "worn." However, if the Usage entry were "worn cloak," then a character couldn't wear another cloak on top of that one. It's assumed that items are meant to be worn by humanoids; any item that can or must be worn by a different type of creature either states this in its description or has the companion trait. Most magic items a character must wear have the invested trait, as described on page 219.

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Craft Requirements

An item might require the crafter to provide specific raw materials, supply spells, or meet other special requirements to Craft it. These appear in the Craft Requirements entry of the stat block. Any of these Craft Requirements are in addition to the normal requirements for crafting the item.

Crafting Items

In addition to anything special noted in the Craft Requirements entry, every item has default requirements. These are as follows, including anything listed in the Craft activity (*Player Core* 236).

- The **crafter's level** must be equal to or higher than the item's.
- If the item is **9th level or higher**, the crafter must be a master in Crafting, and if it's **16th or higher**, the crafter must be legendary.
- The crafter must have the **formula** for uncommon or rarer items.
- The crafter must have an appropriate **set of tools** and, in many cases, a workshop.
- The crafter must supply **raw materials worth at least half of the item's Price**.
- For an **alchemical item**, the crafter must have the Alchemical Crafting feat (*Player Core* 252).
- For a **magic item**, the crafter must have the Magical Crafting feat (*Player Core* 258).

Runes

Etching a rune largely follows the same process as Crafting items, though runes can be transferred and follow some other special rules detailed on page 225.

Multiple Types

Some items with multiple type entries get special treatment when it comes to formulas and upgrades. The existing knowledge you have about the item means you don't need to start from scratch with these items.

If you have the formula for an item, you don't need a different formula to Craft a different type of that item that's just a higher-level upgrade. For example, if you have the formula for a *+1 weapon potency rune*, you don't need to secure a new formula to etch a *+2 weapon potency rune*. This works similarly with items such as a *spacious pouch* with its multiple types or *doubling rings* with a base version and greater version.

You can also upgrade an item or rune to a stronger version. This essentially means you Craft a permanent item from a lower-level version of the same item. For example, you might upgrade *+1 weapon potency rune* to a *+2 weapon potency rune* or upgrade a *spacious pouch type I* to a *spacious pouch type II*. The cost for this upgrade is the full difference in Price between the items, and the Crafting check uses a DC for the item's new level. You don't have to upgrade step by step either! You could upgrade a *spacious pouch type I* directly to type III or type IV.

Disrupting Activations

Some abilities and effects can disrupt the process of Activating an Item. If something disrupts your item activation, you fail to Activate the Item and lose the actions you committed. If the item can be activated only a certain number of times per day, the failed activation still counts against that limit. If an item requires you to spend actions to Sustain an Activation, and one of those actions is disrupted, the item's effect ends.

Item Rarity

Like many other aspects of the rules, items have rarities. Player characters might find uncommon magic items for sale, but only infrequently and often by private sellers or in clandestine markets. Their formulas are often guarded and not readily available. Unless the GM decides otherwise, a character cannot purchase rare items, and their formulas are lost to time.

Rarities for uncommon and rare treasures are indicated by the first trait in the stat block (or by the items' level if only some types of the item have a different rarity). Unique items are indicated in the same way, though there are none in this book.

If the different types in an item entry are wildly different, such as with *aeon stones* or *marvelous miniatures*, you need separate formulas and can't directly upgrade the items. If a type of the item has a higher rarity, that type requires its own formula. The GM will make the determination if it's unclear and might bypass these rules in special circumstances or if it suits the theme of their game.

Important Items

Some magical items in the game are an important part of the game's progression, so ensure your players are getting enough of the following items.

- **Fundamental runes.** *Potency runes* for weapons and armor, resilient runes for armor, *reinforcing runes* for shields, and *striking runes* for weapons are all important to ensure characters have the attacks, damage, and defenses suited to their level. Read more about these runes starting on page 225.
- **Skill items.** Players seeking true mastery of a skill will be happy to get items that give bonuses to that skill. These are mostly in the categories of held items (pages 273–283) and worn items (pages 284–297).
- **Spellcaster items.** A staff is as important to a spellcaster as a magic sword is to a fighter. Learn more about staves on page 278. Scrolls and wands (pages 262 and 282) provide extra spells in a more limited capacity.
- **Weapon alternatives.** Characters using unarmed attacks need *handwraps of mighty blows* (page 290) or similar items instead of weapon runes.
- **Healing potions.** Keep them alive on page 259!

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Armor & Armaments

Magical weapons and armor are important tools for warriors, even those who do their best to stay out of life-or-death battles. Whether empowered by runes or the subject of mysterious enchantments, they can markedly increase a character's power in combat.

Runes

Most magic weapons and armor gain their enhancements from potent eldritch runes etched into them. These runes allow for in-depth customization of items.

Runes must be physically engraved on items through a special process to convey their effects. They take two forms: fundamental runes and property runes. Fundamental runes offer the most basic and essential benefits: a *weapon potency* rune adds a bonus to a weapon's attack rolls, and the *striking* rune adds extra weapon damage dice. An *armor potency* rune increases the armor's item bonus to AC, and the *resilient* rune grants a bonus to the wearer's saving throws. A *reinforcing* rune increases a shield's durability. Property runes, by contrast, grant more varied effects—typically powers that take effect each time the weapon is used or that are constant while the armor is worn, such as a rune that grants energy resistance or one that adds fire damage to a weapon's attacks.

The number of property runes a weapon or armor can have is equal to the value of its potency rune. A *+1 weapon* can have one property rune, but it could hold another if the *+1 weapon potency* rune were upgraded to a *+2 weapon potency* rune. Since the *striking* and *resilient* runes are fundamental runes, they don't count against this limit. A shield can't have property runes, only a *reinforcing* rune.

An item with runes is typically referred to by the value of its potency rune, followed by any other fundamental runes, then the names of any property runes, and ends with the name of the base item. For example, you might have a *+1 longsword* or *+2 greater resilient fire-resistant chain mail*.

Rune-etched items have the same Bulk and general characteristics as the non-magical version unless noted otherwise. The level of an item with runes etched onto it is equal to the highest level among the base item and all runes etched on it; therefore, a *+1 striking mace* (a 4th-level item) with a *frost* rune (an 8th-level rune) would be an 8th-level item.

Each rune can be etched into a specific type of armor, shield, or weapon, as indicated in the Usage entry of the rune's stat block. Explorer's clothing can have armor runes etched on it even though it's not armor, but because it's not in the light, medium, or heavy armor category, it can't have runes requiring any of those categories.

Investiture

If a suit of armor has any runes, it has the invested trait, requiring you to invest it to get its magical benefits.

Property Runes

Fundamental Rune	Etched Onto	Benefit
Armor potency	Armor	Increase item bonus to AC and determine maximum number of property runes
Resilient	Armor	Grant item bonus to saves
Reinforcing	Shield	Increase Hardness, HP, and BT
Weapon potency	Weapon	Grant an item bonus to attack rolls and determine maximum number of property runes
Striking	Weapon	Increase weapon damage dice

Armor Upgrade Prices

Starting Armor	Improved Armor	Price and Process
+1 armor	*+1 resilient armor*	340 gp to etch *resilient* (8th level)
+1 resilient armor	*+2 resilient armor*	900 gp to etch *+2 armor potency* (11th level)
+2 resilient armor	*+2 greater resilient armor*	3,100 gp to etch *greater resilient* (14th level)
+2 greater resilient armor	*+3 greater resilient armor*	19,500 gp to etch *+3 armor potency* (18th level)
+3 greater resilient armor	*+3 major resilient armor*	46,000 gp to etch *major resilient* (20th level)

Weapon Upgrade Prices

Starting Weapon	Improved Weapon	Price and Process
+1 weapon	*+1 striking weapon*	65 gp to etch *striking* (4th level)
+1 striking weapon	*+2 striking weapon*	900 gp to etch *+2 weapon potency* (10th level)
+2 striking weapon	*+2 greater striking weapon*	1,000 gp to etch *greater striking* (12th level)
+2 greater striking weapon	*+3 greater striking weapon*	8,000 gp to etch *+3 weapon potency* (16th level)
+3 greater striking weapon	*+3 major striking weapon*	30,000 gp to etch *major striking* (19th level)

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Rune Formulas

The Price of a rune's formula is the same as the Price of a formula for an item of the same level; it can be acquired in the same way as an item formula (*Player Core* 294).

The Etching Process

Etching a rune onto an item follows the same process as using the Craft activity to make an item. You must be able to Craft magic items, have the formula for the rune, have the item you're adding the rune to in your possession throughout the etching process, and meet any special Craft Requirements. The rune has no effect until you complete the Craft activity. You can etch only one rune at a time.

Transferring Runes

You can transfer runes between two items. This uses the Craft activity, and you must be able to craft magical items. You can either move one rune from one item to another or swap a rune on one item with a rune on the other item (which can be a *runestone*; page 269). To swap, the runes must both be fundamental runes or both be property runes.

If an item can have two or more property runes, you decide which runes to swap and which to leave when transferring. If you attempt to transfer a rune to an item that can't accept it, such as transferring a melee weapon rune to a ranged weapon, you get an automatic critical failure on your Crafting check. If you transfer a potency rune, you might end up with property runes on an item that can't benefit from them. These property runes go dormant until transferred to an item with the necessary potency rune or until you etch the appropriate potency rune on the item bearing them.

The DC of the Crafting check to transfer a rune is determined by the item level of the rune being transferred, and the Price of the transfer is 10% of the rune's Price, unless transferring from a *runestone*, which is free. If you're swapping, use the higher level and higher Price between the two runes to determine these values. It takes 1 day (instead of the 4 days usually needed to Craft) to transfer a rune or swap a pair of runes, and you can continue to work over additional days to get a discount, as usual with Craft.

Fundamental Runes

Five fundamental runes produce the most essential magic of protection and destruction: *armor potency* and *resilient* runes for armor (page 226), the *reinforcing* rune for shields, and *weapon potency* and *striking* runes for weapons (page 232). A potency rune is what makes a weapon a *runic weapon* (page 240) or armor *magic armor* (page 229).

An item can have only one fundamental rune of each type, though etching a stronger rune can upgrade an existing rune to the more powerful version (as described in each rune's entry). As you level up, you typically alternate between increasing an item's potency rune and its *striking* or *resilient* rune when you can afford to.

RUNE TRANSFER EXAMPLES

You could transfer a *flaming* rune from a *+1 striking flaming greatsword* to a *+2 striking longsword*, resulting in a *+2 striking flaming longsword* and a *+1 striking greatsword*. You could swap the *weapon potency* runes from a *+1 longsword* and a *+2 greatsword*, resulting in a *+2 longsword* and a *+1 greatsword*. However, you couldn't swap a *+1 weapon potency* rune from one weapon with a *flaming* property rune from another weapon, as the two runes don't have the same form.

When transferring a rune to an item that can hold multiple property runes, you can decide whether you transfer a single rune or swap runes between the items. For example, a *+2 weapon* can hold two property runes. If you transferred a *flaming* rune from a *+1 striking flaming rapier* to a *+2 striking frost warhammer*, you would decide whether you wanted to end up with a *+1 striking rapier* and a *+2 striking flaming frost warhammer* or a *+1 striking frost rapier* and a *+2 striking flaming warhammer*.

UPGRADING RUNES

You'll often want to upgrade the fundamental runes of magic armor, a magic shield, or a magic weapon you already have. This requires upgrading each rune separately, using the upgrading process described on page 223. These tables summarize the Price of each step, with a number in parentheses indicating the item's level for the Craft activity. This follows the typical progression for an adventurer when upgrading their armor and weapons. The tables here don't include progressions that aren't as likely to come up, like turning a *+1 weapon* directly into a *+1 greater striking weapon*. You can upgrade *reinforcing* runes on shields and property runes that have multiple types as normal, but they aren't listed on the table because their progression is more straightforward.

SPECIFIC ARMOR AND WEAPONS

Unlike armor and weapons enhanced with runes, specific armor and weapons (such as *moonlit chain* or a *bloodletting kukri*) are created for a specific purpose and can work quite differently from other items of their type. Specific magic armor and weapons can't gain property runes, but you can add or improve their fundamental runes.

Property Runes

Property runes add special abilities to armor or a weapon in addition to the item's fundamental runes. If a suit of armor or a weapon has multiple etchings of the same rune, only the highest-level one applies. You can upgrade a property rune to a higher-level type of that rune in the same way you would upgrade a fundamental rune.

Rune abilities that must be activated follow the rules for activating magic items on page 220.

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Armor Runes

Armor Fundamental Runes

ARMOR POTENCY — RUNE 5+

MAGICAL

Usage etched onto armor

Magic wards deflect attacks. Increase the armor's item bonus to AC by 1. The armor can be etched with one property rune.

You can upgrade the *armor potency* rune already etched on a suit of armor using the normal process for upgrading items and runes (page 223).

Type *+1 armor potency*; **Level** 5; **Price** 160 gp; **Craft Requirements** You're an expert in Crafting.

Type *+2 armor potency*; **Level** 11; **Price** 1,060 gp; **Craft Requirements** You're a master in Crafting.

Increase the armor's item bonus to AC by 2, and the armor can be etched with two property runes.

Type *+3 armor potency*; **Level** 18; **Price** 20,560 gp; **Craft Requirements** You're legendary in Crafting.

Increase the armor's item bonus to AC by 3, and the armor can be etched with three property runes.

RESILIENT — RUNE 8+

MAGICAL

Usage etched onto armor

Resilient runes imbue armor with additional protective magic. This grants the wearer a +1 item bonus to saving throws.

You can upgrade the *resilient* rune already etched on a suit of armor using the normal process for upgrading items and runes (page 223).

Type *resilient*; **Level** 8; **Price** 340 gp

Type *greater resilient*; **Level** 14; **Price** 3,440 gp

The armor grants a +2 item bonus to saving throws.

Type *major resilient*; **Level** 20; **Price** 49,440 gp

The armor grants a +3 item bonus to saving throws.

Armor Property Runes

ANTIMAGIC — RUNE 15

UNCOMMON MAGICAL

Price 6,500 gp

Usage etched onto armor

This intricate rune displaces spell energy, granting you a +1 status bonus to saving throws against magical effects.

Activate—Antimagic Armor ↻ (concentrate) **Frequency** once per day; **Trigger** A spell targets you or includes you in its area; **Effect** The armor attempts to counteract the triggering spell with the effect of a 7th-rank *dispel magic* spell and a counteract modifier of +26.

Craft Requirements Supply one casting of *dispel magic*.

ENERGY-RESISTANT — RUNE 8+

MAGICAL

Usage etched onto armor

These symbols convey protective forces from the Elemental Planes. You gain resistance 5 to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the rune. Multiple energy-resistant runes can be etched onto a suit of armor; rather than using only the strongest effect, each must provide resistance to a different damage type. For instance, a *+2 acid-resistant greater fire-resistant breastplate* would give you acid resistance 5 and fire resistance 10.

Type *energy-resistant*; **Level** 8; **Price** 420 gp

Type *greater energy-resistant*; **Level** 12; **Price** 1,650 gp

You gain resistance 10 to the specified damage type.

FORTIFICATION — RUNE 12+

MAGICAL

Usage etched onto medium or heavy armor

A *fortification* rune wards against the deadliest attacks. Each time you're critically hit while wearing the etched armor, attempt a DC 17 flat check. On a success, it becomes a normal hit. This property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2.

Type *fortification*; **Level** 12; **Price** 2,000 gp

Type *greater fortification*; **Level** 18; **Price** 24,000 gp

The flat check DC is 14.

INVISIBILITY — RUNE 8+

ILLUSION MAGICAL

Usage etched onto light armor

Light seems to partially penetrate this armor.

Activate—Go Invisible ❖ (concentrate) **Frequency** once per day; **Effect** With a thought, you become invisible for 1 minute, gaining the effects of a 2nd-rank *invisibility* spell.

Type *invisibility*; **Level** 8; **Price** 500 gp

Type *greater invisibility*; **Level** 10; **Price** 1,000 gp

You can activate the armor up to three times per day.

Craft Requirements Supply one casting of *invisibility*.

RAIMENT — RUNE 5

ILLUSION MAGICAL

Price 140 gp

Usage etched onto armor

This armor can be disguised with a mere thought.

Activate—Costume Change ❖ (concentrate) **Effect** You change the shape and appearance of this armor to appear as ordinary or fine clothes of your imagining. The armor's statistics don't change. Only a creature that's benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, with a DC of 25.

READY — RUNE 6+

MAGICAL

Usage etched onto armor

A *ready* rune draws component pieces of a suit of armor toward one another, making it extremely fast to get into. You can don light armor with a *ready* rune as a single action, or medium or heavy armor with a *ready* rune as a 2-action activity.

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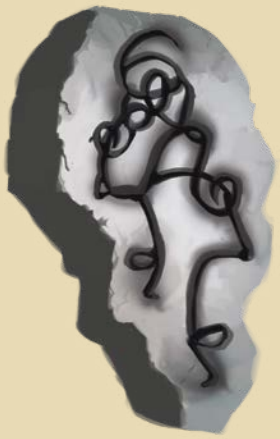
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ARMOR POTENCY RUNESTONE



RESILIENT RUNESTONE



SHADOW RUNESTONE



SLICK RUNESTONE

Type *ready*; **Level** 6; **Price** 200 gp
Type *greater ready*; **Level** 11; **Price** 1,200 gp
You can don any armor with this rune as a single action.

SHADOW — RUNE 5+

MAGICAL SHADOW

Usage etched onto light or medium armor

Armor etched with this rune takes on a hazy black appearance. You gain a +1 item bonus to Stealth checks while wearing the armor.

Type *shadow*; **Level** 5; **Price** 55 gp
Type *greater shadow*; **Level** 9; **Price** 650 gp
The item bonus is +2.
Type *major shadow*; **Level** 17; **Price** 14,000 gp
The item bonus is +3.

SLICK — RUNE 5+

MAGICAL

Usage etched onto armor

This property makes armor slippery, as though it were coated with a thin film of oil. You gain a +1 item bonus to Acrobatics checks to Escape and Squeeze.

Type *slick*; **Level** 5; **Price** 45 gp
Type *greater slick*; **Level** 8; **Price** 450 gp
The item bonus is +2.
Type *major slick*; **Level** 16; **Price** 9,000 gp
The item bonus is +3.

SIZE-CHANGING — RUNE 7

MAGICAL

Price 350 gp

Usage etched onto armor

This armor can make itself and its wearer quickly change size.

Activate—Change Size ❖ (concentrate) **Frequency** once per day; **Effect** The armor casts your choice of *enlarge* or *shrink* on you.

WINGED — RUNE 13+

MAGICAL

Usage etched onto armor

This rune is a swirling glyph on the front of the armor. A large pair of transparent, ephemeral wings floats out from the back of the armor.

Activate—Take to the Skies ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** You trace the rune on the front of the breastplate, and the armor's ephemeral wings grow tangible, granting you a fly Speed of 25 feet or your land Speed, whichever is slower. This effect lasts for 5 minutes or until you Dismiss it. Once the effect ends, the wings disappear completely, reappearing in their ephemeral form 1 hour later.

Type *winged*; **Level** 13; **Price** 2,500 gp
Type *greater winged*; **Level** 19; **Price** 35,000 gp
Once activated, the wings remain tangible indefinitely. You can Dismiss the activation if you choose, and you don't have to wait an hour to activate the rune again.

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Armor

Suits of armor can be crafted from precious materials or infused with magic to grant them abilities exceeding those of typical armor. Many suits of magic armor are created by etching runes onto them, as described on page 225. The magic armor stat block lists the Price and attributes of the most common armors you can make with fundamental runes. Other special suits of armor might be made of precious materials, and some are specially crafted items all on their own.

Precious Material Armor

Suits of armor made of precious materials are more expensive and sometimes grant special effects. You can make metal armor out of any precious materials except for duskwood, or you can make wooden armor out of duskwood. Because armor's Bulk is reduced when the armor is worn, use its carried Bulk when determining its material Price. (Materials are on page 252.)

ADAMANTINE ARMOR — ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Adamantine armor has a shiny, black appearance and is amazingly durable.

Type standard-grade adamantine armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 200 gp + 20 gp per Bulk.

Type high-grade adamantine armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 16,000 gp + 1,600 gp per Bulk.

COLD IRON ARMOR — ITEM 5+

Usage worn armor; **Bulk** varies by armor

Cold iron armor sickens certain creatures that touch it. A creature with weakness to cold iron (such as most demons and fey) that critically fails an unarmed attack against a creature in cold iron armor becomes sickened 1. A creature with weakness to cold iron is sickened 1 as long as it wears cold iron armor.

Type low-grade cold iron armor; **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 70 sp + 7 sp per Bulk

Type standard-grade cold iron armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of cold iron + 15 gp per Bulk.

Type high-grade cold iron armor; **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 10,000 gp + 1,000 gp per Bulk.

DAWNSILVER ARMOR — ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Dawnsilver armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal metal armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet.

Type standard-grade dawnsilver armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 200 gp + 20 gp per Bulk.

Type high-grade dawnsilver armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 16,000 gp + 1,600 gp per Bulk.

DUSKWOOD ARMOR — ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Duskwood armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal wood armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet. (There are no types of wood armor in this book.)

Type standard-grade duskwood armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include duskwood worth at least 200 gp + 20 gp per Bulk.

Type high-grade duskwood armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include duskwood worth at least 16,000 gp + 1,600 gp per Bulk.

ELVEN CHAIN — ITEM 13+

UNCOMMON

Usage worn armor; **Bulk** L

Elven chain is a chain shirt made of dawnsilver (page 253) that glitters in even the faintest light. Because it's constructed with small, supple rings, it has no check penalty.

Created by elven artisans employing ancient crafting techniques, elven chain is exceptionally quiet. Unlike other chain shirts—even other dawnsilver chain shirts—elven chain doesn't have the noisy trait. This suit of armor can be etched with runes like any other dawnsilver chain shirt.

Type standard-grade elven chain; **Level** 13; **Price** 2,500 gp; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 3,125 sp.

Type high-grade elven chain; **Level** 20; **Price** 52,000 gp; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 26,000 gp.

ORICHALCUM ARMOR — ITEM 20

RARE

Usage worn armor; **Bulk** varies by armor

Orichalcum armor can be etched with four magic property runes instead of three due to the magical empowerment of orichalcum. If you're wearing armor made of orichalcum, the

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ADAMANTINE ARMOR



COLD IRON ARMOR



DUSKWOOD ARMOR



ORICHALCUM ARMOR

armor grants you insights into the future, granting you a +1 circumstance bonus to initiative rolls.

Type high-grade orichalcum armor; **Level** 20; **Price** 55,000 gp + 5,500 gp per Bulk; **Craft Requirements** The initial raw materials must include orichalcum worth at least 27,500 gp + 2,750 gp per Bulk.

SILVER ARMOR ITEM 5+

Usage worn armor; **Bulk** varies by armor

Silver armor sickens certain creatures that touch it. A creature with weakness to silver that critically fails an unarmed attack against a creature in silver armor becomes sickened 1. A creature with weakness to silver is sickened 1 as long as it wears silver armor.

Type low-grade silver armor; **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** silver worth at least 70 sp + 7 sp per Bulk

Type standard-grade silver armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 150 gp + 15 gp per Bulk.

Type high-grade silver armor; **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 10,000 gp + 1,000 gp per Bulk.

Basic Magic Armor

The most common special armors are suits of armor with some combination of *armor potency* and *resilient* runes. The following stat block provides a quick reference for these types of armor.

MAGIC ARMOR ITEM 5+

INVESTED MAGICAL

Usage worn armor; **Bulk** varies by armor

A suit of magic armor is simply a suit of armor or explorer's clothing etched with fundamental runes. An *armor potency* rune increases the armor's item bonus to AC, and a *resilient* rune adds an item bonus to saving throws.

The Prices here are for all types of armor. You don't need to adjust the Price from leather armor to full plate or the like. These armors are made of standard materials, not precious materials such as dawnsilver.

Type *+1 armor*; **Level** 5; **Price** 160 gp

This armor has a *+1 armor potency* rune (increase the item bonus to AC by 1).

Type *+1 resilient armor*; **Level** 8; **Price** 500 gp

This armor has a *+1 armor potency* rune (increase the item bonus to AC by 1) and a *resilient* rune (+1 item bonus to saves).

Type *+2 resilient armor*; **Level** 11; **Price** 1,400 gp

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ARMOR ALTERNATIVES

If you don't want to wear armor, or you're trained in only unarmored defense, you can wear either explorer's clothing or *bands of force*. Explorer's clothing can be etched with runes just like armor can, so it can provide item bonuses to AC or saves. *Bands of force* give a +1 item bonus to AC with a Dex modifier cap of +5, and they also grant a bonus to saves. This item can be found on page 286.

This armor has a *+2 armor potency* rune (increase the item bonus to AC by 2) and a *resilient* rune (+1 item bonus to saves).

Type *+2 greater resilient armor*; **Level** 14; **Price** 4,500 gp

This armor has a *+2 armor potency* rune (increase the item bonus to AC by 2) and a *greater resilient* rune (+2 item bonus to saves).

Type *+3 greater resilient armor*; **Level** 18; **Price** 24,000 gp

This armor has a *+3 armor potency* rune (increase the item bonus to AC by 3) and a *greater resilient* rune (+2 item bonus to saves).

Type *+3 major resilient armor*; **Level** 20; **Price** 70,000 gp

This armor has a *+3 armor potency* rune (increase the item bonus to AC by 3) and a *major resilient* rune (+3 item bonus to saves).

Specific Magic Armor

These suits of armor have abilities far different from what can be gained by etching runes. A specific magic armor lists its fundamental runes, which you can upgrade, add, or transfer as normal. You can't etch or transfer any property runes onto a specific armor that it doesn't already have or remove its property runes.

ELECTRIC EELSKIN ITEM 10

INVESTED MAGICAL

Price 950 gp

Usage worn armor; **Bulk** 1

Shining, slippery eelskin covers the plates of this *+1 resilient greater slick leather armor*. The armor gives you the ability to breathe water and grants you a +2 item bonus to Athletics checks to Swim and Stealth checks you attempt in the water.

Activate—Unleash Charge ❖❖ (manipulate) **Frequency** once per hour; **Effect** You cast a 2nd-rank *thunderstrike* with a spell attack modifier of +19.

Craft Requirements Supply one casting of *thunderstrike*.

IMPENETRABLE SCALE ITEM 17

UNCOMMON INVESTED MAGICAL

Price 12,800 gp

Usage worn armor; **Bulk** 3

Made of overlapping, lustrous black scales of standard-grade adamantine, this *+2 greater resilient fortification adamantine scale mail* seems to momentarily thicken at the point of impact when hit. Whenever the armor's *fortification* rune successfully turns a significant foe's critical hit into a normal hit, one of the scales on the armor turns violet. You gain resistance to physical damage equal to the number of violet scales, to a maximum of 8.

At dawn each day, all the violet scales return to normal.

Craft Requirements The initial raw materials must include 1,600 gp of adamantine.

LION'S ARMOR ITEM 12+

INVESTED MAGICAL

Usage worn armor; **Bulk** 3

Various parts of this *+2 resilient half plate* are forged into the shape of a lion's head. The golden lion heads grant you a commanding presence and seem to actively growl at your enemies, granting you a +2 item bonus to Intimidation.

The lions on the armor work in tandem with the lion on a *lion's shield* (page 235). If you critically hit with the *lion's shield* using Lion Bite, the lions on the armor roar in support of the shield, causing the target of the shield's Strike to become frightened 1.

Activate—Roar of the Pride ❖❖ (concentrate) **Frequency** once per day; **Effect** The lions on your armor roar, attempting to cow your enemies. Attempt a check to Demoralize each enemy within 30 feet of you. On a critical success, the target is also fleeing for 1 round.

Type *lion's armor*; **Level** 12; **Price** 2,000 gp

Type *greater lion's armor*; **Level** 19; **Price** 30,500 gp

The armor is *+3 greater resilient half plate*, the item bonus is +3, and you can use Roar of the Pride once per hour instead of once per day.

LIFE-SAVER MAIL ITEM 14+

INVESTED MAGICAL

Usage worn armor; **Bulk** 3

This suit of *+2 resilient fortification splint mail* has a large, green gemstone inset in a prominent location. While wearing the armor, you feel at ease knowing the armor can protect you in even dire circumstances. The gemstone glows with life essence, casting green light as brightly as a torch. You can suppress or resume this light by using a single action, which has the concentrate trait.

Activate—Second Chance ↻ (concentration) **Frequency** once per day; **Trigger** You would die; **Effect** The armor's gemstone turns gray as it shares life energy with you. The armor casts *breath of life* on you.

Activate—Shielding Light ❖❖ (concentration, manipulate) **Effect** You tap on the gemstone, producing a protective screen of green light. You cast a 5th-rank *shield* spell. As normal with the spell, you can't cast *shield* again (using this activation or other means) for 10 minutes if you use it to Shield Block.

Type *life-saver mail*; **Level** 14; **Price** 4,000 gp

Type *greater life-saver mail*; **Level** 20; **Price** 52,500 gp

The armor is *+3 greater resilient greater fortification splint mail*. Shielding Light casts a 9th-rank *shield* spell.

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LION'S ARMOR



ELECTRIC EELSKIN



MAGIC ARMOR



LIFE-SAVER MAIL



MOONLIT CHAIN



TIDEPLATE

MOONLIT CHAIN ITEM 7

INVESTED MAGICAL

Price 360 gp

Usage worn armor; **Bulk** 2

This *+1 silver chain shirt* has a collar adorned with stitched images of the phases of the moon. You can see in moonlight as though you had low-light vision.

Activate—Dim Sight ❖ (manipulate) **Frequency** once per day; **Effect** You touch the stitched image of the new moon on the armor's collar and suppress the dazzled condition for 1 minute.

Craft Requirements The initial raw materials must include 33 gp of silver.

TIDEPLATE ITEM 10

INVESTED MAGICAL

Price 1,000 gp

Usage worn armor; **Bulk** 4

Rippling water motifs decorate this simple suit of *+1 resilient full plate*. The plate has been altered for underwater use, so it's check penalty doesn't apply to Acrobatics or Athletics checks in water or similar liquids. While wearing the armor, you gain a +2 item bonus to Athletics checks to Swim, and you can breathe underwater.

Activate—Ride the Waves ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** The ripples on the armor begin to undulate, matching the movement of any nearby water. The armor casts *water walk* on you.

Activate—Submerge ❖❖ (concentrate, manipulate, polymorph) **Frequency** once per day; **Requirements** You're in water that covers at least half of your body.; **Effect** You merge with the water for 10 minutes. While merged, you can't move, you can see through the water if it's clear enough, and you can hear what's going on outside of the water. Water typically can't take damage, but if the water you're merged in is subject to electricity damage or an ability or effect that destroys or dries water, you're expelled from the water and take 10d6 damage. *Control water* expels you without dealing damage.

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Shield Rune

Though shields can't be etched with weapon or armor runes, they can be improved by a specific type of fundamental rune (page 225) known as a *reinforcing* rune. *Reinforcing* runes can be etched only on shields, including specific shields, and every *reinforcing* rune includes maximum Hardness and Hit Point values. Since the runes work by increasing the structural integrity of a shield by a certain amount, they can't increase the durability of a shield beyond a listed maximum value. Shields can't be etched with property runes, only *reinforcing* runes.

REINFORCING RUNE — ITEM 4+

MAGICAL

Usage etched onto a shield

Reinforcing runes make a shield significantly more durable, allowing it to effectively block more powerful attacks.

Type *minor reinforcing rune*; **Level** 4; **Price** 75 gp
The shield's Hardness increases by 3, it gains an additional 44 Hit Points, and its BT increases by 22 (maximum 8 Hardness, 64 HP, and 32 BT).

Type *lesser reinforcing rune*; **Level** 7; **Price** 300 gp
The shield's Hardness increases by 3, it gains an additional 52 Hit Points, and its BT increases by 26 (maximum 10 Hardness, 80 HP, and 40 BT).

Type *moderate reinforcing rune*; **Level** 10; **Price** 900 gp
The shield's Hardness increases by 3, it gains an additional 64 Hit Points, and its BT increases by 32 (maximum 13 Hardness, 104 HP, and 52 BT).

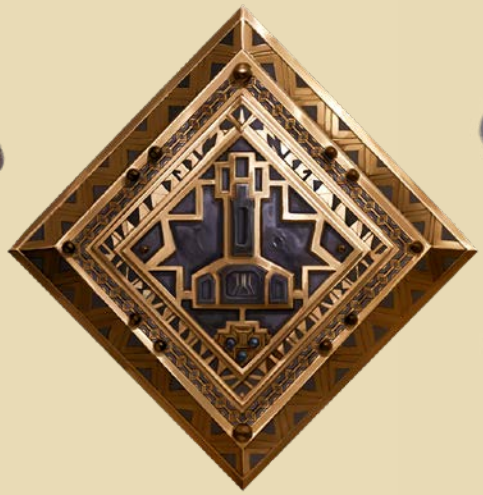
Type *greater reinforcing rune*; **Level** 13; **Price** 2,500 gp
The shield's Hardness increases by 5, it gains an additional 80 Hit Points, and its BT increases by 42 (maximum 15 Hardness, 120 HP, and 60 BT).

Type *major reinforcing rune*; **Level** 16; **Price** 8,000 gp
The shield's Hardness increases by 5, it gains an additional 84 Hit Points, and its BT increases by 42 (maximum 17 Hardness, 136 HP, and 68 BT).

Type *supreme reinforcing rune*; **Level** 19; **Price** 32,000 gp
The shield's Hardness increases by 7, it gains an additional 108 Hit Points, and its BT increases by 54 (maximum 20 Hardness, 160 HP, and 80 BT).



DUSKWOOD SHIELD



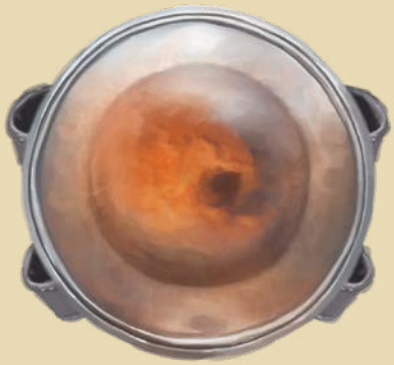
FORGE WARDEN



INDESTRUCTIBLE SHIELD



LION'S SHIELD



REFLECTING SHIELD

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Shields

All magic shields are specific items with a wide variety of protective effects, as described in their entries.

Precious Material Shields

Shields made of precious materials are more expensive and have different durabilities. You can make bucklers and most shields out of any of these precious materials, but only duskwood can be used to make tower shields.

ADAMANTINE SHIELD — ITEM 8+

UNCOMMON

Usage varies by shield

Adamantine shields are particularly sturdy, and when used for a shield bash, they're adamantine weapons.

Type standard-grade adamantine buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** adamantine worth at least 50 gp

The shield has Hardness 8, HP 32, and BT 16.

Type standard-grade adamantine shield; **Level** 8; **Price** 440; **Bulk** 1; **Craft Requirements** adamantine worth at least 55 gp

The shield has Hardness 10, HP 40, and BT 20.

Type high-grade adamantine buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** adamantine worth at least 4,000 gp

The shield has Hardness 11, HP 44, and BT 22.

Type high-grade adamantine shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** adamantine worth at least 4,400 gp

The shield has Hardness 13, HP 52, and BT 26.

COLD IRON SHIELD — ITEM 2+

Usage varies by shield

Cold iron shields don't typically have an additional effect, though when used for a shield bash, they're cold iron weapons.

Type low-grade cold iron buckler; **Level** 2; **Price** 30 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 15 sp

The shield has Hardness 3, HP 12, and BT 6.

Type low-grade cold iron shield; **Level** 2; **Price** 34 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 17 sp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade cold iron buckler; **Level** 7; **Price** 300 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 375 sp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade cold iron shield; **Level** 7; **Price** 340 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 425 sp

The shield has Hardness 7, HP 28, and BT 14.

Type high-grade cold iron buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 2,500 gp

The shield has Hardness 8, HP 32, and BT 16.

Type high-grade cold iron shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 2,750 gp

The shield has Hardness 10, HP 40, and BT 20.

DAWNSILVER SHIELD — ITEM 8+

UNCOMMON

Usage varies by shield

Dawnsilver shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk). When used for a shield bash, they're treated as silver weapons.

Type standard-grade dawnsilver buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 50 gp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade dawnsilver shield; **Level** 8; **Price** 440 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 55 gp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade dawnsilver buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 4,000 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade dawnsilver shield; **Level** 16; **Price** 8,800 gp; **Bulk** L; **Craft Requirements** at least 4,400 gp of dawnsilver

The shield has Hardness 8, HP 32, and BT 16.

DUSKWOOD SHIELD — ITEM 8+

UNCOMMON

Usage varies by shield

Duskwood shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk).

Type standard-grade duskwood buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 50 gp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade duskwood shield; **Level** 8; **Price** 440 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 55 gp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade duskwood tower shield; **Level** 8; **Price** 560 gp; **Bulk** 3; **Craft Requirements** duskwood worth at least 70 gp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade duskwood buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 4,000 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade duskwood shield; **Level** 16; **Price** 8,800 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 4,400 gp

The shield has Hardness 8, HP 32, and BT 16.

Type high-grade duskwood tower shield; **Level** 16; **Price** 11,200 gp; **Bulk** 3; **Craft Requirements** duskwood worth at least 5,600 gp

The shield has Hardness 8, HP 32, and BT 16.

ORICHALCUM SHIELD — ITEM 17+

RARE

Usage varies by shield

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Orichalcum shields' time-bending properties are particularly useful for keeping them intact. The first time each day an orichalcum shield would be destroyed, it's instead left with 1 Hit Point and the broken condition.

Type high-grade orichalcum buckler; **Level** 17; **Price** 12,000 gp; **Bulk** L; **Craft Requirements** orichalcum worth at least 6,000 gp

The shield has Hardness 14, HP 56, and BT 28.

Type high-grade orichalcum shield; **Level** 17; **Price** 13,200 gp; **Bulk** 1; **Craft Requirements** orichalcum worth at least 6,600 gp

The shield has Hardness 16, HP 64, and BT 32.

SILVER SHIELD ITEM 2+

Usage varies by shield

Silver shields don't typically have an additional effect, though when used for a shield bash, they're silver weapons.

Type low-grade silver buckler; **Level** 2; **Price** 30 gp; **Bulk** L; **Craft Requirements** silver worth at least 15 sp

The shield has Hardness 1, HP 4, and BT 2.

Type low-grade silver shield; **Level** 2; **Price** 34 gp; **Bulk** 1; **Craft Requirements** silver worth at least 17 sp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade silver buckler; **Level** 7; **Price** 300 gp; **Bulk** L; **Craft Requirements** silver worth at least 375 sp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade silver shield; **Level** 7; **Price** 340 gp; **Bulk** 1; **Craft Requirements** silver worth at least 425 sp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade silver buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L; **Craft Requirements** silver worth at least 2,500 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade silver shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1; **Craft Requirements** silver worth at least 2,750 gp

The shield has Hardness 8, HP 32, and BT 16.

Specific Shields

These shields have unique abilities that differentiate them from their typical counterparts.

DRAGONSLAYER'S SHIELD ITEM 9

UNCOMMON MAGICAL

Price 670 gp

Usage held in 1 hand; **Bulk** 1

A *dragonslayer's shield* is a steel shield covered with dragonhide from a specific dragon, which visually distinguishes each shield from the others. While raised, this steel shield (Hardness 8, HP 32, BT 16) grants its circumstance bonus to Reflex saves against area effects (as well as to AC, as normal).

While you hold the shield, it also grants you a +2 circumstance bonus to Will saves against a dragon's frightful presence ability. The shield has resistance 10 against the damage type corresponding to the dragon breath of the dragon whose hide was used in its creation (for example, a *dragonslayer's shield* made with the hide of a diabolic dragon would grant resistance to fire); this applies after reducing the damage for Hardness, so when you use Shield Block, the *dragonslayer's shield* takes 18 less damage from attacks of that damage type. You can use Shield Block against effects that deal damage of that type.

Craft Requirements The initial raw materials must include at least 30 gp of dragonhide.

FLOATING SHIELD ITEM 11+

UNCOMMON MAGICAL

Usage strapped to 1 hand; **Bulk** L

A *floating shield* is usually carved with wing motifs. This buckler (Hardness 6, HP 24, BT 12) can protect you on its own.

Activate—Float ❖ (manipulate); **Frequency** once per day; **Effect** The shield magically releases itself and floats off your arm into the air next to you, granting you its bonus automatically, as if you had Raised the Shield. Because you're not wielding the shield, you can't use reactions such as Shield Block with the shield, but you gain its benefits even when using both of your hands. After 1 minute, the shield drops to the ground, ending its floating effect. While the shield is adjacent to you, you can Interact to grasp it, ending its floating effect early.

Type *floating shield*; **Level** 11; **Price** 1,250 gp

Type *greater floating shield*; **Level** 16; **Price** 9,000 gp

You can activate the shield any number of times per day.

FORCE SHIELD ITEM 9

UNCOMMON FORCE MAGICAL

Price 650 gp

Usage held in 1 hand; **Bulk** L

The edges of this elaborately engraved steel shield (Hardness 8, HP 32, BT 16) bear tiny glass tiles set in mosaic patterns.

Activate—Force Bubble ❖ (concentrate, force) **Frequency** once per day; **Effect** The shield surrounds you with a bubble of force that protects you from harm, granting you resistance 5 to physical damage for 1 minute. The activation ends if you cease holding the shield.

FORGE WARDEN ITEM 10

UNCOMMON MAGICAL

Price 975 gp

Usage held in 1 hand; **Bulk** 1

The religious symbol of Torag, the forge god—an ornate hammer of dwarven construction—adorns the face of this *lesser reinforcing steel shield* (Hardness 8, HP 72, BT 36). The shield is a religious symbol of Torag.

You and any adjacent allies have fire resistance 5 while you have the shield raised. When used for a Shield Block, the *forge warden* rings out like the hammer strike of a blacksmith, and the symbol glows as if lit by the fires of a furnace.

Activate—Forge Fires ❖ (concentrate, fire); **Trigger** You use the *forge warden* to Shield Block an adjacent creature's attack, and the shield takes damage; **Effect** The attacking creature takes 2d6 fire damage.

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INDESTRUCTIBLE SHIELD ITEM 18

RARE MAGICAL

Price 24,000 gp

Usage held in 1 hand; **Bulk** 1

An *indestructible shield* is a *high-grade greater reinforcing adamantine shield* (Hardness 17, HP 136) that can withstand just about any damage. It can be damaged only by a *disintegrate* spell (roll damage as if against a creature that failed its save) or by an artifact tied to destruction.

Craft Requirements The raw materials must include at least 4,400 gp of adamantine.

LION'S SHIELD ITEM 6

MAGICAL

Price 245 gp

Usage held in 1 hand; **Bulk** 1

This steel shield (Hardness 6, HP 36, BT 18) is forged into the shape of a roaring lion's head. The lion's head functions as *+1 striking shield boss* that can't be removed from the shield.

Activate—Lion's Bite ◆ (manipulate); **Frequency** once per day; **Requirements** Your shield is raised; **Effect** You animate the lion's head, making a melee Strike with it. The shield's biting maw is a martial melee weapon that deals 2d6 piercing damage and has the deadly d6 trait; it can't be enhanced by runes. The shield remains animated for 1 minute, during which time you can Strike with it each time you Raise the Shield, as well as with a Strike action.

LODESTONE SHIELD ITEM 11

MAGICAL

Price 1,350 gp

Usage held in 1 hand; **Bulk** 1

This *moderate reinforcing cold iron shield* (Hardness 10, HP 92, BT 46) is inset with lodestones that draw ammunition toward it.

Activate—Attract Projectile ↷ (manipulate) **Frequency** once per minute; **Trigger** A ranged weapon Strike targets a creature within 15 feet of you when you have this shield raised, and the attacker hasn't yet rolled their attack; **Effect** The triggering Strike targets you instead of its normal target. If it hits, you gain the effects of the Shield Block reaction.

REFLECTING SHIELD ITEM 18

UNCOMMON MAGICAL

Price 18,000 gp

Usage held in 1 hand; **Bulk** L

This high-grade silver buckler (Hardness 6, HP 24, BT 12) is polished to a mirrorlike sheen. The shield functions as a *spellguard shield* (see below) that can also reflect spells.

Activate—Reflect Spell ↷ (concentrate); **Frequency** once per day; **Trigger** You're targeted by a spell; **Requirements** The *reflecting shield* is raised; **Effect** You attempt to reflect the spell on its caster. The shield attempts to counteract the spell, with a counteract rank of 9th and a counteract modifier of +30. If the spell is successfully counteracted, it's turned back on its caster.

Craft Requirements The initial raw materials must include at least 2,750 gp of silver.

SPELLGUARD SHIELD ITEM 6

MAGICAL

Price 250 gp

Usage held in 1 hand; **Bulk** 1

This shield bears eldritch glyphs to guard against magic. While you have this steel shield (Hardness 6, HP 24, BT 12) raised, you gain its circumstance bonus to saving throws against spells that target you (as well as to AC), and you can Shield Block spells that target you if you have that action.

SPINED SHIELD ITEM 7

MAGICAL

Price 360 gp

Usage held in 1 hand; **Bulk** 1

Five jagged spines project from the surface of this steel shield (Hardness 6, HP 24, BT 12). The spines are *+1 striking shield spikes*. When you use the Shield Block reaction with this shield, the spines take the damage before the shield itself does. When the shield would take damage (after applying Hardness), one spine snaps off per 6 damage, reducing the damage by 6. The shield takes any remaining damage. When there are no spines left, the shield takes damage as normal.

When all the spines are gone, you lose the ability to attack with them until the spines regenerate the next day.

Activate—Fire Spine ◆ (manipulate); **Effect** You shoot one of the shield's spines at a target. A fired spine uses the spikes' statistics, but it's a martial ranged weapon with a range increment of 120 feet.

STURDY SHIELD ITEM 4+

MAGICAL

Usage held in 1 hand; **Bulk** 1

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy.

Type minor; **Level** 4; **Price** 100 gp
The shield has Hardness 8, HP 64, and BT 32.

Type lesser; **Level** 7; **Price** 360 gp
The shield has Hardness 10, HP 80, and BT 40.

Type moderate; **Level** 10; **Price** 1,000 gp
The shield has Hardness 13, HP 104, and BT 52.

Type greater; **Level** 13; **Price** 3,000 gp
The shield has Hardness 15, HP 120, and BT 60.

Type major; **Level** 16; **Price** 10,000 gp
The shield has Hardness 17, HP 136, and BT 68.

Type supreme; **Level** 19; **Price** 40,000 gp
The shield has Hardness 20, HP 160, and BT 80.

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Weapon Runes

Weapon Fundamental Runes

STRIKING — RUNE 4+

MAGICAL

Usage etched onto a weapon

A *striking* rune stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a *+1 striking dagger* would deal 2d4 damage instead of 1d4 damage.

You can upgrade the *striking* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

Type *striking*; **Level** 4; **Price** 65 gp

Type *greater striking*; **Level** 12; **Price** 1,065 gp

The weapon deals three weapon damage dice.

Type *major striking*; **Level** 19; **Price** 31,065 gp

The weapon deals four weapon damage dice.

WEAPON POTENCY — RUNE 2+

MAGICAL

Usage etched onto a weapon

Magical enhancements make this weapon strike true. Attack rolls with this weapon gain a +1 item bonus, and the weapon can be etched with one property rune.

You can upgrade the *weapon potency* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' prices.

Type *+1 weapon potency*; **Level** 2; **Price** 35 gp; **Craft Requirements** You are an expert in Crafting.

Type *+2 weapon potency*; **Level** 10; **Price** 935 gp; **Craft Requirements** You are a master in Crafting.

The item bonus to attack rolls is +2, and the weapon can be etched with two property runes.

Type *+3 weapon potency*; **Level** 16; **Price** 8,935 gp; **Craft Requirements** You are legendary in Crafting.

The item bonus to attack rolls is +3, and the weapon can be etched with three property runes.

Weapon Property Runes

ANIMATED — RUNE 13

UNCOMMON MAGICAL

Price 2,700 gp

Usage etched onto a melee weapon

An *animated* weapon flies autonomously and strikes your foes.

Activate—Set Free ❖❖ (concentrate, manipulate) **Effect** You Release the weapon and it flutters through the air, fighting on its own against the last enemy you attacked, or the nearest enemy to it if your target has been defeated. At the end of your turn each round, the weapon can Fly up to its fly Speed of 40 feet, and then can either Fly again or Strike one creature within its reach.

The weapon has a space of 5 feet, but it doesn't block or impede enemies attempting to move though that space, nor does it benefit from or provide flanking. The weapon can't move through an enemy's space. The weapon can't use reactions, and its Fly actions don't trigger reactions.

While it's activated, an *animated* weapon makes Strikes with an attack modifier of +24 plus its item bonus to attack rolls. It uses the weapon's normal damage but has a +0 Strength modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be activated or benefit from any of your abilities while animated.

Each round, when the weapon finishes using its actions, attempt a DC 6 flat check. On a failure, the activation ends. The weapon falls to the ground and can't be Set Free again for 10 minutes.

ASTRAL — RUNE 8+

MAGICAL SPIRIT

Usage etched onto a weapon

Astral weapons command powerful spiritual energy from the Astral Plane. This rune has the same effects as a *ghost touch* rune, plus Strikes with it deal an extra 1d6 spirit damage. If used to attack a creature that's possessing another creature, this weapon deals no damage to the possessed creature. On a critical hit against a creature possessing another creature, the possessing creature must succeed at a DC 26 Will save or be expelled and unable to possess a creature for 1d4 rounds.

Type *astral*; **Level** 8; **Price** 450 gp

Type *greater astral;* **Level** 15; **Price** 6,000 gp

The save DC is 36. Spirit damage dealt by this weapon ignores the target's spirit resistance.

BRILLIANT — RUNE 12+

MAGICAL

Usage etched onto a weapon

This rune causes a weapon to transform into pure, brilliant energy. The weapon deals an additional 1d4 fire damage on a successful Strike, as well as 1d4 spirit damage to fiends and 1d4 vitality damage to undead. On a critical hit, the target must succeed at a DC 29 Fortitude save or be blinded for 1 round.

Activate—Shine Bright! ❖ (concentrate, light) **Effect** You plunge your weapon into darkness to return the light. Attempt a counteract check with a counteract rank of 5 and a +19 counteract modifier to end a magical darkness effect whose area is within reach of the weapon.

Type *brilliant*; **Level** 12; **Price** 2,000 gp

Type *greater brilliant*; **Level** 18; **Price** 24,000 gp

The save DC is 41, the counteract rank is 9, the counteract modifier is +31, and damage dealt by this weapon ignores the target's resistances to fire, spirit, and vitality.

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STRIKING QUICKSTRIKE RETURNING SHOCK

CORROSIVE RUNE 8+

ACID MAGICAL

Usage etched onto a weapon

Acid sizzles across the surface of the weapon etched with this rune. When you hit with the weapon, add 1d6 acid damage to the damage dealt. In addition, on a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead.

Type *corrosive*; **Level** 8; **Price** 500 gp

Type *greater corrosive*; **Level** 15; **Price** 6,500 gp

The acid damage dealt by this weapon ignores the target's acid resistance. Increase the acid damage dealt to armor or a shield on a critical hit to 6d6.

DECAYING RUNE 8+

ACID MAGICAL VOID

Usage etched onto a weapon

Eerie waves of purplish energy dance across the surface of a weapon etched with this rune. When you hit with the weapon, add 1d4 void damage to the damage dealt. In addition, on a critical hit, the target takes 2d4 persistent void damage; if the target has a shield raised, the shield takes the same amount of persistent damage (its wielder rolls the flat check to see if the persistent damage ends, or the GM rolls if the shield is no longer in someone's possession). Unlike normal void damage, the void damage from a *decaying* rune damages objects, constructs, and the like by eroding them away.

Type *decaying*; **Level** 8; **Price** 500 gp

Type *greater decaying*; **Level** 15; **Price** 6,500 gp

The void damage dealt by this weapon ignores the target's void resistance or immunity. Increase the persistent void damage dealt on a critical hit to 4d4.

EXTENDING RUNE 9+

MAGICAL

Usage etched onto a melee weapon

An *extending* rune allows you to extend your weapon to impossible lengths.

Activate—Extend ❖❖ (manipulate) **Effect** You extend your weapon, giving you an impossible reach. You Strike with the weapon, and you have reach 60 feet for the Strike.

Type *extending*; **Level** 9; **Price** 700 gp

Type *greater extending*; **Level** 13; **Price** 3,000 gp

The activation grants you reach 120 feet for the Strike.

FEARSOME RUNE 5+

EMOTION FEAR MAGICAL MENTAL

Usage etched onto a weapon

When you critically hit with this weapon, the target becomes frightened 1.

Type *fearsome*; **Level** 5; **Price** 160 gp

Type *greater fearsome*; **Level** 12; **Price** 2,000 gp

When you critically hit with this weapon, the target becomes frightened 2.

FLAMING RUNE 8+

FIRE MAGICAL

Usage etched onto a weapon

A weapon with this rune is empowered by flickering flame. The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d10 persistent fire damage on a critical hit.

Type *flaming*; **Level** 8; **Price** 500 gp

Type *greater flaming*; **Level** 15; **Price** 6,500 gp

Increase the persistent damage on a critical hit to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

FROST RUNE 8+

COLD MAGICAL

Usage etched onto a weapon

This weapon is empowered with freezing ice. It deals an additional 1d6 cold damage on a successful Strike. On a critical hit, the target is also slowed 1 until the end of your next turn

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unless it succeeds at a DC 24 Fortitude save.

Type *frost*; **Level** 8; **Price** 500 gp

Type *greater frost*; **Level** 15; **Price** 6,500 gp

The save DC is 34. Cold damage dealt by this weapon ignores the target's cold resistance.

GHOST TOUCH — RUNE 4

MAGICAL

Price 75 gp

Usage etched onto a weapon

A weapon etched with this rune can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

GRIEVOUS — RUNE 9

MAGICAL

Price 700 gp

Usage etched onto a weapon

When your attack roll with this weapon is a critical hit and gains the critical specialization effect, you gain an additional benefit depending on the weapon group.

Axe You can damage a third creature, with the same restrictions.

Bow The Athletics check to pull the missile free is DC 20.

Brawling The target takes a –4 circumstance penalty to its save.

Club You can knock the target up to 15 feet away.

Crossbow If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile, as the bow critical specialization (*Player Core* 283).

Dart The base persistent bleed damage increases to 2d6.

Firearm The target takes a –4 circumstance penalty to its save. (See *Pathfinder Guns & Gears* for information on firearms.)

Flail You move the target 5 feet. You can't move it away from you, but you can move it in another direction of your choice.

Hammer You can also knock the target 5 feet away from you.

Knife The target takes a –5-foot status penalty to its Speed while it has the persistent bleed damage.

Pick The extra damage from the critical specialization effect increases to 4 per weapon damage die.

Polearm You can move the target up to 10 feet.

Shield You can knock the target up to 10 feet away.

Sling The target also takes a –10-foot status penalty to its Speed for 1 round if it fails the save.

Spear The clumsy condition lasts for 2 rounds.

Sword The target is off-guard until the end of your next turn.

HOLY — RUNE 11

HOLY MAGICAL

Price 1,400 gp

Usage etched onto a weapon that isn't unholy

A *holy* weapon commands powerful celestial energy. Strikes made with it gain the holy trait and deal an extra 1d4 spirit damage, or an extra 2d4 against an unholy target. If you are unholy, you are enfeebled 2 while carrying or wielding this weapon.

Activate—Holy Healing ↷ (concentrate, healing, vitality) **Frequency** once per day; **Trigger** You critically succeed at a Strike against an unholy creature with the weapon; **Effect** You regain HP equal to double the unholy creature's level.

Craft Requirements You are holy.

KEEN — RUNE 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage etched onto a piercing or slashing melee weapon

The edges of a *keen* weapon are preternaturally sharp. Attacks with this weapon are a critical hit on a 19 on the die as long as that result is a success. This property has no effect on a 19 if the result would be a failure.

QUICKSTRIKE — RUNE 16

RARE MAGICAL

Price 10,000 gp

Usage etched onto a weapon

Attacks with a *quickstrike* weapon are supernaturally swift. While wielding a *quickstrike* weapon, you gain the quickened condition, but you can use the additional action granted only to make a Strike with the etched weapon.

RETURNING — RUNE 3

MAGICAL

Price 55 gp

Usage etched onto a thrown weapon

When you make a thrown Strike with this weapon, it flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.

SHIFTING — RUNE 6

MAGICAL

Price 225 gp

Usage etched onto a melee weapon

With a moment of manipulation, you can shift this weapon into a different weapon with a similar form.

Activate—Shift Weapon ❖ (manipulate) **Effect** The weapon takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's runes and any precious material it's made of apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can apply.

The weapons a *shifting* weapon can turn into are based on the base attributes of the weapon, so reference the weapon's Hands entry in the weapons table to see what it can turn into. For example, a bastard sword requires one hand, even though it gets a benefit in two hands from the two-hand trait. Therefore, a *shifting bastard sword* could turn into a longsword, but not a greatsword. Activating this rune doesn't change how many hands you're currently using to hold the weapon.

SHOCK — RUNE 8+

ELECTRICITY MAGICAL

Usage etched onto a weapon

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Electric arcs crisscross *shock* weapons, dealing an extra 1d6 electricity damage on a hit. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

Type *shock*; **Level** 8; **Price** 500 gp

Type *greater shock*; **Level** 15; **Price** 6,500 gp

Electricity damage dealt by this weapon ignores the target's electricity resistance (and the other creatures' on a critical hit).

SHOCKWAVE RUNE 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage etched onto a bludgeoning melee weapon

Shockwave weapons magically increase their density and momentum when swung, creating a thudding impact on those nearby. Strikes with this weapon deal bludgeoning splash damage equal to the number of weapon damage dice. You're immune to this splash damage.

SPELL RESERVOIR RUNE 13

UNCOMMON MAGICAL

Price 2,700 gp

Usage etched onto a melee weapon

A *spell reservoir* rune creates a pool of eldritch energy within the etched weapon. A spellcaster can spend 1 minute to cast a spell of 3rd rank or lower into the weapon. The spell must require 2 actions or fewer to cast and must be able to target a creature other than the caster. The spell has no immediate effect—it is instead stored for later.

When you wield a *spell reservoir* weapon, you immediately know the name and rank of the stored spell. A *spell reservoir* weapon found as treasure has a 50% chance of having a spell of the GM's choice stored in it.

Activate—Channeled Release ❖❖ (concentrate) **Requirements** A spell is stored in the weapon; **Effect** Make a Strike with the weapon. You expend the stored spell as part of this Strike; this empties the spell from the weapon and allows a spell to be cast into it again. If the Strike hits, the spell targets the target of the attack. If the spell requires a spell attack roll, the result of your attack roll with the weapon determines the degree of success of the spell, and if the spell requires a saving throw, the DC is 30.

Activate—Safe Release ❖ (concentrate) **Effect** Harmlessly expend the stored spell. This frees the weapon to have a new spell cast into it.

THUNDERING RUNE 8+

MAGICAL SONIC

Usage etched onto a weapon

A *thundering* weapon lets out a peal of thunder when it hits, dealing an extra 1d6 sonic damage on a successful Strike. On a critical hit, the target must succeed at a DC 24 Fortitude save or be deafened for 1 minute (or 1 hour on a critical failure).

Type *thundering*; **Level** 8; **Price** 500 gp

Type *greater thundering;* **Level** 15; **Price** 6,500 gp

The save DC is 34, and the deafness is permanent. Sonic damage dealt by this weapon ignores the target's sonic resistance.

UNHOLY RUNE 11

MAGICAL UNHOLY

Price 1,400 gp

Usage etched onto a weapon that isn't holy

An *unholy* rune instills fiendish power into the etched weapon. Strikes made with it gain the unholy trait and deal an extra 1d4 spirit damage, or an extra 2d4 against a holy target. If you are holy, you are enfeebled 2 while carrying or wielding this weapon.

Activate—Unholy Bloodshed ↷ (concentrate) **Frequency** once per day; **Trigger** You critically succeed at an attack roll against a holy creature with the weapon; **Effect** The target takes persistent bleed damage equal to 1d8 per weapon damage die of the etched weapon.

Craft Requirements You are unholy.

VITALIZING RUNE 5+

MAGICAL

Usage etched onto a weapon

A *vitalizing* weapon pulses with vital energy, dealing an extra 1d6 persistent vitality damage to undead. On a critical hit, the undead is also enfeebled 1 until the end of your next turn.

Type *vitalizing*; **Level** 5; **Price** 150 gp

Type *greater vitalizing*; **Level** 14; **Price** 4,300 gp

Increase the persistent vitality damage to 2d6. On a critical hit, the undead creature is enfeebled 1 and stupefied 1 as long as it has the persistent damage from this rune.

VORPAL RUNE 17

RARE MAGICAL

Price 15,000 gp

Usage etched onto a slashing melee weapon

Originally created as a means of slaying the legendary jabberwock, *vorpal* weapons prove equally effective against nearly any foe with a head.

Activate—Snicker-Snack ↷ (concentrate, death, incapacitation) **Trigger** You roll a natural 20 on a Strike with the weapon against a creature that has a head, critically succeed, and deal slashing damage; **Effect** The target must succeed at a DC 37 Fortitude save or be decapitated. This kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if you sever its last head.

WOUNDING RUNE 7

MAGICAL

Price 340 gp

Usage etched onto a piercing or slashing melee weapon

Weapons with *wounding* runes are said to thirst for blood. When you hit a creature with a *wounding* weapon, you deal an extra 1d6 persistent bleed damage.

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Magic Weapons

Weapons can be crafted from precious materials or infused with magic to grant them powerful and unusual abilities.

Precious Material Weapons

Weapons made of precious materials are more expensive and sometimes have special effects. You can make metal weapons out of any of these materials except duskwood, and wooden weapons out of duskwood. To determine the Price of 10 pieces of ammunition, use the base Price for a single weapon, without adding any extra for Bulk.

ADAMANTINE WEAPON — ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Adamantine weapons have a shiny black appearance and cut through lesser items with ease. They treat any object they hit as if it had half as much Hardness as usual, unless the object's Hardness is greater than that of the adamantine weapon (page 253).

Type standard-grade adamantine weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of adamantine + 17.5 gp per Bulk

Type high-grade adamantine weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of adamantine + 675 gp per Bulk

COLD IRON WEAPON — ITEM 2+

Usage varies by weapon; **Bulk** varies by weapon

Cold iron weapons deal additional damage to creatures with weakness to cold iron, like demons and fey.

Type low-grade cold iron weapon; **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of cold iron + 2 sp per Bulk

Type standard-grade cold iron weapon; **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of cold iron + 11 gp per Bulk

Type high-grade cold iron weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of cold iron + 450 gp per Bulk

DAWNSILVER WEAPON — ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Dawnsilver weapons are slightly lighter than silver. A dawnsilver weapon is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

Type standard-grade dawnsilver weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of dawnsilver + 17.5 gp per Bulk

Type high-grade dawnsilver weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of dawnsilver + 675 gp per Bulk

DUSKWOOD WEAPON — ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Duskwood weapons are as dark as ebony, with a slight purple tint. A duskwood weapon's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

Type standard-grade duskwood weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of duskwood + 17.5 gp per Bulk

Type high-grade duskwood weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of duskwood + 675 gp per Bulk

ORICHALCUM WEAPON — ITEM 18

RARE

Usage varies by weapon; **Bulk** varies by weapon

Orichalcum weapons can have four magic property runes instead of three. Due to orichalcum's temporal properties, etching the *quickstrike* weapon property rune onto an orichalcum weapon costs half the normal Price (though transferring the rune to a weapon made of another material requires you to first pay the remaining Price and then pay the cost to transfer).

Type high-grade orichalcum weapon; **Level** 18; **Price** 22,500 gp + 2,250 gp per Bulk; **Craft Requirements** at least 11,250 gp of orichalcum + 1,125 gp per Bulk

SILVER WEAPON — ITEM 2+

Usage varies by weapon; **Bulk** varies by weapon

Silver weapons deal additional damage to creatures with weakness to silver, like werewolves, and ignore the resistances of some other creatures, like devils.

Type low-grade silver weapon; **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of silver + 2 sp per Bulk

Type standard-grade silver weapon; **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of silver + 11 gp per Bulk

Type high-grade silver weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of silver + 450 gp per Bulk

Basic Magic Weapon

Many magic weapons are created by etching runes onto them, as described on page 225. The *magic weapon* stat block covers the Prices and attributes of the most common weapons you can make with only fundamental runes.

MAGIC WEAPON — ITEM 2+

MAGICAL

Usage held in 1 hand

A *magic weapon* is a weapon etched with only fundamental runes. A *weapon potency* rune gives an item bonus to attack rolls with the weapon, and a *striking* rune increases the weapon's number of weapon damage dice.

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The Prices here are for all types of weapons. You don't need to adjust the Price from a club to a greataxe or the like. These weapons are made of standard materials, not precious materials such as cold iron.

Type *+1 weapon*; **Level** 2; **Price** 35 gp
This weapon has a *+1 weapon potency* rune (+1 item bonus to attack rolls with the weapon).

Type *+1 striking weapon*; **Level** 4; **Price** 100 gp
This weapon has a *+1 weapon potency* rune (+1 item bonus to attack rolls with the weapon) and a *striking* rune (one extra damage die).

Type *+2 striking weapon*; **Level** 10; **Price** 1,000 gp
This weapon has a *+2 weapon potency* rune (+2 item bonus to attack rolls with the weapon) and a *striking* rune (one additional damage die).

Type *+2 greater striking* weapon; **Level** 12; **Price** 2,000 gp
This weapon has a *+2 weapon potency* rune (+2 item bonus to attack rolls with the weapon) and a *greater striking* rune (two extra damage dice).

Type *+3 greater striking weapon*; **Level** 16; **Price** 10,000 gp
This weapon has a *+3 weapon potency* rune (+3 item bonus to attack rolls with the weapon) and a *greater striking* rune (two extra damage dice).

Type *+3 major striking weapon*; **Level** 19; **Price** 40,000 gp
This weapon has a *+3 weapon potency* rune (+3 item bonus to attack rolls with the weapon) and a *major striking* rune (three extra damage dice).

Specific Magic Weapons

These weapons have abilities far different from what can be gained by simply etching runes. A specific magic weapon lists its fundamental runes, which you can upgrade, add, or transfer as normal. You can't etch or transfer any property runes onto a specific weapon that it doesn't already have, and you can't remove its property runes.

BLOODLETTING KUKRI ITEM 6

UNCOMMON MAGICAL

Price 240 gp
Usage held in 1 hand; **Bulk** L

This *+1 striking kukri* has a crimson blade that shimmers eerily in bright light. On a critical hit, the kukri deals 1d8 persistent bleed damage. If the target didn't already have persistent bleed damage when you scored the critical hit, you also gain 1d8 temporary Hit Points for 1 minute.

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CATERWAUL SLING ITEM 5

MAGICAL

Price 155 gp

Usage held in 1 hand; **Bulk** L

Made of shiny brown leather, this *+1 striking sling* has a single white thread interwoven into its cord.

Activate—Unleash Roar ❖❖ (manipulate, sonic) **Frequency** once per day; **Effect** You pull the white thread free, then whirl the sling in circles at high speed. It lets out an ear-piercing wave of sound. Each creature in a 30-foot cone takes 4d6 sonic damage (DC 21 basic Fortitude save). Any creature that fails is deafened for 1 round, or 1 hour on a critical failure.

CHAPLAIN'S CUDGEL ITEM 9

MAGICAL

Price 650 gp

Usage held in 1 or 2 hands; **Bulk** 1

This simple wooden *+1 striking mace* transforms in the hands of a wielder with great faith in a deity.

Activate—Bow to a Higher Power ❖ (concentrate) **Requirements** You worship a deity; **Effect** You supplicate yourself to your deity, and the *chaplain's cudgel* becomes a conduit for their power. It transforms into your deity's favored weapon (as the *shifting* rune), and etchings of your deity's religious symbol and other divine depictions spread across the weapon from end to end. This lasts until this activation is used again. While the weapon is attuned to you in this way, you get the following benefits.

- If you have the holy or unholy trait, you can add that trait to Strikes you make with the weapon.
- Whenever you cast a divine spell that takes 2 actions or more to cast, the next Strike you make with this weapon before the end of your next turn gets a status bonus to its damage roll equal to the weapon's number of damage dice. Casting a spell matching the options from your deity's divine font grants this benefit no matter how many actions you spent casting it.

FIGHTER'S FORK ITEM 3

MAGICAL

Price 50 gp

Usage held in 1 or 2 hands; **Bulk** 1

This *+1 trident*, usually engraved with a decorative pattern resembling fish scales, is a common weapon among warriors of aquatic ancestries.

Activate—Fluid Length ❖ (manipulate) **Effect** You extend or shorten the trident's haft. When extended, the trident requires two hands to wield and gains the reach trait, but loses the trident's normal thrown trait.

GLOOM BLADE ITEM 9

MAGICAL

Price 700 gp

Usage held in 1 hand; **Bulk** L

As black as coal, this blade grows more potent in darkness. While in bright light, it functions as a *+1 shortsword* and doesn't appear to radiate a magic aura to *detect magic* or similar spells unless the spells are 4th rank or higher.

In dim light or darkness, the *gloom blade* becomes a *+2 striking shortsword*. Whenever you use the *gloom blade* to attack a creature you're undetected by, you deal 1d6 additional precision damage.

To upgrade the gloom blade's fundamental runes, start with the base *+1 shortsword*, but if you improve it beyond a *+2 striking shortsword*, the runes apply in dim light or darkness as well.

HUNTER'S ANTHEM ITEM 11

MAGICAL

Price 1,300 gp

Usage held in 1 hand; **Bulk** 2

This *+2 striking longbow* is carefully handcrafted from a length of flexible green-tinted wood, etched in a variety of runic symbols, and strung with a dawnsilver bowstring. When you shoot the bow in rapid succession, the echoing chords generated by the bowstring form a haunting dirge that evokes the inevitable end of all things. If you have the Hunt Prey class feature, the weapon gains the *thundering* rune on Strikes against your prey.

Activate—Song of the Bow ❖❖ (concentration) **Frequency** once per day; **Effect** You shoot an arrow thrumming with the song of the bow. Make a Strike with the bow that deals damage as normal. As long as the Strike isn't a critical failure, the arrow explodes in a 20-foot emanation around your target, dealing 5d10 sonic damage to creatures in the area, including the target, with a DC 28 basic Fortitude save. Any creature that critically fails is deafened for 1 minute. If any creature in the area is undetected or unnoticed by you, you learn its location, making it hidden to you instead.

ICICLE ITEM 16

COLD MAGICAL

Price 10,000 gp

Usage held in 2 hands; **Bulk** 2

This *+2 greater striking greater frost longspear* appears to be a single continuous icicle stretching over 6 feet long. The *icicle* automatically extinguishes non-magical fires in a 20-foot emanation. While wielding it, you gain fire resistance 5.

Activate—Quench Flames ❖❖ (concentrate, manipulate) **Effect** You swing the *icicle* into the area of an ongoing magical fire, and the spear attempts to counteract the fire with a counteract modifier of +27. If it fails, it can't attempt to counteract the same fire again.

Activate—Ice Spike ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** The *icicle* grows rapidly, piercing creatures in a 30-foot line. Each creature in the area takes 11d6 cold damage with a DC 35 Reflex save. A creature that fails its save also takes 3d6 persistent bleed damage (double on a critical failure).

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RETRIBUTION AXE ITEM 3

MAGICAL

Price 60 gp

Usage held in 2 hands; **Bulk** 2

The blade of this *+1 greataxe* bears a design of a human skull. Whenever a creature damages you with an attack, the skull changes its appearance to look like the face of that creature. You gain a +2 circumstance bonus to your next damage roll against that creature before the end of your next turn. Because the face reshapes each time you're damaged, you get the additional damage only if you attack the creature that damaged you most recently.

SEARING BLADE ITEM 13+

FIRE MAGICAL

Usage held in 1 hand; **Bulk** 1

This *+2 greater striking flaming longsword* has an ornate brass hilt and a blade shaped like stylized flames. When wielded, the blade projects illumination resembling shimmering firelight, emitting dim light in a 10-foot radius.

Activate—Shoot Fire ◆◆ (concentrate, manipulate) **Effect** You cast the *ignition* cantrip from the sword as a 7th-rank arcane spell, using your melee attack modifier with *searing blade* as your spell attack modifier.

Type *searing blade*; **Level** 13; **Price** 2,800 gp

Type *greater searing blade*; **Level** 17; **Price** 13,800 gp

This is a *+3 greater striking greater flaming longsword*. When you activate the sword to cast *ignition*, the spell is 9th rank. This weapon also has the Radiate Flames activation.

Activate—Radiate Flames ◆ (aura, concentrate, fire) **Frequency** once per day; **Effect** A 10-foot emanation of flame radiates from the *greater searing blade* for 1 minute. All weapon and unarmed attacks by you and your allies within the area gain the effect of the *flaming* property rune.

SERPENT DAGGER ITEM 5

MAGICAL POISON

Price 150 gp

Usage held in 1 hand; **Bulk** L

The serrated blade of this *+1 striking dagger* has a greenish tinge, and the hilt is sculpted to look like the head of a serpent about to strike. When you critically succeed at an attack roll with the *serpent dagger*, the target becomes sickened 1 unless it succeeds at a DC 19 Fortitude save. This is a poison effect. In addition, you can activate the dagger to poison a creature with a more potent poison.

Activate—Drip Poison ◆ (manipulate) **Frequency** once per day; **Trigger** You damage a creature with the *serpent dagger*; **Effect** You poison the creature you hit with dagger venom.

Dagger Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage and enfeebled 1

SKY HAMMER ITEM 20

RARE MAGICAL

Price 70,000 gp

Usage held in 1 hand; **Bulk** 1

The sturdy head of this *+3 major striking flaming shock orichalcum warhammer* is shaped like a blazing comet.

Activate—Comet Fall ↷ (concentration) **Trigger** Your attack roll with the *sky hammer* is a critical success; **Effect** A 6th-rank arcane *fireball* spell explodes, centered on the *sky hammer*. The spell DC is 45. You are immune to the *fireball*'s effect, though your allies are not.

Craft Requirements Supply a casting of *fireball* (6th rank), and the initial raw materials must include 12,375 gp of orichalcum.

STORM FLASH ITEM 14+

ELECTRICITY MAGICAL

Usage held in 1 hand; **Bulk** 1

This *+2 greater striking shock rapier* has a golden blade, and miniature electric arcs flash across its guard while it's wielded. When out of its sheath under an open sky, the blade causes storm clouds to gather slowly above.

Activate—Lightning Stab ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You cast a 6th-rank *lightning bolt* (DC 33).

Activate—Divert Lightning ↷ (concentrate) **Frequency** once per 10 minutes; **Trigger** An electricity effect targets you or a creature within 10 feet of you, or has you or a creature within 10 feet of you in its area; **Effect** You try to divert the electricity off course, to be absorbed by *storm flash*. Choose one eligible creature to protect and roll a melee attack roll against the DC of the electricity effect. If you succeed, the chosen creature takes no electricity damage from the triggering effect.

Type *storm flash*; **Level** 14; **Price** 4,000 gp

Type *greater storm flash*; **Level** 18; **Price** 21,000 gp

This is a *+3 greater striking greater shock rapier*. When activating the sword to cast *lightning bolt*, the spell is 8th rank (DC 38).

TWINING STAFF ITEM 6

MAGICAL WOOD

Price 250 gp

Usage held in 1 or 2 hands; **Bulk** – to 2

Appearing to be just a small, flat disk made of twigs, this item can grow and shrink. Once formed, this oak staff is carved with twisting patterns along its length.

Activate—Form Staff ◆ (manipulate) **Effect** You cause the twigs to rapidly grow or contract, reshaping into a *+1 striking staff*, a *+1 striking bo staff*, or its disk form. In its disk form, it has negligible Bulk and must be held in one hand to be activated. In the other forms, it has the same Bulk as a normal weapon of its type. You can switch your grip as part of the activation.

When you expand the item, you can use the force of the expansion to High Jump or to try to Force Open a door or the like by wedging the disk into a gap before activation. The staff makes the Athletics check with a +15 modifier.

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Alchemy

Alchemical items are not magical. They instead use the properties of volatile chemicals, exotic minerals, potent plants, and other substances, collectively referred to as alchemical reagents. As such, alchemical items don't radiate magical auras, and they can't be dismissed or affected by* dispel magic. *Their effects last for a set amount of time or until they are countered in some way, typically physically.

Sometimes the reactions of alchemical reagents create effects that seem magical, and at other times they straddle the line between purely reactive and the inexplicable. Alchemists can infuse reagents with some of their own essence, allowing them to efficiently create short-lived alchemical items at no monetary cost. Even in these cases, alchemical items don't radiate magic auras, instead using the alchemist's infused essence as one additional catalyst for the item's alchemical effects.

Rules for creating alchemical items are found in the Craft activity (*Player Core* 236), and you must have the Alchemical Crafting skill feat to use Crafting to create alchemical items. Critically failing a Crafting check to make alchemical items often causes a dangerous effect, such as an explosion for a bomb or accidental exposure for a poison, in addition to losing some of the materials. Some alchemical items have additional requirements beyond those stated in the Craft activity; these items list their requirements in a Craft Requirements entry.

All alchemical items have the alchemical trait. Most also have the consumable trait, which means that the item is used up once activated. The bomb, elixir, and poison traits indicate special categories of alchemical items, each of which is described on the following pages. Alchemical items without any of these traits are called alchemical tools and are described further on page 248.

Alchemical Bombs

An alchemical bomb combines volatile components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. Bombs have the bomb trait.

Bombs are martial thrown weapons with a range increment of 20 feet. When you throw a bomb, you make a weapon attack roll against the target's AC, as you would for any other weapon. It takes one hand to draw, prepare, and throw a bomb. The bomb is activated when thrown as a Strike—you don't have to activate it separately. As consumables, bombs can't have runes etched onto them, have talismans attached to them, or benefit from runes granted in other ways (such as from spells or from items that replicate runes from other items). Spells and magic items that give you a bonus to all your attacks (or to all thrown weapons, for example) can still apply to them.

Splash Trait

Most bombs also have the splash trait. When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a critical failure, the bomb misses entirely, dealing no damage. Add splash damage together with the initial damage against the target before applying the target's resistance or weakness. You don't multiply splash damage on a critical hit.

For example, if you throw a lesser acid flask and hit your target, that creature takes 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage. All other creatures within 5 feet of it take 1 acid splash damage. On a critical hit, the target takes 2 acid damage and 2d6 persistent acid damage, but the splash damage is still 1. If you miss, the target and all creatures within 5 feet take only 1 splash damage. If you critically fail, no one takes any damage.

Acid Flask — Item 1+

Acid · Alchemical · Bomb · Consumable · Splash

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

This flask filled with corrosive acid deals 1 acid damage, the listed persistent acid damage, and the listed acid splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 persistent acid damage and 1 acid splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 persistent acid damage and 2 acid splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 persistent acid damage and 3 acid splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 persistent acid damage and 4 acid splash damage.

Alchemist's Fire — Item 1+

Alchemical · Bomb · Consumable · Fire · Splash

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

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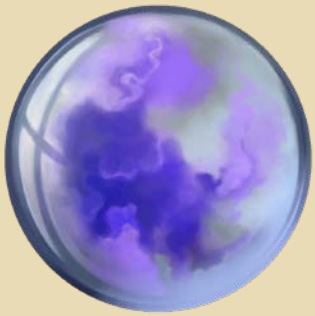
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ACID FLASK



ALCHEMIST'S FIRE



DREAD AMPOULE



GLUE BOMB

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp
The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp
You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.

DREAD AMPOULE ITEM 1+

ALCHEMICAL BOMB CONSUMABLE EMOTION FEAR MENTAL POISON SPLASH

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

This flask is filled with a murky purple gas that briefly interferes with normal brain activity. A dread ampoule deals the listed mental damage and mental splash damage. On a hit, the target becomes frightened 1, or frightened 2 on a critical hit. Many types also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp
The bomb deals 1d6 mental damage and 1 mental splash damage.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d6 mental damage and 2 mental splash damage.

Type greater; **Level** 11; **Price** 300 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d6 mental damage and 3 mental splash damage.

Type major; **Level** 17; **Price** 3,000 gp
You gain a +3 item bonus to attack rolls. The bomb deals 4d6 mental damage and 4 mental splash damage.

GLUE BOMB ITEM 1+

ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

A glue bomb is a harmless explosive mechanism bursting with sticky substances. When you hit a creature with a glue bomb, that creature takes a status penalty to its Speeds for 1 minute. Many types of glue bomb also grant an item bonus on attack rolls.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to Fly again for 1 round. Glue bombs are not effective when used on a creature that is in water.

The target can end any effects by Escaping or spending a total of 3 Interact actions to carefully remove the sticky substances. These Interact actions don't have to be consecutive, and other creatures can provide the actions as well.

Type lesser; **Level** 1; **Price** 3 gp
The target takes a –10-foot penalty, and the Escape DC is 17.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls, the target takes a –15-foot penalty, and the Escape DC is 19.

Type greater; **Level** 11; **Price** 250 gp
You gain a +2 item bonus to attack rolls, the target takes a –15-foot penalty, and the Escape DC is 28.

Type major; **Level** 17; **Price** 2,500 gp
You gain a +3 item bonus to attack rolls, the target takes a –20-foot penalty, and the Escape DC is 37.

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Alchemical Elixirs

Elixirs are alchemical liquids that are used by drinking them. They have the elixir trait. These potent concoctions grant the drinker some alchemical benefits.

Activating Elixirs

You usually Interact to activate an elixir as you drink it or feed it to another creature. You can feed an elixir only to a creature within reach that is either willing or unable to prevent you from doing so. You usually need only one hand to consume an elixir or feed it to another creature.

ANTIDOTE ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.

ANTIPLAGUE ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antiplague, you can immediately attempt a saving throw against one disease of 14th level or lower affecting you. If you succeed, you are cured of the disease.

BOMBER'S EYE ELIXIR ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This tincture lets you pinpoint your foes. For the next 5 minutes, your alchemical bomb Strikes reduce the circumstance bonus to AC your targets gain from cover.

Type lesser; **Level** 4; **Price** 14 gp

Reduce your targets' circumstance bonus by 1.

Type greater; **Level** 14; **Price** 700 gp

Reduce your targets' circumstance bonus by 2.

BRAVO'S BREW ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR MENTAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain an item bonus to Will saves, which is greater when attempting Will saves against fear.

Type lesser; **Level** 2; **Price** 7 gp

The bonus on Will saves is +1, or +2 against fear.

Type moderate; **Level** 10; **Price** 150 gp

The bonus on Will saves is +2, or +3 against fear.

Type greater; **Level** 15; **Price** 700 gp

The bonus on Will saves is +3, or +4 against fear. If you roll a success on a save against fear, you get a critical success instead.

CAT'S EYE ELIXIR ITEM 2

ALCHEMICAL CONSUMABLE ELIXIR

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

CHEETAH'S ELIXIR ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a status bonus to your Speed for the listed duration.

Type lesser; **Level** 1; **Price** 3 gp

The bonus is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 5; **Price** 25 gp

The bonus is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 9; **Price** 110 gp

The bonus is +10 feet, and the duration is 1 hour.

DARKVISION ELIXIR ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Type lesser; **Level** 2; **Price** 6 gp

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ANTIPLAGUE


CHEETAH'S ELIXIR


EAGLE-EYE ELIXIR


ELIXIR OF LIFE


SEA TOUCH ELIXIR


BOMBER'S EYE ELIXIR


MISTFORM ELIXIR


STONE FIST ELIXIR

The duration is 10 minutes.

Type moderate; **Level** 4; **Price** 11 gp
The duration is 1 hour.

Type greater; **Level** 8; **Price** 90 gp
The duration is 24 hours.

EAGLE-EYE ELIXIR ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that is greater when attempting to find secret doors and traps.

Type lesser; **Level** 1; **Price** 4 gp
The bonus is +1, or +2 to find secret doors and traps.

Type moderate; **Level** 5; **Price** 27 gp
The bonus is +2, or +3 to find secret doors and traps.

Type greater; **Level** 10; **Price** 200 gp
The bonus is +3, or +4 to find secret doors and traps.

Type major; **Level** 16; **Price** 2,000 gp
The bonus is +3, or +4 to find secret doors and traps. Each time you pass within 10 feet of a secret door or trap, the GM automatically rolls a secret check for you to find it.

ELIXIR OF LIFE ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp
The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp
The elixir restores 3d6+6 Hit Points, and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp
The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp
The elixir restores 7d6+18 Hit Points, and the bonus is +2.

Type major; **Level** 15; **Price** 1,300 gp
The elixir restores 8d6+21 Hit Points, and the bonus is +3.

Type true; **Level** 19; **Price** 8,000 gp
The elixir restores 10d6+27 Hit Points, and the bonus is +4.

MISTFORM ELIXIR ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR ILLUSION VISUAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A faint mist emanates from your skin, making you concealed for the listed duration. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

Type lesser; **Level** 4; **Price** 18 gp
The duration is 3 rounds.

Type moderate; **Level** 6; **Price** 56 gp
The duration is 1 minute.

Type greater; **Level** 10; **Price** 180 gp
The duration is 5 minutes.

SEA TOUCH ELIXIR ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This briny concoction alters the skin on your hands and feet. The spaces between your fingers and toes become webbed, granting you a swim Speed of 20 feet for the listed duration.

Type lesser; **Level** 5; **Price** 22 gp
The duration is 10 minutes.

Type moderate; **Level** 12; **Price** 300 gp
The duration is 1 hour, and you can breathe underwater.

Type greater; **Level** 15; **Price** 920 gp
The duration is 24 hours, and you can breathe underwater.

STONE FIST ELIXIR ITEM 4

ALCHEMICAL CONSUMABLE ELIXIR MORPH

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your fists become hard as stone. For 1 hour, your fists deal 1d6 bludgeoning damage and lose the nonlethal trait.

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Alchemical Poisons

Alchemical poisons are potent toxins distilled or extracted from natural sources and made either stronger or easier to administer. Each poison's stat block includes the Price and features for a single dose. Poison doses are typically kept in a vial or some other type of safe and secure container.

Applying alchemical poisons uses Interact actions. A poison typically requires one hand to pour into food or scatter in the air. Applying a poison to a weapon or another item requires two hands, with one hand holding the weapon or item. The Usage entry for a poison indicates the number of hands needed for a typical means of application, but the GM might determine that using poisons in other ways functions differently.

The full rules for how poisons and other afflictions work are on page 430 of *Player Core*. A creature attempts the listed saving throw as soon as it's exposed to the poison; on a failed save, the creature advances to Stage 1 of the poison after any listed onset time elapses.

Virulent Poisons: Some poisons have the virulent trait. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.

Method of Exposure

Each alchemical poison has one of the following traits, which define how a creature can be exposed to that poison.

Contact: A contact poison is activated by applying it to an item or directly onto a living creature's skin. The first creature to touch the affected item must attempt a saving throw against the poison; if the poison is applied directly, the creature must attempt a saving throw immediately when the poison touches its skin. Contact poisons are infeasible to apply to a creature via a weapon attack due to the logistics of delivering them without poisoning yourself. Typically, the onset time of a contact poison is 1 minute.

Ingested: An ingested poison is activated by applying it to food or drink to be consumed by a living creature, or by placing it directly into a living creature's mouth. A creature attempts a saving throw against such a poison when it consumes the poison or the food or drink treated with the poison. The onset time of ingested poisons typically ranges anywhere from 1 minute to 1 day.

Inhaled: An inhaled poison is activated by unleashing it from its container. Once unleashed, the poison creates a cloud filling a 10-foot cube lasting for 1 minute or until a strong wind dissipates the cloud. Every creature entering this cloud is exposed to the poison and must attempt a saving throw against it; a creature aware of the poison before entering the cloud can use a single action to hold its breath and gain a +2 circumstance bonus to the saving throw for 1 round.

Injury: An injury poison is activated by applying it to a weapon or ammunition, and it affects the target of the first Strike made using the poisoned item. If that Strike is a success and deals piercing or slashing damage, the target must attempt a saving throw against the poison. On a failed Strike, the target is unaffected, but the poison remains on the weapon and you can try again. On a critical failure, or if the Strike fails to deal slashing or piercing damage for some other reason, the poison is spent but the target is unaffected.

ARSENIC ITEM 1

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This toxin is a compound of arsenic and other substances. You can't reduce your sickened condition while affected.

Saving Throw DC 18 Fortitude; **Onset** 10 minutes; **Maximum Duration** 5 minutes; **Stage 1** 1d4 poison damage and sickened 1 (1 minute); **Stage 2** 1d6 poison damage and sickened 2 (1 minute); **Stage 3** 1d8 poison damage and sickened 3 (1 minute)

BLACK ADDER VENOM ITEM 2

ALCHEMICAL CONSUMABLE INJURY POISON

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate ◆◆ Interact

Adder venom is a simple but effective way to enhance a weapon.

Saving Throw DC 18 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d8 poison damage (1 round)

BLACK LOTUS EXTRACT ITEM 19

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 6,500 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Black lotus extract causes severe internal bleeding.

Saving Throw DC 42 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 13d6 poison damage and drained 1 (1 round); **Stage 2** 15d6 poison damage and drained 1 (1 round); **Stage 3** 17d6 poison damage and drained 2 (1 round)

BLIGHTBURN RESIN ITEM 11

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 225 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

This tacky, hardened sap is harvested from trees infected by fungal blights and exposed to open flames.

Saving Throw DC 30 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage (1 round); **Stage 2** 7d6 poison damage (1 round); **Stage 3** 9d6 poison damage (1 round)

BRIMSTONE FUMES ITEM 16

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,500 gp

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BRIMSTONE FUMES



GIANT SCORPION VENOM



SLUMBER WINE



WOLFSBANE

Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

Fumes from the forges of Hell drain health and strength alike.

Saving Throw DC 36 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 7d8 poison damage and enfeebled 1 (1 round); **Stage 2** 8d8 poison damage and enfeebled 2 (1 round); **Stage 3** 10d8 poison damage and enfeebled 3 (1 round)

DEATHCAP POWDER ITEM 13

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 450 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

The toxic deathcap mushroom can be dried, ground, and treated to form a flavorless powder with accelerated effects.

Saving Throw DC 33 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 7d8 poison damage (1 minute); **Stage 2** 9d6 poison damage and sickened 2 (1 minute); **Stage 3** 8d10 poison damage and sickened 3 (1 minute)

FEARFLOWER NECTAR ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON

Price 16 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ Interact

The nectar of a night-blooming desert flower attacks a victim's central nervous system and causes feelings of panic.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and frightened 1 (1 round); **Stage 2** 1d6 poison damage and frightened 2 (1 round); **Stage 3** 1d6 poison damage and frightened 3 (1 round)

GIANT CENTIPEDE VENOM ITEM 1

ALCHEMICAL CONSUMABLE INJURY POISON

Price 4 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ Interact

Giant centipede venom causes severe muscle stiffness.

Saving Throw DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and fatigued (1 round); **Stage 3** 1d4 poison damage, clumsy 1, and fatigued (1 round)

GIANT SCORPION VENOM ITEM 6

ALCHEMICAL CONSUMABLE INJURY POISON

Price 40 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ Interact

Scorpion venom is excruciating and its effects are somewhat debilitating.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

GRAVEROOT ITEM 3

ALCHEMICAL CONSUMABLE INJURY POISON

Price 10 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ Interact

The opaque white sap from the graveroot shrub clouds the mind.

Saving Throw DC 19 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage and stupefied 1 (1 round); **Stage 3** 2d6 poison damage and stupefied 2 (1 round)

HEMLOCK ITEM 17

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 2,250 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

Concentrated hemlock is a particularly deadly toxin that halts muscle action—including that of the victim's heart.

Saving Throw DC 38 Fortitude; **Onset** 30 minutes; **Maximum Duration** 60 minutes; **Stage 1** 16d6 poison damage and

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enfeebled 2 (10 minutes); **Stage 2** 17d6 poison damage and enfeebled 3 (10 minutes); **Stage 3** 16d6 poison damage and enfeebled 4 (10 minutes)

LETHARGY POISON ITEM 2

ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON SLEEP

Price 7 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ Interact

Lethargy poison is commonly used in hit-and-run tactics by attackers who want their victims alive; the ambusher retreats until the poison sets in and the victim falls unconscious. Further exposure to lethargy poison does not require the target to attempt additional saving throws; only failing an saving throw against an ongoing exposure can progress its stage.

Saving Throw DC 18 Fortitude; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 1 (1 minute); **Stage 3** unconscious with no Perception check to wake up (1 round); **Stage 4** unconscious with no Perception check to wake up (1d4 hours)

MINDFOG MIST ITEM 15

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,000 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Mindfog mist can be used to undermine spellcasters, as its effect on a victim's mental faculties is swift and powerful.

Saving Throw DC 35 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** stupefied 2 (1 round); **Stage 2** confused and stupefied 3 (1 round); **Stage 3** confused and stupefied 4 (1 round)

SLUMBER WINE ITEM 12

ALCHEMICAL CONSUMABLE INGESTED POISON SLEEP

Price 325 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Slumber wine sees its greatest use in games of intrigue, where an absence can be more devastating than injury. Characters unconscious from slumber wine can't wake up by any means while the poison lasts, don't need to eat or drink while unconscious in this way, and appear to be recently dead unless an examiner succeeds at a DC 40 Medicine check.

Saving Throw DC 32 Fortitude; **Onset** 1 hour; **Maximum Duration** 7 days; **Stage 1** unconscious (1 day); **Stage 2** unconscious (2 days); **Stage 3** unconscious (3 days)

SPIDER ROOT ITEM 9

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 110 gp
Usage held in 2 hands; **Bulk** L
Activate ◆ Interact

A paste made by mashing the fine, threadlike roots of a certain creeper vine, spider root renders a victim clumsy and maladroit.

Saving Throw DC 28 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 3d6 poison damage and clumsy 1 (1 minute); **Stage 2** 4d6 poison damage and clumsy 2 (1 minute); **Stage 3** 6d6 poison damage and clumsy 3 (1 minute)

SPIDER VENOM ITEM 5

ALCHEMICAL CONSUMABLE INJURY POISON

Price 25 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ Interact

This venom erodes its target's defenses, aiding the spider in securing prey.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and sickened 1 (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and sickened 2 (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and sickened 3 (1 round)

TEARS OF DEATH ITEM 20

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 12,000 gp
Usage held in 2 hands; **Bulk** L
Activate ◆ Interact

Tears of death are among the most powerful of alchemical poisons, distilled from extracts of five other deadly poisons in just the right ratios.

Saving Throw DC 44 Fortitude; **Onset** 1 minute; **Maximum Duration** 10 minutes; **Stage 1** 20d6 poison damage and paralyzed (1 round); **Stage 2** 22d6 poison damage and paralyzed (1 minute); **Stage 3** 24d6 poison damage and paralyzed (1 minute)

WOLFSBANE ITEM 10

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 155 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Wolfsbane appears in folklore for its link to werecreatures. If you are afflicted with the curse of a werecreature and survive stage 3 of wolfsbane, you're immediately cured of the curse.

Saving Throw DC 30 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 3d10 poison damage (1 minute); **Stage 2** 4d10 poison damage (1 minute); **Stage 3** 5d10 poison damage (1 minute)

WYVERN POISON ITEM 8

ALCHEMICAL CONSUMABLE INJURY POISON

Price 80 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ Interact

Properly harvested and preserved, the poison from a wyvern's sting is effective and direct.

Saving Throw DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage (1 round); **Stage 2** 3d8 poison damage (1 round); **Stage 3** 3d10 poison damage (1 round)

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Alchemical Tools

Alchemical tools are consumable items you don't drink.

GLOW ROD — ITEM 1

ALCHEMICAL CONSUMABLE LIGHT

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

MATCHSTICK — ITEM 1

ALCHEMICAL CONSUMABLE FIRE

Price 2 sp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

An alchemical substance applied to one end of this tiny wooden stick ignites when struck against a rough surface. Creating a flame with a matchstick is much faster than creating a flame with flint and steel. You can ignite the matchstick and touch it to a flammable object as part of the same Interact action.

SILVER SALVE — ITEM 2

ALCHEMICAL CONSUMABLE

Price 6 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

You can slather this silvery paste onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. Silver salve spoils quickly, so once you open a vial, you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition counts as silver instead of its normal material (such as cold iron) for any physical damage it deals.

SMOKE BALL — ITEM 1+

ALCHEMICAL CONSUMABLE

Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Upon smashing this ball on the ground, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Type lesser; **Level** 1; **Price** 3 gp
The radius of the burst is 5 feet.

Type greater; **Level** 7; **Price** 53 gp
The radius of the burst is 20 feet.

SNAKE OIL — ITEM 1

ALCHEMICAL CONSUMABLE

Price 2 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

You can apply snake oil onto a wound or other outward symptom of an affliction or condition (such as sores from a disease or discoloration from a poison). For the next hour, the symptom disappears and the wounded or afflicted creature doesn't feel as if it still has the wound or affliction, though all effects remain. A creature can uncover the ruse by succeeding at a DC 17 Perception check, but only if it uses a Seek action to specifically examine the snake oil's effects.



GLOW ROD MATCHSTICK SILVER SALVE SNAKE OIL

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Materials

Most items are made from readily available materials—usually leather, wood, or steel—but some weapons and armor are made from more exotic materials, giving them unique properties and other advantages. Weapons made from precious materials are better able to harm certain creatures, and armor of these materials provides enhanced protection.

Most materials are metals; they can be used to make metal weapons and armor. The GM is the final arbiter of what items can be made using a material. An item can be made with no more than one precious material, and only an expert in Crafting can create it. Some rare and exotic materials require master or even legendary proficiency.

A material's Price depends on how hard it is to work, its scarcity, and its purity; most items made with precious materials use an alloy, blend, or coating rather than using the material in its purest form. The three grades of purity for precious materials are low grade, standard grade, and high grade. Regardless of a precious material's purity, an item made from it gains the full effects of the precious material, but creating higher-level items and more powerful magic runes with precious material requires greater purity.

Some precious materials are available only at certain grades. For instance, adamantine can't be low grade, and orichalcum must be high grade. Items made of materials with a lower grade than expected for the item's level, or of a higher grade than necessary, will mention the precious material's grade.

Material Statistics

The table below provides the Hardness, Hit Points, Broken Threshold, and example items for some types of common materials. The table has separate entries for thin items (like shields), ordinary items (like armor), and reinforced or durable structures (such as walls).

Stone is a catchall for any hard stone, such as granite and marble. Likewise, wood covers ordinary woods, such as oak and pine. Metal weapons and armor are assumed to be made of iron or steel unless noted otherwise.

If an object consists of more than one material, the GM typically uses the statistics for the strongest material involved. For instance, breaking a wall made of paper panels over a woven wooden framework would require damaging thin wood, not paper. However, the GM might choose the weaker material based on the item's function. For instance, breaking the wooden handle of a hammer rather than its iron head would still render the item unusable. Sometimes an item is even less sturdy than the Hardness and Hit Points provided for a thin object; for instance, a twig doesn't take 9 damage to break, even though it's made of thin wood. Similarly, a particularly sturdy item or structure might have even higher Hardness and Hit Points. Certain structures, particularly thick walls, are so reinforced that you have to break them down over time with tools. (Page 93 has more information on walls.)

Material Hardness, Hit Points, and Broken Threshold

Material	Hardness	HP	BT	Example Items
Paper	0	1	–	Book pages, paper fan, scroll
Thin cloth	0	1	–	Kite, silk dress, undershirt
Thin glass	0	1	–	Bottle, spectacles, window pane
Cloth	1	4	2	Cloth armor, heavy jacket, sack, tent
Glass	1	4	2	Glass block, glass table, heavy vase
Glass structure	2	8	4	Glass block wall
Thin leather	2	8	4	Backpack, jacket, pouch, strap, whip
Thin rope	2	8	4	Standard adventuring rope
Thin wood	3	12	6	Chair, club, sapling, wooden shield
Leather	4	16	8	Leather armor, saddle
Rope	4	16	8	Industrial rope, ship rigging
Thin stone	4	16	8	Chalkboard, slate tiles, stone cladding
Thin iron or steel	5	20	10	Chain, steel shield, sword
Wood	5	20	10	Chest, simple door, table, tree trunk
Stone	7	28	14	Paving stone, statue
Iron or steel	9	36	18	Anvil, iron or steel armor, stove
Wooden structure	10	40	20	Reinforced door, wooden wall
Stone structure	14	56	28	Stone wall
Iron or steel structure	18	72	36	Iron plate wall

Precious Materials

Materials with the precious trait can be substituted for base materials. For example, a hammer's head could be made of adamantine instead of iron. Items made of a

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precious material cost more than typical items; not only does precious material cost more, but the crafter must invest more time working with it. In addition, more powerful items require precious materials of greater purity. A number of precious materials are described below. The Price entry for each material gives the Price of a simple non-magical item made of that material, based on its Bulk (if the item is lighter than 1 Bulk, use the price for 1 Bulk), as well as Prices for different amounts of the material itself. Prices for armor, shields, and weapons made of precious material are in the Armor (page 228), Shields (page 233), and Weapons (page 240) sections of this chapter.

Crafting with Precious Materials

Only an expert crafter can create a low-grade item, only a master can create a standard-grade item, and only a legendary crafter can create a high-grade item. In addition, to Craft with a precious material, your character level must be equal to or greater than that of the material.

Low-grade items can be used in the creation of magic items of up to 8th level, and they can hold runes of up to 8th level. Standard-grade items can be used to create magic items of up to 15th level and can hold runes of up to 15th level. High-grade items use the purest form of the precious material, and can be used to Craft magic items of any level holding any runes. Using purer forms of common materials is so relatively inexpensive that the Price is included in any magic item.

When you Craft an item that incorporates a precious material, your initial raw materials for the item must include that material; at least 10% of the investment must be of the material for low grade, at least 25% for standard grade, and all of it for high grade. For instance, a low-grade silver object of 1 Bulk costs 20 gp. Of the 10 gp of raw materials you provide when you start to Craft the item, at least 1 gp must be silver. The raw materials you spend to complete the item don't have to consist of the precious material, though the GM might rule otherwise in certain cases.

After creating an item with a precious material, you can use Craft to improve its grade, paying the Price difference and providing a sufficient amount of the precious material.

ADAMANTINE — MATERIAL 8+

UNCOMMON PRECIOUS

Mined from rocks that fell from the heavens, adamantine is one of the hardest metals known. It has a shiny, black appearance, and it is prized for its amazing resiliency and ability to hold an incredibly sharp edge.

Type adamantine chunk; **Price** 500 gp; **Bulk** L

Type adamantine ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade adamantine object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade adamantine object; **Level** 16; **Price** 6,000 gp per Bulk

Adamantine Items	Hardness	HP	BT
Thin Items			
Standard-grade	10	40	20
High-grade	13	52	26
Items			
Standard-grade	14	56	28
High-grade	17	68	34
Structures			
Standard-grade	28	112	56
High-grade	34	136	68

COLD IRON — MATERIAL 2+

PRECIOUS

Weapons made from cold iron are deadly to demons and fey alike. Cold iron looks like normal iron but is mined from particularly pure sources and shaped with little or no heat. This process is extremely difficult, especially for high-grade cold iron items.

Type cold iron chunk; **Price** 10 gp; **Bulk** L

Type cold iron ingot; **Price** 100 gp; **Bulk** 1

Type low-grade cold iron object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade cold iron object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade cold iron object; **Level** 15; **Price** 4,500 gp per Bulk

Cold Iron Items	Hardness	HP	BT
Thin Items			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
Items			
Low-grade	9	36	18
Standard-grade	11	44	22
High-grade	14	56	28
Structures			
Low-grade	18	72	36
Standard-grade	22	88	44
High-grade	28	112	56

DAWNSILVER — MATERIAL 8+

UNCOMMON PRECIOUS

Dawnsilver is renowned for its lightness, durability, and effectiveness against a range of creatures including devils and werecreatures. It has the same sheen as silver but a slightly lighter hue. Dawnsilver weapons and armor are treated as if they were silver for the purpose of damaging creatures with weakness to silver. A metal item made of dawnsilver is lighter than one made of iron or steel: the item's Bulk is reduced by 1 (reduced to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of an item made of this material is based on the item's normal Bulk, not its reduced Bulk for being made of dawnsilver, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

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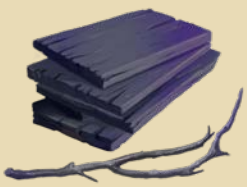
ADAMANTINE



COLD IRON



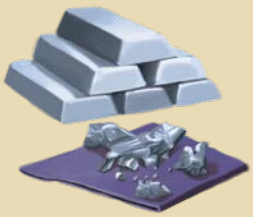
DAWNSILVER



DUSKWOOD



ORICHALCUM



SILVER

Type dawnsilver chunk; **Price** 500 gp; **Bulk** L

Type dawnsilver ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade dawnsilver object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade dawnsilver object; **Level** 16; **Price** 6,000 gp per Bulk

Dawnsilver Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Standard-grade	18	72	36
High-grade	24	96	48

DUSKWOOD — MATERIAL 8+

UNCOMMON PRECIOUS

Duskwood is a very lightweight wood found primarily in old-growth forests in south-central Avistan; it is dark as ebony but has a slight purple tint. A duskwood item's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of an item made of duskwood is based on the item's normal Bulk, not its reduced Bulk for being made of duskwood, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

Type duskwood branch; **Price** 500 gp; **Bulk** L

Type duskwood lumber; **Price** 5,000 gp; **Bulk** 1

Type standard-grade duskwood object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade duskwood object; **Level** 16; **Price** 6,000 gp per Bulk

Duskwood Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	7	28	14
High-grade	10	40	20
Structures			
Standard-grade	14	56	28
High-grade	20	80	40

ORICHALCUM — MATERIAL 17+

RARE PRECIOUS

The most rare and valuable skymetal, orichalcum is coveted for its incredible time-related magical properties. This dull, coppery metal isn't as physically sturdy as adamantine, but orichalcum's time-bending properties protect it, granting it greater Hardness and Hit Points. If an orichalcum item takes damage but isn't destroyed, it repairs itself completely 24 hours later.

Type orichalcum chunk; **Price** 1,000 gp; **Bulk** L

Type orichalcum ingot; **Price** 10,000 gp; **Bulk** 1

Type high-grade orichalcum object; **Level** 17; **Price** 10,000 gp per Bulk

Orichalcum Items	Hardness	HP	BT
Thin Items			
High-grade	16	64	32
Items			
High-grade	18	72	36
Structures			
High-grade	35	140	70

SILVER — MATERIAL 2+

PRECIOUS

Silver weapons are a bane to creatures ranging from devils to werewolves. Silver items are less durable than steel items, and low-grade silver items are usually merely silver-plated.

Type silver chunk; **Price** 10 gp; **Bulk** L

Type silver ingot; **Price** 100 gp; **Bulk** 1

Type low-grade silver object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade silver object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade silver object; **Level** 15; **Price** 4,500 gp per Bulk

Silver Items	Hardness	HP	BT
Thin Items			
Low-grade	3	12	6
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
Structures			
Low-grade	10	40	20
Standard-grade	14	56	28
High-grade	20	80	40

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MOMENTARY MAGIC

This section includes consumable magic items. An item with the consumable trait can be used only once; unless stated otherwise, it's destroyed after activation. When a character creates consumable items, they can make them in batches of four, as described in the Craft activity.

Ammunition

These magic items are ammunition for ranged weapons. Each item's stat block includes an Ammunition entry that lists which type of ammunition it can be Crafted as, or "any" if it's not limited to any particular type. All stat blocks for ammunition omit the Usage and Bulk entries; use the standard rules for the type of ammunition to determine reloading times and Bulk.

When using magic ammunition, use your ranged weapon's fundamental runes to determine the attack modifier and damage dice. Don't add the effects of your weapon's property runes unless the ammunition states otherwise—the ammunition creates its own effects. Magic ammunition deals damage on a hit normally in addition to any listed effects unless its description states otherwise.

Regardless of whether an attack with magic ammunition hits or misses, launching the ammunition consumes its magic. Magic ammunition is made of normal materials, not precious materials, unless stated otherwise.

Activated Ammunition

If magic ammunition doesn't have an Activate entry, it's activated automatically when it's launched. Types of magic ammunition that have an Activate entry must be activated with additional actions before being used. Once you activate the ammunition, you must shoot it before the end of your turn. Otherwise, it deactivates (but it isn't consumed) and you must activate it again before you can use it. If you shoot the ammunition without activating it first, it functions as non-magical ammunition and is still consumed.

The action required to activate the ammunition doesn't alter how many actions it takes to reload. For example, you could activate a *beacon shot* arrow by touching it with 1 action, then draw and shoot the arrow as part of a Strike as normal. For a *beacon shot* bolt, you could activate it, load it into a crossbow, then shoot it, or load it into the crossbow, then activate it, and then shoot it.

BEACON SHOT — ITEM 3

CONSUMABLE MAGICAL

Price 10 gp

Ammunition arrow, bolt

Activate ❖ (manipulate)

The shaft of a *beacon shot* is studded with flecks of gemstones. When an activated *beacon shot* hits a target, it embeds itself into that target and spews sparks for 1 minute. If the target is invisible, it becomes merely hidden to creatures who would otherwise be unable to see it. The sparks also negate the concealed condition if the target was otherwise concealed.

A creature can remove the arrow or bolt by using an Interact basic action and succeeding at a DC 20 Athletics check.

CLIMBING BOLT — ITEM 4

CONSUMABLE MAGICAL

Price 15 gp

Ammunition bolt

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action and a successful DC 20 Athletics check.

EXPLOSIVE AMMUNITION — ITEM 9+

CONSUMABLE FIRE MAGICAL

Ammunition any

Activate ❖ (manipulate)

This piece of ammunition is coated in gritty black soot. When activated *explosive ammunition* hits a target, the missile explodes in a 10-foot burst, dealing 6d6 fire damage to each creature in the area (including the target). Each creature must attempt a DC 25 basic Reflex save.

Type *explosive ammunition*; **Level** 9; **Price** 130 gp

Type *greater explosive ammunition*; **Level** 13; **Price** 520 gp

The damage is 10d6 and the save DC is 30.

GHOST AMMUNITION — ITEM 14

MAGICAL

Ammunition any

Price 900 gp

Ghost ammunition is cool to the touch. This ammunition has the benefits of the *ghost touch* property rune and can fly through any obstacle except those that can block incorporeal creatures or effects. Though the ammunition penetrates barriers and ignores all cover, the target still benefits from the flat check from being concealed or hidden. You still can't target an undetected creature without guessing.

After it is launched, the ammunition vanishes into mist. However, in the dead of the night 1d4 days later, it reappears in the last quiver or other container it was taken from.

PENETRATING AMMUNITION — ITEM 12

CONSUMABLE MAGICAL

Price 400 gp

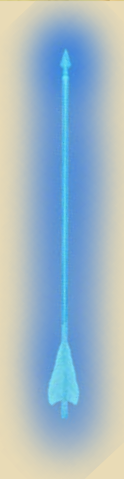
Ammunition arrow, bolt

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CLIMBING BOLT



GHOST AMMUNITION



PENETRATING AMMUNITION



SPELLSTRIKE AMMUNITION



VINE ARROW

Activate ❖ Interact

This ammunition has a slender shape and a viciously pointed tip. When you activate and shoot *penetrating ammunition*, the Strike takes the shape of a 60-foot line originating from you. Roll one attack roll and compare the result to the AC of each target in the line. The ammunition ignores up to 10 of a target's resistance, and it can penetrate walls up to 1 foot thick with Hardness 10 or less. Each target that takes damage from this ammunition also takes 1d6 persistent bleed damage.

If your attack roll result is a natural 20, you improve your degree of success only against the first target in the line, but you can still score a critical hit on other targets if your result exceeds their AC by 10 or more. If you have access to your bow's critical specialization effect, *penetrating ammunition* applies that effect only against a target in the last square of the line.

SHINING AMMUNITION ITEM 1

CONSUMABLE LIGHT MAGICAL

Price 3 gp

Ammunition any

Shining ammunition gives off a faint glow. When shot, it sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes. If it hits a target, it sticks, causing the target to shed light in the same radius. A creature can remove the ammunition with an Interact action, but the ammunition itself continues to glow for the rest of the duration or until destroyed.

SPELLSTRIKE AMMUNITION ITEM 3+

CONSUMABLE MAGICAL

Ammunition any

Activate ❖❖ Cast a Spell

Mystic patterns create a magic reservoir within this ammunition. You activate *spellstrike ammunition* by Casting a Spell on the ammunition. The spell must be of a spell rank the ammunition can hold, must take 1 or 2 actions to cast, and must be able to target a creature other than the caster. A creature hit by activated *spellstrike ammunition* is targeted by the spell. If the creature isn't a valid target for the spell, the spell is lost.

The ammunition affects only the target hit, even if the spell would normally affect more than one target. If the spell requires a spell attack roll, use the result of your ranged attack roll to determine the degree of success of the spell. If the spell requires a save, the target attempts the save against your spell DC.

The maximum rank of spell the ammunition can hold determines its item level and Price.

Type I; **Level** 3; **Price** 12 gp; **Maximum Spell Rank** 1st

Type II; **Level** 5; **Price** 30 gp; **Maximum Spell Rank** 2nd

Type III; **Level** 7; **Price** 70 gp; **Maximum Spell Rank** 3rd

Type IV; **Level** 9; **Price** 150 gp; **Maximum Spell Rank** 4th

Type V; **Level** 11; **Price** 300 gp; **Maximum Spell Rank** 5th

Type VI; **Level** 13; **Price** 600 gp; **Maximum Spell Rank** 6th

Type VII; **Level** 15; **Price** 1,300 gp; **Maximum Spell Rank** 7th

Type VIII; **Level** 17; **Price** 3,000 gp; **Maximum Spell Rank** 8th

Type IX; **Level** 19; **Price** 8,000 gp; **Maximum Spell Rank** 9th

STONE BULLET ITEM 15

CONSUMABLE MAGICAL

Price 1,300 gp

Ammunition sling bullet

Activate ❖ (manipulate)

This sling bullet looks like a petrified serpent's eye. A creature hit by an activated *stone bullet* is subject to the effects of a 6th-rank *petrify* spell (DC 34).

Craft Requirements Supply one casting of *petrify*.

VINE ARROW ITEM 3

CONSUMABLE MAGICAL

Price 10 gp

Ammunition arrow

Activate ❖ (concentrate)

Leafy stalks protrude from the shaft of this rustic arrow. When an activated *vine arrow* hits a target, the arrow's shaft splits and grows, wrapping the target in vines. The target takes a –10-foot circumstance penalty to its Speeds for 2d4 rounds, or until it Escapes against a DC of 19. On a critical hit, the target is also immobilized until it Escapes.

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Oils

Oils are magical gels, ointments, pastes, or salves that are typically applied to an object (though sometimes to a creature). They're typically found in vials (similar to potions) or small tins. They have the oil trait. Like other consumables, oils are used up when activated.

Applying an oil usually takes two hands: one to hold the jar containing the oil and another to extract the oil and apply it. You can only apply an oil to an item or creature within your reach. Because the process is so thorough, it is usually impossible to apply an oil to an unwilling target or an item in the possession of an unwilling target unless that target is paralyzed, petrified, or unconscious.

Antimagic Oil — Item 20

RARE CONSUMABLE MAGICAL OIL

Price 13,000 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

This oil contains energy that repels nearly all types of magic. When you apply this oil to armor, the creature wearing the armor becomes immune to all spells, effects of magic items (the wearer's and those of others), and effects with the magical trait for 1 minute. The oil affects neither the magic of the armor nor the fundamental runes of weapons attacking the wearer. Magical effects from a source of 20th level or higher, such as a deity, still function on the armor's wearer.

Nectar of Purification — Item 1

CONSUMABLE MAGICAL OIL

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

A shimmering liquid, *nectar of purification* is often stored in bottles similar to those used for vinegar. This oil casts a 1st-rank *cleanse cuisine* spell over any food or drink onto which it's poured. The nectar evaporates as it takes effect, leaving the taste and texture of the food or drink unaltered.

Obfuscation Oil — Item 15

CONSUMABLE MAGICAL OIL

Price 1,200 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

You can spread this blue-gray gel on a single item with a Bulk of 3 or less to ward it against magical detection. It becomes undetectable to detection, revelation, and scrying magic of 8th rank or lower (such as *locate*). This oil is permanent, but it can be removed with acid. Removing the oil in this way usually takes 1 minute for objects with Bulk of 1 or less, or a number of minutes equal to the item's Bulk.

Oil of Animation — Item 12

UNCOMMON CONSUMABLE MAGICAL OIL

Price 330 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

You can rub this bronze-colored oil onto a melee weapon to grant it the benefits of the *animated* rune (page 236). Once you fail a flat check for the weapon, causing it to fall, this effect ends.

Oil of Keen Edges — Item 11

UNCOMMON CONSUMABLE MAGICAL OIL

Price 250 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

When this silvery salve is applied to a melee weapon that deals piercing or slashing damage, the weapon grows sharper and more dangerous for 1 minute, granting it the benefits of the *keen* rune.

Oil of Mending — Item 3

CONSUMABLE MAGICAL OIL

Price 9 gp
Usage held in 2 hands; **Bulk** L
Activate 1 minute (manipulate)

A vial of *oil of mending* appears to have countless translucent threads swirling within. Applying this oil to an item casts a 2nd-rank *mending* spell to repair the item.

Oil of Potency — Item 2+

CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

When you apply this thick, viscous oil to a weapon or suit of armor, that item immediately becomes magically potent. If the item is a weapon, it temporarily becomes a *+1 striking weapon*, or, if it's armor, it temporarily becomes *+1 resilient armor*. This lasts for 1 minute.

Type *oil of potency*; **Level** 2; **Price** 7 gp

Type *greater oil of potency*; **Level** 12; **Price** 400 gp

The weapon becomes a *+2 greater striking weapon* or armor becomes *+2 greater resilient armor*.

Type *major oil of potency*; **Level** 19; **Price** 8,000 gp

The weapon becomes a *+3 major striking weapon* or armor becomes *+3 major resilient armor*.

Oil of Repulsion — Item 11

CONSUMABLE MAGICAL OIL

Price 175 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

This oil contains magnetically charged iron filings repelled into opposite ends of the vial. For 1 minute after you apply this oil to armor, any creature that hits you with a melee Strike must attempt a DC 28 Fortitude save with the following effects.

Success The creature is unaffected.

Failure The creature is pushed up to 10 feet away from you (the GM determines the direction).

Critical Failure As failure, and the creature is also knocked prone.

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ANTIMAGIC OIL



NECTAR OF PURIFICATION



OBFUSCATION OIL



OIL OF ANIMATION



OIL OF POTENCY



OIL OF REPULSION



OIL OF WEIGHTLESSNESS



SALVE OF ANTIPARALYSIS

OIL OF UNLIFE — ITEM 1+

CONSUMABLE MAGICAL OIL VOID

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This thin, black liquid imparts a bone-deep chill while rapidly repairing an undead creature's physical or spiritual form. When you dash *oil of unlife* onto an undead creature, or another creature with the void healing ability, the oil absorbs quickly into its body, and the creature regains the listed number of Hit Points. You can pour *oil of unlife* on an incorporeal undead; in this case, the creature absorbs the oil into itself.

Type minor; **Level** 1; **Price** 4 gp
The oil restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp
The oil restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp
The oil restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp
The oil restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp
The oil restores 8d8+30 Hit Points.

OIL OF WEIGHTLESSNESS — ITEM 2+

CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

You can spread this shimmering oil on an item of 1 Bulk or less to make it feel weightless. It has negligible Bulk for 1 hour.

Type *oil of weightlessness*; **Level** 2; **Price** 6 gp

Type *greater oil of weightlessness*; **Level** 6; **Price** 36 gp
This oil can affect an item of 2 Bulk or less and lasts 8 hours.

SALVE OF ANTIPARALYSIS — ITEM 6+

CONSUMABLE HEALING MAGICAL OIL

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

Applying this filmy salve to a creature helps it overcome magical paralysis. The salve attempts to counteract the paralysis (counteract rank 3rd, counteract modifier +22).

Type *salve of antiparalysis*; **Level** 6; **Price** 40 gp

Type *greater salve of antiparalysis*; **Level** 12; **Price** 325 gp
If the creature is petrified, it returns to normal, and for removing paralysis, the salve's counteract modifier is +31 and its counteract rank is 6th.

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Potions

A potion is a magical liquid that is activated when you drink it, which uses it up. Potions have the potion trait. You can activate a potion with an Interact action as you drink it or feed it to another creature. You can feed a potion only to a creature that is within reach and willing or otherwise so helpless that it can't resist. You usually need only one hand to consume a potion or feed it to another creature.

Energy Breath Potion — Item 7+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Distilled from the energy of dangerous spells, an *energy breath potion* grants you the Energy Breath action for 1 hour after you imbibe the concoction. The potency of the breath depends on the potion's type, based on how long the distilled ingredients were aged. This potion has the trait matching the damage type.

Energy Breath ❖ Each creature in an area takes damage depending on its basic saving throw. The damage amount and save DC depend on the potion's energy type. The damage type is the same as the potion's energy type. The area and save depend on the energy type, as seen in the table below. After you use Energy Breath, you can't do so again for 1d4 rounds.

Type lesser; **Level** 7; **Price** 70 gp
The damage is 4d6, and the save DC is 23.

Type moderate; **Level** 12; **Price** 400 gp
The damage is 6d6, and the save DC is 29.

Type greater; **Level** 17; **Price** 3,000 gp
The damage is 10d6, and the save DC is 37.

Energy Type	Area (Save)
Acid	30-foot line (Reflex)
Cold	15-foot cone (Reflex)
Electricity	30-foot line (Reflex)
Fire	15-foot cone (Reflex)
Sonic	15-foot cone (Fortitude)

Gecko Potion — Item 1

CONSUMABLE MAGICAL POTION

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A *gecko potion* is a sticky, tawny brown liquid with flecks of sand suspended in it. For 5 minutes after drinking this potion, your fingertips sprout thousands of microscopic, bristled hairs that cling to objects, granting you a +1 item bonus to Climb and Palm an Object, and to your Reflex DC against Disarm attempts.

Healing Potion — Item 1+

CONSUMABLE HEALING MAGICAL POTION VITALITY

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 4 gp
The potion restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp
The potion restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp
The potion restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp
The potion restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp
The potion restores 8d8+30 Hit Points.

Invisibility Potion — Item 4

UNCOMMON CONSUMABLE ILLUSION MAGICAL POTION

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

An *invisibility potion* is colorless and oddly lightweight. Upon drinking it, you gain the effects of a 2nd-rank *invisibility* spell.

Oak Potion — Item 4

CONSUMABLE PLANT POTION PRIMAL WOOD

Price 15 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you drink this bitter draft, your skin thickens like bark. You gain the effects of a 2nd-rank *oaken resilience* spell for 10 minutes.

Panacea — Item 13

UNCOMMON CONSUMABLE HEALING MAGICAL POTION

Price 450 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This potion appears to shift colors, and no two observers describe it in the same way. When consumed, it attempts to counteract all curses and diseases affecting you, as well as the blinded and deafened conditions from spells affecting you. The potion has a counteract rank of 7th and a +20 modifier for the roll.

Potion of Emergency Escape — Item 1

CONSUMABLE MAGICAL POTION

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The stopper for a *potion of emergency escape* is crafted to easily snap open in dire circumstances. When you drink this potion, you become fleeing for 1 minute, and you gain a +40-foot status bonus to all your Speeds for the duration as long as you are fleeing. You immediately Stride.

Potion of Flying — Item 8+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet for 1 minute.

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Type *potion of flying*; **Level** 8; **Price** 100 gp
Type *greater potion of flying*; **Level** 15; **Price** 1,000 gp
The fly Speed lasts for 1 hour.

POTION OF LEAPING ITEM 5

CONSUMABLE MAGICAL POTION
Price 21 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
For 1 minute after you drink this fizzy potion, whenever you Leap, you gain the effect of the 1st-rank *jump* spell.

POTION OF QUICKNESS ITEM 8

CONSUMABLE MAGICAL POTION
Price 90 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
Drinking this silver potion grants you the effects of *haste* for 1 minute.

POTION OF RESISTANCE ITEM 6+

CONSUMABLE MAGICAL POTION
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
Drinking this thick, fortifying potion grants resistance against a single damage type for 1 hour. Each *potion of resistance* is created to defend against acid, cold, electricity, fire, or sonic damage (and is called a *lesser potion of fire resistance* or the like).
Type lesser; **Level** 6; **Price** 45 gp
You gain resistance 5 to the appropriate energy type.
Type moderate; **Level** 10; **Price** 180 gp
You gain resistance 10 to the appropriate energy type.
Type greater; **Level** 14; **Price** 850 gp
You gain resistance 15 to the appropriate energy type.

POTION OF SHARED MEMORIES ITEM 1

CONSUMABLE MAGICAL MENTAL POTION
Price 4 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
A *potion of shared memories* can transfer recollections from one creature to another. To place a memory in the potion, you must hold the vial and focus on a particular memory for 1 minute. This memory must be of a single event, location, person, or otherwise encompass a span of about 1 minute. The clear fluid takes on a shimmering hue reminiscent of the stored memory and gains a slightly sweet taste.

Upon consuming the potion, the drinker vividly recalls the memory, and thereafter can remember it as easily as a memory they actually experienced. An unwilling drinker can refuse to absorb the memory.

POTION OF SWIMMING ITEM 6+

CONSUMABLE MAGICAL POTION
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
This potion tastes like salt water, and sandy grit settles at the bottom of its container. When you drink it, you gain a swim Speed equal to your land Speed for 10 minutes.
Type *potion of swimming*; **Level** 6; **Price** 50 gp
Type *greater potion of swimming*; **Level** 11; **Price** 250 gp
The swim Speed lasts for 1 hour.

POTION OF TRUESPEECH ITEM 12

UNCOMMON CONSUMABLE MAGICAL POTION
Price 320 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
This sour potion enlivens your tongue with unusual flavors and uncommon eloquence, allowing you to speak and understand all languages for 4 hours after you drink it. This doesn't allow you to read these languages in their written form.

POTION OF UNDETECTABILITY ITEM 18

CONSUMABLE MAGICAL POTION
Price 4,400 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
Drinking this dull-black liquid makes you undetectable to detection effects. This grants the same effects as *hidden mind* but without the bonus against mental effects. You also gain the effects of a 4th-rank *invisibility* spell, which protects against *see the unseen* spells of 8th rank and lower and has a DC of 36 against *truesight*. The potion's effects last for 10 minutes.

POTION OF WATER BREATHING ITEM 3

CONSUMABLE MAGICAL POTION
Price 11 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
This filmy, gray potion reeks of ocean detritus and tastes even worse. After drinking this potion, you gain the effects of a 2nd-rank *water breathing* spell for 1 hour.

SERUM OF SEX SHIFT ITEM 7

CONSUMABLE MAGICAL POTION
Price 60 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)
Upon drinking this potion, your biology instantly transforms to take on a set of sexual characteristics of your choice, changing your appearance and physiology accordingly. You have mild control over the details of this change, but you retain a strong "family resemblance" to your former appearance.

The magic functions instantaneously and can't be counteracted. Your new anatomy is as healthy and functional as your previous body's, potentially allowing you to procreate (depending on your ancestry's biology). Drinking a subsequent *serum of sex shift* allows you to either revert back to your original form or adopt other sexual characteristics, as you choose. The serum has no effect if you are pregnant or from an

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HEALING POTIONS



OAK POTION



PANACEA



POTION OF SWIMMING



POTION OF TRUESPEECH



SERUM OF SEX SHIFT



SHRINKING POTION

ancestry with no sexual differentiation. Most ancestries have a wide spectrum of sexual differentiation, some common, others more rare.

SHRINKING POTION ITEM 4+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate); **Onset** 1 minute

This fungus-flavored potion conveys the effects of the *shrink* spell to make you and all your gear smaller. After the onset, you remain small for 10 minutes.

Type *shrinking* potion; **Level** 4; **Price** 15 gp

Type *greater shrinking potion*; **Level** 8; **Price** 90 gp

This potion has no onset, lasts for 1 hour, and grants the effects of a 4th-rank *shrink* spell. In addition, you gain a +2 item bonus to Stealth checks while shrunken.

TIME SHIELD POTION ITEM 13

CONSUMABLE MAGICAL POTION

Price 600 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This purple potion has a bitter taste and seems to blur with motion. When you drink a *time shield potion*, you are frozen in time for 2d4 rounds. You can't act or be targeted, you become immune to all effects, and you vanish from your space; as far as the universe is concerned, you simply don't exist as long as the potion lasts. The durations of any effects targeting you when you drink the potion are suspended until it wears off.

Once the potion's duration expires, you return to the normal flow of time and your former space; if that space is now occupied, you get shunted to the nearest unoccupied space. Effects with durations immediately resume affecting you, elapsing as though no time has passed. If you are within the area of an effect created while you were outside of time, you immediately take those effects upon returning. The GM might determine that other changes that occurred while you were outside of time (such as the ground beneath you crumbling) also affect you upon your return.

TRUESIGHT POTION ITEM 16

CONSUMABLE MAGICAL POTION

Price 1,500 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Upon drinking this clear, refreshing potion, you can see things as they actually are. You gain the benefits of a 7th-rank *truesight* spell that has a counteract modifier of +25.

TRUTH POTION ITEM 6

UNCOMMON CONSUMABLE MAGICAL MENTAL POTION

Price 46 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

For 10 minutes after drinking this astringent potion, you can't intentionally lie and may be compelled to tell the truth. Upon drinking the potion, attempt a DC 19 Will save. You can voluntarily fail or critically fail.

Success The potion does not affect you.

Failure When you speak, you must tell the truth.

Critical Failure As failure, and when someone asks you a question, you must attempt another DC 19 Will saving throw. If you fail this saving throw, you must answer the question truthfully if you are able to do so; if you succeed, you are temporarily immune to further attempts to ask the same question within the potion's duration.

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Scrolls

A scroll contains a single spell that you can cast without having to expend a spell slot. A scroll can be Crafted to contain nearly any spell. The exceptions are cantrips, focus spells, and rituals, none of which can be put on scrolls. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. The spell on the scroll is cast at a particular spell rank, as determined by the scroll. For instance, a scroll of *force barrage* (1st rank) can be used to cast the 1st-rank version of *force barrage*, but not a *force barrage* heightened to 2nd rank. If no rank is listed, the scroll can be used to cast the spell at its lowest rank.

If you find a scroll, you can try to figure out what spell it contains. If the spell is a common spell from your spell list or a spell you know, you can spend a single Recall Knowledge action and automatically succeed at identifying the scroll's spell. If it's not, you must Identify Magic.



Casting a Spell from a Scroll

Casting a Spell from a scroll requires holding the scroll in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical costs are provided when a scroll is created, so you don't need to provide them when casting from a scroll. If the spell requires a locus, you must have that locus to Cast the Spell from a scroll.

EXAMPLE MAGIC SCROLL

This example *magic scroll* contains a 1st-rank *illusory disguise* spell.

SCROLL OF ILLUSORY DISGUISE **ITEM 1**

CONSUMABLE ILLUSION MAGICAL SCROLL

Price 4 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ Cast a Spell

You cast *illusory disguise* as a 1st-rank spell.

Craft Requirements Supply one casting of *illusory disguise*.

Scroll Statistics

All scrolls have the same base statistics unless noted otherwise. A scroll has light Bulk and must be held in one hand to be activated.

Varying Statistics

The *magic scroll* stat block indicates the item level and Price of a scroll, both of which are based on the rank of the spell in the scroll. Any costs to Cast the Spell are added to the scroll's Price when the scroll is crafted, so a scroll containing a spell with a Cost entry will have a higher Price than what's on the table. The scroll's rarity matches the spell's rarity.

The traits for a scroll vary based on the spell it contains. A scroll always has the consumable, magical, and scroll traits, plus any traits that might be relevant to identifying the item, such as illusion or fire. The GM determines the extra traits, if necessary.

Crafting a Scroll

The process to Craft a scroll is much like that to Craft any other magic item. When you begin the crafting process, choose a spell to put into the scroll. You must either Cast that Spell during the crafting process, or someone else must do so in your presence. Casting that Spell doesn't produce its normal effects; instead, the magic is trapped inside the scroll. The casting must come from a spellcaster expending a spell slot. You can't Craft a scroll from a spell produced from another magic item, for example. The caster must provide any cost of the spell. A scroll's rarity is the same as that of the spell it contains.

Like other consumables, scrolls can be crafted in batches of four. All scrolls of one batch must contain the same spell at the same rank, and you must provide one casting for each scroll that is crafted.

Magic Scroll

A scroll's Price and level are based on the spell. The name is simply "scroll of," followed by the spell's name.

MAGIC SCROLL **ITEM 1+**

CONSUMABLE MAGICAL SCROLL

Usage held in 1 hand; **Bulk** L

This roll of paper or parchment contains a single spell.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; You Cast the Spell at the indicated rank.

Type 1st-rank spell; **Level** 1; **Price** 4 gp

Type 2nd-rank spell; **Level** 3; **Price** 12 gp

Type 3rd-rank spell; **Level** 5; **Price** 30 gp

Type 4th-rank spell; **Level** 7; **Price** 70 gp

Type 5th-rank spell; **Level** 9; **Price** 150 gp

Type 6th-rank spell; **Level** 11; **Price** 300 gp

Type 7th-rank spell; **Level** 13; **Price** 600 gp

Type 8th-rank spell; **Level** 15; **Price** 1,300 gp

Type 9th-rank spell; **Level** 17; **Price** 3,000 gp

Type 10th-rank spell; **Level** 19; **Price** 8,000 gp

Craft Requirements Supply a listed-rank casting of the spell.

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Talismans

An item with the talisman trait is a magical charm, gem, stone, or other small object affixed to armor, a shield, or a weapon (called the affixed item). Each talisman holds a sliver of combat knowledge or magical energy that can be unleashed for a momentary boost of power or enhanced ability. Many talismans can be activated as a free action when you use a particular action or activity. A talisman is a consumable item and has the talisman trait.

You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently, usually crumbling into a fine dust.

Affixing a Talisman

Each talisman's stat block indicates the type of item it can be affixed to. Affixing or removing a talisman requires using the Affix a Talisman activity. A single talisman can be affixed to only one item at a time, and an item can have only one talisman affixed to it at a time without suppressing them all.

AFFIX A TALISMAN

EXPLORATION MANIPULATE

Requirements You must use a repair toolkit (*Player Core* 290).

You spend 10 minutes affixing a talisman to an item, placing the item on a stable surface and using the repair toolkit with both hands. You can also use this activity to remove a talisman. Attaching more than one talisman to an item deactivates all the talismans. They must be removed and re-affixed before they can be used again.

Talismans

These are but a few of the talismans available.

ALLOY ORB ITEM 3+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a metal weapon; **Bulk** –

Activate ◆ (concentrate)

Although solid, this orb of metal swirls with bright silver and dark iron colors, as if made of liquid. When you activate the *alloy orb*, select cold iron or silver. The affixed weapon functions as the chosen material for 1 minute, suppressing its original material. Powerful weapons overwhelm the magic of this talisman, and it works only on weapons of 8th level or lower.

Type *low-grade alloy orb*; **Level** 3; **Price** 10 gp

Type *standard-grade alloy orb*; **Level** 8; **Price** 80 gp

This orb works on weapons of 15th level or lower.

Type *exquisite standard-grade alloy orb*; **Level** 12 (uncommon); **Price** 400 gp

When you activate this orb, you can select adamantine, cold iron, or dawnsilver. This orb works on weapons of 15th level or lower.

Type *high-grade alloy orb*; **Level** 16; **Price** 1,500 gp

This orb works on weapons of any level.

Type *exquisite high-grade alloy orb*; **Level** 18 (uncommon); **Price** 4,500 gp

When you activate this orb, you can select adamantine, cold iron, or dawnsilver. This orb works on weapons of any level.

BASILISK EYE ITEM 9

CONSUMABLE MAGICAL TALISMAN VISUAL

Price 150 gp

Usage affixed to a shield

Activate ◆ (concentrate) **Trigger** You Shield Block a melee attack with the affixed shield.

This slimy green stone glows with whenever the shield it adorns blocks a melee attack. When the eye is activated, the attacker must succeed at a DC 25 Fortitude save or become slowed 1 for 1 minute as its body slowly stiffens in partial petrification.

BLOODSEEKER BEAK ITEM 4+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You hit an off-guard creature with the affixed weapon.

This long, hollow proboscis is harvested from the notorious bloodseeker beast and drips a trickle of blood. When you activate the beak, you deal an extra 1d4 precision damage on your damage roll. If you deal sneak attack damage to the creature, you also deal 1d4 persistent bleed damage.

Type *bloodseeker beak*; **Level** 4; **Price** 20 gp

Type *greater bloodseeker beak*; **Level** 8; **Price** 100 gp

You deal an extra 2d4 precision damage on your damage roll and 2d4 persistent bleed damage if you deal sneak attack damage.

BRONZE BULL PENDANT ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This pendant is forged from grainy steel and depicts a snorting bull's face. The pendant must be attached to the chest area or on a shoulder guard. When you activate the pendant, attempt an Athletics check to Shove with a +1 item bonus to check. Increase the distance you Shove your target to 10 feet on a success or 20 feet on a critical success.

CRYING ANGEL PENDANT ITEM 2

CONSUMABLE DIVINE TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆ (concentrate)

When you activate this alabaster pendant, attempt to Administer First Aid using Medicine with a +1 item bonus to the check. If you succeed, and you were trying to stabilize, the target regains 1 Hit Point, losing the dying condition and becoming conscious as normal. If you succeed, and you were trying to stop bleeding, the bleeding ends.

DAZING COIL ITEM 14

CONSUMABLE MAGICAL TALISMAN

Price 900 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You deal damage to an off-guard creature with the affixed weapon.

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This knot of copper wire reshapes itself in a new pattern every time its affixed weapon deals damage. When you activate the coil, the damaged creature must succeed at a DC 31 Will save or be stunned 1. If it critically fails, it instead becomes stunned 2.

DISPELLING SLIVER ITEM 17

CONSUMABLE MAGICAL TALISMAN

Price 2,400 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** Your Strike damages a target.

Made from a treated sliver of cold iron, this talisman allows you to counteract magical effects. When you activate the *dispelling sliver*, it attempts to counteract a single spell active on the target (counteract modifier +29), with the effects of an 8th-rank *dispel magic* spell.

If you activate the talisman on a successful Dispelling Slice, the talisman attempts to counteract all spells active on the target, in addition to your attempt from Dispelling Slice.

DRAGON TURTLE SCALE ITEM 4+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Requirements** You're trained in Athletics.

This shimmering green scale is usually attached to a golden clasp or chain. When you activate the scale, for 1 minute you gain a swim Speed equal to half your land Speed.

Type *dragon turtle scale*; **Level** 4; **Price** 13 gp

Type *greater dragon turtle scale*; **Level** 8; **Price** 75 gp

The swim Speed is equal to your land Speed.

EFFERVESCENT AMPOULE ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (manipulate) **Requirements** You're trained in Acrobatics.

Light spring water fizzes and bubbles within this small glass globe, spilling onto the affixed armor when activated. Until the end of your turn, you can move across water and other liquids as if they were solid ground. Your movement does not trigger any device or hazard that relies on a weight-sensitive pressure plate or similar device. When the ampoule's effect ends, you sink, fall, break through flimsy ground, or land on pressure plates as normal for your current location.

EMERALD GRASSHOPPER ITEM 5+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Requirements** You are trained in Athletics.

This metal grasshopper studded with emeralds is usually clasped to the legs of a suit of armor. When you activate it, make a Leap, traveling up to 40 feet horizontally and up to 10 feet vertically. If you don't end your jump on solid ground, you flutter in the air until the end of your turn, then fall harmlessly at a rate of 60 feet per round until you reach the ground.

Type *emerald grasshopper*; **Level** 5; **Price** 30 gp

Type *greater emerald grasshopper*; **Level** 9; **Price** 150 gp

The distance of your Leap is up to 100 feet horizontally and up to 30 feet vertically. This benefit applies to any other Leaps you make before the end of your turn.

EYE OF APPREHENSION ITEM 12

CONSUMABLE FORTUNE MAGICAL TALISMAN

Price 400 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You are about to roll Perception for initiative but haven't rolled yet; **Requirements** You are a master in Perception.

This round piece of cymophane's silky inclusion makes it look like a cat's eye. While affixed, it makes you jittery. When you activate it, roll Perception twice and use the higher result.

FADE BAND ITEM 12

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 320 gp

Usage affixed to armor; **Bulk** –

Activate ↷ (concentrate) **Trigger** An attack misses you; **Requirements** You are trained in Stealth.

This thin, silvery wire wraps around your armor. When you activate the band, it casts a 2nd-rank *invisibility* spell on you.

FEAR GEM ITEM 4

CONSUMABLE EMOTION FEAR MAGICAL MENTAL TALISMAN

Price 20 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆◆ (concentrate)

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

If you have the Intimidating Strike feat, increase the frightened condition value caused by the Strike to frightened 2, or frightened 3 on a critical hit.

FEATHER STEP STONE ITEM 3

CONSUMABLE MAGICAL TALISMAN

Price 8 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You Stride or Step; **Requirements** You are trained in Acrobatics.

This stone, usually shaped as a cabochon, is a small chunk of amber with a bit of feather or a flying insect caught within it. When you activate the stone, you ignore the effects of any difficult terrain and greater difficult terrain you move through until the end of your turn.

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EMERALD GRASSHOPPER



GALLOWS TOOTH



IRON MEDALLION



JADE CAT



MESMERIZING OPAL



MUMMIFIED BAT



POTENCY CRYSTAL



WOLF FANG

GALLOWS TOOTH ITEM 8

CONSUMABLE MAGICAL TALISMAN

Price 100 gp

Usage affixed to a weapon; **Bulk** –

Activate ❖ (manipulate)

This grisly molar hangs from a cord threaded through a hole just above its dried, exposed root. When you activate this talisman, make a melee Strike against an adjacent creature. That creature is off-guard against the Strike and until the end of your turn.

GHOST DUST ITEM 16

CONSUMABLE ILLUSION OCCULT TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate ❖ (concentrate) **Requirements** You are trained in Stealth.

This small vial is filled with a grayish-green dust rendered from dried ectoplasm. When you activate the dust, it casts a 4th-rank *invisibility* spell on you. You may then Stride or Step. You can instead Burrow, Climb, Fly, or Swim if you have the corresponding Speed.

GRIM TROPHY ITEM 7+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ❖ (concentrate)

This talisman comes in many forms, most often a severed piece of a humanoid creature displayed in some gruesome manner. When you activate the trophy, make an Intimidate check to Demoralize up to two targets, comparing your Intimidation check result to both of their DCs.

Type *grim trophy*; **Level** 7; **Price** 55 gp

Type *greater grim trophy*; **Level** 11; **Price** 250 gp

You can Demoralize up to three targets, comparing your Intimidation check result to all three of their DCs.

IRON CUBE ITEM 6

CONSUMABLE MAGICAL TALISMAN

Price 50 gp

Usage affixed to a weapon; **Bulk** –

Activate ❖❖ (concentrate)

This cube of blackened iron is affixed to a weapon with an iron chain. When you activate the cube, make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. If this knocks the target prone, the target takes 2d6 bludgeoning damage from the force of the impact. If you're wielding a two-handed melee weapon, you can ignore Trip's requirement that you have a free hand. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

If you have the Knockdown feat, ignore the normal size restrictions for the Trip and increase the damage dice if you knock the target prone to the damage die of your weapon if it's higher than d6.

IRON MEDALLION ITEM 10

CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affixed to armor; **Bulk** –

Activate ❖ (concentrate) **Trigger** You attempt a Will save against a fear effect but haven't rolled yet.

This small medallion is shaped like a shield. When you activate it, you gain a +2 status bonus to the triggering save and other saves against fear for 1 minute. On the triggering save, if the outcome of your roll is a failure, you get a success instead. If the outcome is a critical failure, you get a failure instead.

JADE CAT ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 6 gp

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Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You fall or attempt an Acrobatics check to Balance; **Requirements** You are trained in Acrobatics.

A thumb-sized feline carved of rare stone, the *jade cat* is typically worn as a pendant upon a suit of armor. For 1 minute after you activate the cat, you treat all falls as 20 feet shorter, you are not off-guard when you Balance, and narrow surfaces and uneven ground are not difficult terrain for you.

MENDING LATTICE ITEM 13

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 525 gp

Usage affixed to a shield or weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** The affixed item would take damage; **Requirements** You are trained in Crafting.

This lattice of reinforced iron is shaped into a perfect octagon. When you activate it, it negates the damage and instantly and completely repairs the affixed item.

MESMERIZING OPAL ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆ (concentrate)

This silver-bound opal pendant is afire with iridescence. When you activate it, attempt a Deception check to Feint. If the outcome is a success, you get a critical success instead. If the outcome is a critical failure, you get a failure instead.

MONKEY PIN ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆ (concentrate)

This small brass pin is shaped like a monkey climbing a tree. When you activate this talisman, use a Climb action with a +1 item bonus on the check. On this check and until the end of your turn, if you succeed on an Athletics check to Climb, you move your full Speed during the Climb. If you roll a critical failure, you get a failure instead.

MUMMIFIED BAT ITEM 10

CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆◆ (concentrate)

This talisman is the magically treated corpse of a tiny bat bound in papyrus. When activated, the affixed weapon detects vibrations around you and guides your perception. For 1 minute, you don't need to succeed at a flat check to target concealed creatures. You're not off-guard to creatures that are hidden from you (unless you're off-guard to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature. While you're adjacent to an undetected creature of your level or lower, it's instead only hidden from you.

If you have the Blind-Fight feat, you gain imprecise echolocation with a range of 30 feet for 1 minute. This makes creatures that would be undetected by you because you can't see them hidden instead.

MURDERER'S KNOT ITEM 7

CONSUMABLE MAGICAL TALISMAN

Price 66 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You damage an off-guard creature with a Strike using the affixed weapon.

This black strand of leather is tied to look like a peace knot when the weapon is worn, but it doesn't hamper drawing the weapon. When you activate the knot, the creature you damaged takes 1d6 persistent bleed damage and is off-guard until the bleed ends.

If you have the Twist the Knife feat, the talisman instead deals persistent bleed damage equal to your sneak attack damage.

ONYX PANTHER ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆ (concentrate)

This beautiful black pebble is sculpted into a stylized panther shape. When you activate it, use a Sneak action with a +1 item bonus to the check. You can move your full Speed (instead of half) on this Sneak action and any others you take this turn.

POTENCY CRYSTAL ITEM 1+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet.

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a *+1 striking weapon* on the Strike and until the end of this turn, gaining a +1 item bonus to the attack roll and increasing the damage to two weapon damage dice.

Type *potency crystal*; **Level** 1; **Price** 4 gp

Type *greater potency crystal*; **Level** 9; **Price** 150 gp

The weapon becomes a *+2 greater striking weapon* for the rest of the turn, gaining a +2 item bonus to the attack roll and increasing the damage to three weapon damage dice.

Type *major potency crystal*; **Level** 15; **Price** 1,300 gp

The weapon becomes a *+3 major striking weapon* for the rest of the turn, gaining a +3 item bonus to the attack roll and increasing the damage to four weapon damage dice.

PREDATOR'S CLAW ITEM 1

CONSUMABLE MAGICAL TALISMAN

Price 3 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You critically succeed at an attack roll with the affixed weapon.

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This claw set in an iron clasp and chain is usually that of a large predator. When you activate the claw, the triggering attack gains the weapon's critical specialization effect.

SAVIOR SPIKE ITEM 2

CONSUMABLE FORCE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt to Grab an Edge but haven't rolled.

This pyramid-shaped spike is attached to an armor's chest piece. When you activate the spike, it shoots a strand of force to help you gain purchase, giving you a +1 item bonus to the check. If you roll a success on the triggering attempt, you get a critical success instead. If you roll a critical failure, you get a failure instead.

SHARK TOOTH CHARM ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 23 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This dried-seaweed bracelet is lined with charms shaped like small shark teeth. When you activate the bracelet, attempt to Escape using Acrobatics with a +1 item bonus to the check. If you roll a success, you get a critical success instead (if you roll a critical failure, you get a failure instead). If you fail the Acrobatics check against a grabbing creature, the creature must either release you as a free action or take 2d8 piercing damage as shark's teeth momentarily emerge from your skin.

SNEAKY KEY ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 22 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (manipulate) **Requirements** You are trained in Thievery.

This small silver skeleton key can be pinned to armor or a sleeve. When you turn the key to activate it, you gain a +1 status bonus to Thievery checks to Pick a Lock for 1 minute. The first time you get a success or critical success on an attempt to Pick a Lock, you achieve one additional success toward opening a complex lock.

SWIFT BLOCK CABOCHON ITEM 7

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 70 gp

Usage affixed to a shield; **Bulk** –

Activate ↷ (concentrate) **Trigger** You would take damage from a physical attack while you are wielding the affixed shield.

This clear quartz cabochon attaches to the center of your shield. When you activate the cabochon, use the Shield Block reaction even if you don't have the shield raised and even if you don't normally have that reaction. Increase the shield's Hardness by 5 against the triggering attack. The shield remains raised after the block.

TIGER MENUKI ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 30 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You Strike with the affixed weapon.

This tiger formed of pewter snarls viciously from your weapon's grip. When you activate the tiger, the weapon gains the forceful and sweep traits on the triggering Strike and all other Strikes for 1 minute.

VANISHING COIN ITEM 10

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 160 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt a Stealth check for initiative, but you haven't rolled yet; **Requirements** You are trained in Stealth.

This copper coin dangles from a leather strip strung through a hole drilled in the center. Until activated, the coin becomes invisible for a few seconds at random intervals every few minutes. When you activate the coin, it casts a 2nd-rank *invisibility* spell on you, lasting until the end of your next turn.

VIPER'S FANG ITEM 14

CONSUMABLE MAGICAL TALISMAN

Price 850 gp

Usage affixed to a weapon; **Bulk** –

Activate ↷ (concentrate) **Trigger** A creature within your reach uses a manipulate or move action, makes a ranged attack, or leaves a square during a move action it's using; **Requirements** You are a master with the affixed weapon.

When you activate this resin-strengthened viper skull, make a melee Strike against the triggering creature. If you have Reactive Strike, you can activate the *viper's fang* as a free action. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If you hit with this attack, the creature is exposed to viper fang venom.

Viper Fang Venom (poison); **Saving Throw** Fortitude DC 32; **Maximum Duration** 4 rounds; **Stage** 1 3d10 poison damage and enfeebled 1.

WOLF FANG ITEM 1

CONSUMABLE MAGICAL TALISMAN

Price 4 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You successfully Trip a foe.

This wolf canine is bound in a strip of leather and tied to a buckle or strap on a suit of armor. When you activate the fang, you deal bludgeoning damage equal to your Strength modifier to the target of your Trip.

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Wondrous Consumables

Though many consumables are grouped into specific categories, such as potions and talismans, some consumables don't fit into those categories.

CANDLE OF TRUTH — ITEM 8

UNCOMMON CONSUMABLE MAGICAL MENTAL

Price 75 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

This tapered candle has a golden wick that burns with white fire. You activate the candle by lighting it, which causes creatures within 10 feet of the candle to find it difficult to tell falsehoods. Creatures in the area receive a –4 status penalty to Lie.

In addition, when first entering the affected area, each creature (including you) must succeed at a DC 26 Will save or be unable to tell any deliberate lies while within 10 feet of the lit candle. This lasts for as long as the candle is lit. Once lit, the candle burns for 10 minutes, and it cannot be extinguished.

FROZEN LAVA — ITEM 5+

CONSUMABLE FIRE MAGICAL

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

This blueberry-sized bead appears to be a sphere of glass with a flickering light at its core. In truth, the "glass" is a bubble of solidified time magic, containing suspended lava at the exact point before a volcanic eruption. When activated, it becomes a tiny beacon of bright light before unleashing its power. After you Activate *frozen lava*, it quickly heats up. If you or anyone else hurls it (an Interact action), it detonates as a *fireball* where it lands. Your toss can place the center of the fireball anywhere within 70 feet, though at the GM's discretion, you might need to make an attack roll if the throw is unusually challenging. If no one hurls the bead by the start of your next turn, it pops like an ostentatious but harmless firework.

Frozen lava comes in many varieties, made of lava taken from notable volcanoes on Golarion and across the planes.

Type *frozen lava*; **Level** 5; **Price** 30 gp
5d6 damage (DC 21)

Type *frozen lava of Blackpeak*; **Level** 7; **Price** 70 gp
7d6 damage (DC 25)

Type *frozen lava of Pale Mountain*; **Level** 9; **Price** 150 gp
9d6 damage (DC 27)

Type *frozen lava of Mhar Massif*; **Level** 11; **Price** 300 gp
11d6 damage (DC 30)

Type *frozen lava of Droskar's Crag*; **Level** 13; **Price** 600 gp
13d6 damage (DC 32)

Type *frozen lava of Ka*; **Level** 15; **Price** 1,300 gp
15d6 damage (DC 36)

Type *frozen lava of Sakalayo*; **Level** 17; **Price** 3,000 gp
17d6 damage (DC 39)

Type *frozen lava of Barrowsiege*; **Level** 19; **Price** 8,000 gp
19d6 damage (DC 43)

HOLY WATER — ITEM 1

CONSUMABLE DIVINE HOLY SPLASH

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

This vial contains water blessed by a benevolent deity. You activate a vial of *holy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet.

Holy water deals 1d6 spirit damage and 1 spirit splash damage. *Holy water* can damage only creatures with the unholy trait.

MARVELOUS MINIATURE — ITEM 1+

CONSUMABLE EXPANDABLE MAGICAL

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

Every *marvelous miniature* is an exceptionally small replica of a real creature or object. The miniature is made from wood, pewter, or other simple materials, and features a rune etched into the underside of the replica's base. *Marvelous miniatures* sometimes come packaged together; for example, the camping set features the boat, campfire, and horse miniatures. Activating a *marvelous miniature* causes it to transform into another creature or object, which then can be used as normal for that object. Each miniature can be activated only once, with most of them permanently becoming the item in their description.

Type boat; **Level** 8; **Price** 76 gp

This miniature can be activated only when tossed into a large body of water, such as a lake or broad river. It transforms into a cutter (page 216). The cutter lasts 1 day.

Type campfire; **Level** 1; **Price** 1 gp

When activated, this miniature transforms into an active campfire. The campfire doesn't require attending and remains fully lit for 8 hours, though it can be quenched as any other campfire.

Type chest; **Level** 3; **Price** 10 gp

When you use this miniature, a small wooden chest appears and immediately opens. This chest can hold up to 10 Bulk worth of items. Once the chest is closed, it transforms again—this time into a key—taking all of the stored items with it. You can activate this key by spending an Interact action to turn it in an imaginary lock, which causes it to transform back into a chest with all of the items still inside. Once it has turned into a chest a second time, it forever remains a wooden chest.

Type horse; **Level** 4; **Price** 13 gp

When activated, this miniature transforms into a horse. The horse can't attack or use reactions, but otherwise uses all the statistics of a riding horse (*Monster Core*) and follows your basic commands. The horse doesn't need to eat or drink. After 8 hours, it reverts back to miniature form, then crumbles to dust.

Type ladder; **Level** 1; **Price** 3 gp

When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

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RUNESTONE ITEM 1

CONSUMABLE MAGICAL

Price 3 gp

Usage held in 1 hand; **Bulk** L

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.

SPIRIT BULB ITEM 10+

UNCOMMON CONSUMABLE MAGICAL PLANT

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

This magical bulb is harvested from an ancient grove rich in primal plant magic. When you activate the bulb, you either eat it to have it cast a 5th-rank *plant form* spell affecting you, or plant it in the ground next to you to have it cast a 5th-rank *summon plant or fungus* spell. If you choose the summoning option, the plant or fungus appears where you planted the bulb, and you can Sustain the activation to keep control of the creature.

Type *spirit bulb*; **Level** 10; **Price** 200 gp

Type *greater spirit bulb*; **Level** 12; **Price** 300 gp

The spell is 6th rank.

Type *major spirit bulb*; **Level** 14; **Price** 500 gp

The spell is 7th rank.

TRIDENT OF LIGHTNING ITEM 9

CONSUMABLE ELECTRICITY MAGICAL

Price 110 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ (concentrate, manipulate)

EXPANDABLE TRAIT

An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable.

This item looks like a normal trident carved with Gozren motifs. If thrown without being activated, it wobbles in the air and fails to strike true. When you Activate the trident, the carvings crackle with electricity. You then hurl the trident. It shatters immediately after leaving your hand and unleashes its magic as a 4th-rank *lightning bolt* originating from your space. The bolt deals 5d12 electricity damage and has a basic Reflex save DC of 25.

Craft Requirements Supply a casting of *lightning bolt* (4th rank).

UNHOLY WATER ITEM 1

CONSUMABLE DIVINE SPLASH UNHOLY

Price 3 gp

Usage held in 1 hand; **Bulk** L

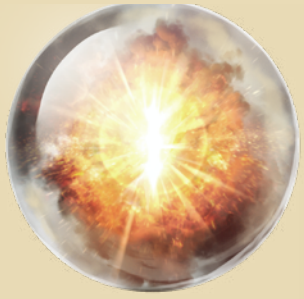
Activate ❖ Strike

A malicious deity's malice lies within this vial of water. You activate a vial of *unholy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet.

Unholy water deals 1d6 spirit damage and 1 spirit splash damage. *Unholy water* can damage only creatures with the holy trait.



CANDLE OF TRUTH



FROZEN LAVA



HOLY WATER



RUNESTONE



UNHOLY WATER

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TRAPPINGS OF POWER

This section includes magic items that you wear. Most of the items have the invested trait, described on page 219, which means you can wear no more than 10 of the item. If the "worn" usage for an item is followed by another word, like "worn belt," you're limited to wearing only one item of that type. If nothing's listed after "worn," as in the case of rings, you can wear any number.

Apex Items

When you Invest an Item that has the apex trait, it improves one of your attributes, either increasing the attribute's modifier by 1 or to a total of +4, whichever would give you a higher score. This gives you all the benefits of the new attribute modifier until the investiture runs out: increasing Intelligence lets you become trained in an additional skill and learn a new language, increasing Constitution gives you more Hit Points, and so on.

An apex item grants this benefit only the first time it's invested within a 24-hour period, and you can benefit from only one apex item at a time. If you attempt to invest an apex item when you already have one invested, you don't gain the attribute modifier increase, though you do gain any other effects of Investing the Item.

BELT OF LONG LIFE ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn belt; **Bulk** –

This thick leather belt is engraved with imagery of an ancient tree. You gain 15 temporary Hit Points the first time you invest the belt in a day. When you invest the belt, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Call Upon the Ancient Life ❖ (manipulate) **Frequency** once per day; **Effect** You draw upon the life-giving energy of the tree on the belt to gain rapid healing. For 2d4 rounds, at the start of your turn each round, you recover 15 Hit Points.

BRACERS OF STRENGTH ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn bracers; **Bulk** –

Etchings of powerful bears decorate these brass bracers. You gain a +3 item bonus to Athletics checks and a +2 circumstance bonus to Athletics checks to lift a heavy object, Escape, and Force Open. When you invest the bracers, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Bear Hug ❖ (manipulate) Attempt to Grapple a creature. If you succeed, you crush the creature in your grasp, dealing bludgeoning damage to it equal to your Strength modifier. If you critically succeeded, the damage is equal to double your Strength modifier and the creature suffocates (*Player Core*, page 437) as long as it remains grabbed or restrained by you.

CLOAK OF SWIFTNESS ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn cloak; **Bulk** –

This thin cloak is surprisingly light, as if clouds or the very wind were woven together to make the garment. The cloak grants you a +3 item bonus to Acrobatics checks. When you invest the cloak, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Ride the Wind ❖ (manipulate) **Frequency** once per day; **Effect** You tug on the cloak, wrapping yourself in the power of wind. You gain a fly Speed of 30 feet for 1 hour. While wrapped in the cloak, you become translucent, causing you to become concealed for the duration.

CROWN OF INTELLECT ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn circlet; **Bulk** –

A trio of brilliant gems have been set into this elegant golden crown. You gain a +3 item bonus to checks to Recall Knowledge, regardless of the skill. When you invest the cloak, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. This gives you additional trained skills and languages, as normal for increasing your Intelligence modifier. You must select skills and languages the first time you invest the crown, and whenever you invest the same *crown of intellect*, you get the same skills and languages you chose the first time.

Activate—Search Your Mind ❖ (concentrate) **Frequency** once per hour; **Effect** You gain the effects of *hypercognition*.

HEADWRAP OF WISDOM ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn circlet; **Bulk** –

This simple scarf is designed for wrapping around the head and comes with a gemmed pin for decoration. When you invest the headwrap, you either increase your Wisdom

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BRACERS OF STRENGTH



BELT OF LONG LIFE



CLOAK OF SWIFTNESS



HEADWRAP OF WISDOM



CROWN OF INTELLECT



NECKLACE OF ALLURE

modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Consider the Consequences ❖ (concentrate) **Frequency** once per day; **Effect** When you are considering a course of action, you get a gut feeling about whether it's a good idea. You gain the effects of an *augury* spell, except that you receive the result from your own instincts rather than an external source.

Activate—Reclaim Your Mind ↷ (concentrate, fortune) **Frequency** once per hour; **Trigger** You fail a saving throw against an effect that makes you confused, fascinated, or stupefied; **Effect** The *headwrap of wisdom* clears your mind. You can reroll the saving throw and use the better result.

NECKLACE OF ALLURE ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn; **Bulk** –

Several sapphires are set along the length of this brilliant silver necklace. The necklace features an intricately carved pendant in the shape of a wolf's head. You gain a +2 item bonus to Deception and Diplomacy checks. When you invest the necklace, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Win Them Over ❖❖ (concentrate) **Frequency** once per hour; **Effect** You cast a 4th-rank *charm* spell (DC 38).

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Companion Items

You might want to acquire items that benefit a creature that assists you, such as an animal companion, familiar, or bonded animal. These items have the companion trait, meaning they function only for animal companions, familiars, and similar creatures. Normally, these are the only items a companion can use. Other items can qualify at the GM's discretion, but a companion can never Activate an Item.

Any worn companion item needs to be invested. However, your companion needs to invest it, rather than you doing so. This requires you to use the Invest an Item activity alongside your companion, helping them attune to the item and ensuring it is properly fit. A companion has an investiture limit of two items (instead of the 10-item limit a player character has).

ALACRITOUS HORSESHOES ITEM 7+

COMPANION INVESTED PRIMAL

Usage worn horseshoes; **Bulk** 1

When you affix these simple iron horseshoes to the hooves of an ordinary horse or a quadrupedal animal companion and the animal companion invests them, that creature gains a +5-foot item bonus to its land Speed and a +2 item bonus to Athletics checks to High Jump and Long Jump. In addition, when it Leaps, it can move 5 feet farther if jumping horizontally or 3 feet higher if jumping vertically.

Type *alacritous horseshoes*; **Level** 7; **Price** 340 gp

Type *greater alacritous horseshoes*; **Level** 14; **Price** 4,250 gp

The bonus to Speed is +10 feet, and the bonus to Athletics checks is +3.

BARDING OF THE ZEPHYR ITEM 10

COMPANION INVESTED PRIMAL

Price 900 gp

Usage worn barding; **Bulk** L

This light barding is covered in stylized wind motifs. When you suit up your animal companion, the barding adjusts to fit your animal companion regardless of its shape.

When your companion falls, wind picks it up from below; it gains the effects of *gentle landing*.

Activate—Take Flight ❖❖ (manipulate) **Frequency** once per day; **Effect** You trace a finger along the wind motifs on the barding, granting your companion wearing the barding a fly Speed of 30 feet for 10 minutes. Even if the companion doesn't have the mount special ability, it can still Fly while being ridden.

COLLAR OF EMPATHY ITEM 9

COMPANION INVESTED PRIMAL

Price 600 gp

Usage worn collar (companion) and worn bracelet (you); **Bulk** 1

This ornate collar of intertwined leather strips of contrasting colors is paired with a bracelet of a similar construction. When you wear and invest the bracelet and your companion wears and invests the collar, you gain a stronger connection to each other. You and your companion can always sense each other's emotional states and basic physical wants and needs.

Activate—Empathic Link ❖ (concentrate) **Effect** You perceive through your animal companion's senses instead of your own. You can Sustain the activation. You are unaware of your own surroundings for as long as you are using your animal companion's senses. In addition to the obvious use when you are separated from your companion, this ability might allow you to notice sounds, scents, and other stimuli that your companion's senses register but yours alone don't.

COLLAR OF INCONSPICUOUSNESS ITEM 8

COMPANION INVESTED PRIMAL

Price 475 gp

Usage worn collar; **Bulk** 1

This leather collar's almost threadbare look belies its magical nature. When your companion wears and invests the collar, it gains the ability to change its appearance from that of a ferocious animal into a more inconspicuous form.

Activate—Adorable Guise ❖ (concentrate) **Effect** You touch your animal companion to transform it into a nonthreatening Tiny creature of the same family or a similar creature (for instance, a house cat instead of a tiger, or a puppy instead of a wolf). This has the effects of *pest form* (2nd rank, or 4th rank if your companion can fly). The effect lasts until you Dismiss it.



ALACRITOUS HORSESHOES



COLLAR OF EMPATHY



COLLAR OF INCONSPICUOUSNESS

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Held Items

These items need to be held to use them. Weapons, wands, and staves follow special rules and have their own sections.

BOTTLED AIR ITEM 7

AIR MAGICAL

Price 320 gp

Usage held in 1 hand; **Bulk** L

Appearing to be an ordinary corked glass bottle, this item contains a limitless supply of fresh air. You must uncork the bottle with an Interact action before you can activate it.

Activate—Breathe In ❖ (manipulate) **Effect** You draw a breath of air from the bottle. This allows you to breathe even in an airless or toxic environment. Air doesn't escape the mouth of the bottle, so leaving the open bottle in an airless environment doesn't change the environment.

CLOUD POUCH ITEM 6

MAGICAL WATER

Price 225 gp

Usage held in 1 hand; **Bulk** 1

This small bag is filled with a fine, silvery powder that feels silky to the touch.

Activate—Disperse ❖❖ (manipulate) **Frequency** once per hour; **Effect** You scatter the dust into the air around you, causing it to condense into a cloud in a 20-foot burst within 10 feet, as the *mist* spell. You can Sustain the activation to make the cloud Fly 20 feet. The cloud lasts 1 minute, and you can Dismiss it.

CRYSTAL BALL ITEM 14+

UNCOMMON MAGICAL SCRYING

Usage held in 1 hand; **Bulk** L

This polished crystal sphere enhances scrying magic. Any visual information received through a spell with the scrying trait that was cast by the *crystal ball* appears within the sphere, and any auditory information sounds out from the surface of the sphere. When you cast a spell with the scrying trait by any other means while holding the sphere, you can relay any information you receive in the same way, allowing others to see or hear the target.

The base version of a *crystal ball* is a sphere of clear quartz, but other versions are made of different stones.

Activate—Clairvoyance 1 minute (concentrate, manipulate) **Frequency** once per hour; **Effect** The crystal ball casts *clairvoyance* to your specifications.

Activate—Scrying 10 minutes (concentrate, manipulate) **Frequency** twice per day; **Effect** The crystal ball casts a DC 33 *scrying* spell to your specifications.

Type clear quartz; **Level** 14; **Price** 3,800 gp

Type selenite; **Level** 15; **Price** 7,000 gp

Scrying is DC 36 and gives you the benefits of *see the unseen* on the target.

Type moonstone; **Level** 16; **Price** 7,500 gp

Scrying is DC 37 and gives you the benefits of *mind reading* on the target, using the same save DC.

Type peridot; **Level** 17; **Price** 12,500 gp

Scrying is DC 39 and gives you the benefits of *telepathy* for communicating with the target.

Type obsidian; **Level** 19; **Price** 32,000 gp

Scrying is DC 41 and gives you the benefits of *truesight* for anything you watch through it.

ETERNAL ERUPTION ITEM 5+

FIRE MAGICAL

Usage held in 1 hand; **Bulk** L

Resembling *frozen lava*, an eternal eruption is made with the same type of time magic, but is built to loop through time, reforming itself after it's used. Determining the difference between the two requires a close examination to see a faint, repeating pattern of red runes.

Activate—Lava Bomb ❖❖ (concentrate, manipulate) **Effect** You fling the *eternal eruption*, with the effect of *frozen lava* of the same item level (page 268). After 2d4 hours, the *eternal eruption* reforms itself in a container on your person, typically the one you most recently stored it in.

Type *eternal eruption*; **Level** 5; **Price** 160 gp

Type *eternal eruption of Blackpeak*; **Level** 7; **Price** 360 gp

Type *eternal eruption of Pale Mountain*; **Level** 9; **Price** 700 gp

Type *eternal eruption of Mhar Massif*; **Level** 11; **Price** 1,400 gp

Type *eternal eruption of Droskar's Crag*; **Level** 13; **Price** 3,000 gp

Type *eternal eruption of Ka*; **Level** 15; **Price** 6,500 gp

Type *eternal eruption of Sakalayo*; **Level** 17; **Price** 15,000 gp

Type *eternal eruption of Barrowsiege*; **Level** 19; **Price** 40,000 gp

EVERLIGHT CRYSTAL ITEM 1

LIGHT MAGICAL

Price 15 gp

Usage held in 1 hand; **Bulk** L

An *everlight crystal* is one of the most common applications of permanent magic. This stone or gem sheds magical light constantly, requiring no oxygen and generating no heat. The crystal can be covered, but the light can't be extinguished.

EXPLORER'S YURT ITEM 10

MAGICAL STRUCTURE

Price 880 gp

Bulk 1 (when not activated)

Before activation, this item appears to be nothing more than a simple rolled-up tent, barely large enough to fit four Medium creatures. Despite attempts to clean it, the tent is perpetually smudged with dirt in various places.

Activate—Unroll 10 minutes (manipulate) **Frequency** once per day; **Effect** The rolled-up tent expands into a spacious yurt complete with a fire pit, 10 bedrolls, various cooking utensils, and basic food and water.

The yurt can house and feed you and up to nine other Medium creatures that eat roughly as much as a human does; they need not attempt a Survival check to Subsist when you use the yurt. Fires and light inside the yurt do not extend illumination into the area surrounding the yurt, making it harder to spot from a distance.

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THE STRUCTURE TRAIT

An item with the structure trait creates a magical building or other structure when activated. The item must be activated on a plot of land free of other structures. The structure adapts to the natural terrain, adopting the structural requirements for being built there. The structure adjusts around small features such as ponds or spires of rock, but it can't be created on water or other nonsolid surfaces. If activated on snow, sand dunes, or other soft surfaces with a solid surface underneath, the structure's foundation (if any) reaches the solid ground. If an item with this trait is activated on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day; on a failure, the structure begins to sink or collapse.

The structure doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the structure when the item is activated ends up unharmed inside the complete structure and always has a clear path of escape. A creature inside the structure when the activation ends isn't harmed, and it lands harmlessly on the ground if it was on an upper level of the structure.

A large loop of red cloth hangs from one wall. If this loop is pulled, which takes an Interact action, the entire yurt immediately folds back up into its deactivated form, ready for further travel.

FLYING BROOMSTICK ITEM 12

MAGICAL

Price 1,900 gp

Usage held in 1 hand; **Bulk** 1

This broom has a tenuous connection to gravity, and it tends to drift even while stowed. You can ride on the broom using one hand to guide it, and the broom can carry up to one passenger in addition to you. The broom moves at a fly Speed of 20 feet. The broom can carry only so much, taking a –10-foot penalty to its Speed if laden with more than 20 Bulk, and crashing to the ground if it carries more than 30 Bulk.

Activate—Lift Off ◆◆ (concentrate, manipulate) **Effect** You name a destination on the same plane, and the broom speeds toward it at a fly Speed of 40 feet. You must either clutch the broom with two hands in order to ride it, or you need to release the broom to send it off with no rider. If you don't have a good idea of the location, layout, and general direction of the destination, or if your named destination is on another plane, the broom wanders aimlessly, circling back to its starting location after 30 minutes.

If the broom carries a rider, this activation lasts until 4 hours pass (typically 16 miles of travel), the broom reaches its destination, or you Dismiss the activation. If the broom doesn't have a rider, the activation lasts until the broom reaches its destination. When the activation ends, the broom floats to the ground and can't be activated again for 1 hour.

HORN OF EXORCISM ITEM 11

MAGICAL

Price 1,250 gp

Usage held in 1 hand; **Bulk** L

A *horn of exorcism* is an instrument made from an animal horn, or an object of the same shape from carved wood or ivory.

Activate—Rattle the Dead ◆ (auditory, manipulate) **Frequency** once per hour; **Effect** Blowing into the horn frightens ghosts and evil spirits who can hear its call. Make an Intimidation check to Demoralize against all creatures with the undead or unholy trait in a 30-foot emanation. This can affect even a mindless creature with that trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

Activate—Sacred Seeds ◆◆ (manipulate) **Frequency** once per day; **Effect** You fill the horn with sacred seeds and then scatter them around you with a twist of your wrist. The horn grants you and your allies in a 30-foot emanation the *ghost touch* property rune on all of your weapon and unarmed Strikes for 1 minute.

MADCAP TOP ITEM 8

RARE MAGICAL

Price 459 gp

Usage held in 1 hand; **Bulk** L

This top has 20 divisions, painted in a chaotic mess of clashing colors. When spun, the top quickly settles on a side and generates a strange magical effect based on the side that lands face-up.

Activate—Spin the Top ◆◆ (concentrate, manipulate) **Effect** Choose a creature within 60 feet to target and roll a d20 on the table below to determine the top's effect. You make any decisions for a spell cast by the top unless otherwise indicated, except that it must target the creature you chose, or the creature you chose must be the center of the spell's area, if it has an area but no targets. If the spell's range is less than 60 feet, increase the range to 60 feet.

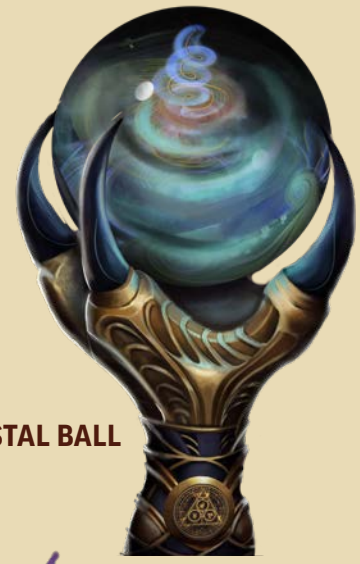
Any spell DC required is DC 27, and any spell attack roll required is +17. If the top casts a spell on you, you don't get a saving throw or other defense against it.

The top can't be activated again for 1d4 hours.

d20	Madcap Top Effect
1	You spin just like the top. You are stunned for 1 round and then confused for 1 round.
2	*Slow* affects the target.
3	*Shrink* affects you for 1 day.
4	A 3rd-rank *illusory disguise* makes you look like the target.
5	A statue of the target, made of chocolate or candy, appears adjacent to you.
6	Gravity reverses, sending you and the target 30 feet

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CRYSTAL BALL



FLYING BROOMSTICK



HORN OF EXORCISM

	in the air, immobilized. You both fall at the start of your next turn.
7	*Mind reading* affects the target, and the top loudly recites what it discovers.
8	*Laughing fit* affects the target.
9	A fountain erupts from the top, spraying wine for 10 minutes.
10	*Translocate* affects you, but you teleport through Hell.
11	*Invisibility* affects you.
12	Four singing skeletons appear to serenade you and your allies for 1 minute, granting a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.
13	The top flings 1 cp at you.
14	*Confusion* affects the target.
15	You and the target change places; this is a teleportation effect.
16	*Banishment* affects the target, or *paralyze* if the target's on its home plane.
17	Rainbow dye explodes and covers you for 24 hours.
18	The top creates a *toxic cloud* centered on the target.
19	A random unattended object within 60 feet of you sprouts animal legs and follows you, reverting when the top's activation recharges.
20	Spin again, and the target also spins as though it had activated the top.

MAESTRO'S INSTRUMENT ITEM 3+

MAGICAL

Usage held in 2 hands; **Bulk** 1

A *maestro's instrument* can be crafted in the form of any variety of handheld musical instruments. A *maestro's instrument* grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Charming Performance ❖❖ (manipulate) **Frequency** once per day; **Effect** You play the instrument, causing it to cast a DC 17 *charm* spell.

Type lesser; **Level** 3; **Price** 60 gp

Type moderate; **Level** 10; **Price** 900 gp

The item bonus is +2, and the *charm* spell is 4th rank (DC 27).

Type greater; **Level** 18; **Price** 19,000 gp

The item bonus is +3, and the *charm* spell is 8th rank (DC 38).

Craft Requirements You must supply a casting of *charm* of the appropriate rank.

MARVELOUS MEDICINES ITEM 12+

MAGICAL

Usage held in 2 hands; **Bulk** 1

This healer's toolkit contains a seemingly endless supply of bandages, herbs, and healing items of impeccable quality, granting you a +2 item bonus to Medicine checks. If you use the *marvelous medicines* when you Treat a Poison or Treat a Disease, before you roll your check, the medicines attempt

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to counteract the poison or disease you're treating, with a counteract rank of 5 and a counteract modifier of +21. This is a healing effect. The medicines can't be used to treat the same affliction for that patient again.

Type *marvelous medicines*; **Level** 12; **Price** 1,800 gp

Type *greater marvelous medicines*; **Level** 18; **Price** 19,000 gp

The tools grant a +3 item bonus, the counteract rank is 8, and the counteract modifier is +30.

POCKET STAGE ITEM 5

MAGICAL STRUCTURE

Price 138 gp

Bulk L (when not activated)

This item appears to be a miniature replica of a theater. It includes a small pocket full of minute set dressing and costumed paper dolls.

Activate—Play with Dolls 1 minute (concentrate, manipulate) **Effect** You place the miniature theater on the ground, filling it with any set dressing and up to six figures you choose. Then, you tap a rhythm on the miniature, causing it to grow into a modest stage 20 feet wide and 15 feet deep. It's dressed with the decorations you selected, and simple mannequins wear the costumes you chose. A wooden proscenium arch frames the stage, and simple curtains along the sides conceal the wings. As a magical structure, the stage has the structure trait.

All the stage's set dressing is illusory and disappears if taken more than 20 feet from the stage. The costumes are physical but with illusory embellishments that fade at the same range, revealing only plain, white smocks.

POSSIBILITY TOME ITEM 18

MAGICAL

Price 22,000 gp

Usage held in 2 hands; **Bulk** 2

An array of semiprecious stones is set into the ornate silver and beaten copper cover of this thick and weighty tome. If you open the book before it's been activated, its vellum pages are blank and pristine, but once activated, words dance and swim onto the pages before your eyes.

Activate—Skim 10 minutes (concentrate, manipulate) **Effect** As you flip through the book, you think about a broad topic you want to know more about. Choose one skill: Arcana, Crafting, Medicine, Nature, Occultism, Religion, Society, or a single subcategory of Lore. The book's pages fill with information about that skill, though only you can see the information. While the pages are full, you can spend an Interact action perusing the book just before attempting a check to Recall Knowledge with the chosen skill. This grants you a +3 item bonus to the check, and if you roll a critical failure, you get a failure instead. The information within the book disappears after 24 hours or when the tome is activated again.

SKELETON KEY ITEM 5+

MAGICAL

Usage held in 1 hand; **Bulk** –

A grinning skull tops the bow of this macabre key. This key can be used in place of a thieves' toolkit when attempting to Pick a Lock, and it grants a +1 item bonus to the Thievery check. If the *skeleton key* becomes broken due to a critical failure on the check, it works as a normal thieves' toolkit and loses its benefits until repaired.

Activate—Loosen Lock ◆ (manipulate) **Frequency** once per day; **Trigger** You attempt to Pick a Lock but haven't rolled yet; **Effect** The key casts *breach* on the lock you're trying to pick.

Type *skeleton key*; **Level** 5; **Price** 125 gp

Type *greater skeleton key*; **Level** 11; **Price** 1,250 gp

The key grants a +2 item bonus, and you can activate the key once per hour.

SLATES OF DISTANT LETTERS ITEM 13

MAGICAL

Price 2,450 gp

Usage held in 2 hands; **Bulk** L

This matched pair of slates, roughly one handspan wide and tall, have identical ornate frames. Slates are crafted in pairs, and each works with only the other of its pair. If one slate of a pair is ever broken, the other shatters into non-magical shards. The listed price is for a pair of slates.

Activate—Send a Message ◆◆ (manipulate) **Frequency** once per hour; **Effect** You use a piece of chalk to write up to 25 words on a slate. As you write, the writing also appears on the other slate in its matched pair, no matter how far away it is, as long as it is on the same plane. Wiping one slate clean erases the writing from both slates. Each slate can be activated once per hour.

SPACIOUS POUCH ITEM 4+

EXTRADIMENSIONAL MAGICAL

Usage held in 2 hands; **Bulk** 1

Though it appears to be a cloth bag decorated with panels of richly colored silk or stylish embroidery, a *spacious pouch* opens into a magical space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *spacious pouch* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type.

You can Interact with the *spacious pouch* to stow items in it or remove them just like a mundane sack. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.

Type I; **Level** 4; **Price** 75 gp; **Capacity** 25 Bulk

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SLATES OF DISTANT LETTERS



SPACIOUS POUCH



SKELETON KEY

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Type II; **Level** 7; **Price** 300 gp; **Capacity** 50 Bulk
Type III; **Level** 11; **Price** 1,200 gp; **Capacity** 100 Bulk
Type IV; **Level** 13; **Price** 2,400 gp; **Capacity** 150 Bulk

THURIBLE OF REVELATION ITEM 3+

DIVINE

Usage held in 1 hand; **Bulk** 1

This brass censer dangles on a length of chain. Most *thuribles of revelation* are adorned with swirling Empyrean text, though some are iron and feature Diabolic or Chthonian text.

Activate—Burn Incense ❖❖ (manipulate) **Cost** incense worth at least 5 gp; **Effect** You light the incense inside the censer, and it burns for 1 hour. During that time, as long you are holding the thurible, you gain a +1 item bonus to Religion checks, and any critical failure you roll when you Decipher Writing of a religious nature is a failure instead.

Type lesser; **Level** 3; **Price** 55 gp
Type moderate; **Level** 10; **Price** 900 gp

The thurible grants a +2 bonus. Once per day, when you activate the thurible, you can increase its revelations. During that activation, you can hold the thurible up to your eyes with an Interact action to gain the effects of *see the unseen* for 1 round by peering through the smoke.

Type greater; **Level** 18; **Price** 19,000 gp

The thurible grants a +3 bonus. The greater version shares the once-per-day enhanced revelations of the moderate version, except peering through the smoke also grants you the effects of *truesight*.

TRAVELER'S ANY-TOOL ITEM 6

MAGICAL

Price 200 gp

Usage held in 2 hands; **Bulk** 1

Before it's activated, this item appears to be an ash rod capped with steel on either end.

Activate—Tap ❖❖ (concentrate, manipulate) **Effect** You imagine a specific simple tool, and the any-tool transforms into it. (Usually, you can choose from a tool listed in the gear from *Player Core*). This transforms the wooden portion into any haft and the metal caps into spades, hammer heads, or the like, allowing for most basic tools but nothing more complex. You can return the item to its rod form with an Interact action.

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Staves

A magical staff is an indispensable accessory for a spellcaster. A staff is tied to a person during a preparation process, after which the preparer, and only the preparer, can use the staff to produce magic. The spells that can be cast from a staff are listed in bullet points organized by rank. Staves can be found in multiple types, with more powerful types containing more spells—such a staff always contains the spells of all lower-level types of the staff, in addition to the spells listed in its own entry. All magical staves have the staff trait.

Casting Spells from a Staff

A staff gains charges when someone prepares it for the day. The person who prepared a staff can expend the charges to cast spells from it. You can Cast a Spell from a staff only if you have that spell on your spell list, are able to cast spells of the appropriate rank or higher, and expend a number of charges from the staff equal to the spell's rank. Casting a Spell from a staff requires holding the staff (typically in one hand) and Activating the staff by Casting the Spell, which takes the spell's normal number of actions.

Use your spell attack modifier and spell DC when Casting a Spell from a staff. The spell gains the appropriate trait for your magical tradition and can be affected by any modifications you can normally make when casting spells, such as spellshape feats. You must provide any cost or locus required by the spell, or you fail to cast it.

Prepared spellcasters and spontaneous spellcasters each have a unique way of altering how their staves gain charges and the ways they can be used (see the Prepared Spellcasters and Spontaneous Spellcasters sections below).

Casting Cantrips from a Staff

You can cast a cantrip from a staff without expending any charges, heightened to the same rank as cantrips you cast.

Preparing a Staff

During your daily preparations, you can prepare a staff to add charges to it for free. When you do so, that staff gains a number of charges equal to the rank of your highest spell slot. You don't need to expend any spells to add charges in this way. No one can prepare more than one staff per day, nor can a staff be prepared by more than one person per day. If the charges aren't used within 24 hours, they're lost, and preparing the staff anew removes any charges previously stored in it. You can prepare a staff only if you have at least one of the staff's spells on your spell list.

Prepared Spellcasters

A prepared spellcaster—such as a cleric, druid, witch, or wizard—can place some of their own magic in a staff to increase its number of charges. When a prepared spellcaster prepares a staff, they can expend a spell slot to add a number of charges equal to the rank of the spell. They can't expend more than one spell in this way each day. For example, if a wizard can cast 3rd-rank spells and prepared a staff, the staff would gain 3 charges, but wizard could increase this to 6 by expending one of their 3rd-rank spells, 5 by expending a 2nd-rank spell, or 4 by expending a 1st-rank spell.

Spontaneous Spellcasters

A spontaneous spellcaster—such as a bard, oracle, or sorcerer—can reduce the number of charges it takes to Activate a staff by supplementing it with their own energy. When a spontaneous spellcaster Activates a staff, they can expend 1 charge from the staff and one of their spell slots to cast a spell from the staff of the same rank (or lower) as the expended spell slot. This doesn't change the number of actions it takes to cast the spell. For example, if a sorcerer can cast 3rd-rank spells and prepared a staff, the staff would gain 3 charges. They could expend 1 charge and one of their 3rd-rank spell slots to cast a 3rd-rank spell from the staff, or 1 charge and one of their 2nd-rank spell slots to cast a 2nd-rank spell from the staff. They could still expend 3 charges from the staff to cast a 3rd-rank spell from it without using any of their own slots, just like any other spellcaster.

Attacking with a Staff

Staves are also staff weapons (*Player Core* 277). They can be etched with fundamental runes but not property runes.

ANIMAL STAFF ITEM 4+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This staff is topped with carved animal and monster heads. While wielding the staff, you gain a +2 circumstance bonus to Nature checks to identify animals.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *animal staff*; **Level** 4; **Price** 90 gp

- **Cantrip** *know the way*
- **1st** *runic body*, *summon animal*

Type *greater animal staff*; **Level** 8; **Price** 460 gp

- **2nd** *animal messenger*, *speak with animals*, *summon animal*
- **3rd** *animal form*, *summon animal*

Type *major animal staff*; **Level** 12; **Price** 1,900 gp

- **4th** *summon animal*
- **5th** *animal form*, *moon frenzy*, *summon animal*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

FLUID FORM STAFF ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A glass orb atop this metal staff contains fine sand. While wielding the staff, you gain a +2 circumstance bonus to Perception checks to identify morph and polymorph magic.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *fluid form staff*; **Level** 6; **Price** 230 gp

- **1st** *pest form*
- **2nd** *animal form*, *enlarge*, *shrink*

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Type *greater fluid form staff*; **Level** 10; **Price** 900 gp
- **3rd** *feet to fins*, *insect form*
- **4th** *aerial form*, *animal form*, *dinosaur form*

Type *major fluid form staff*; **Level** 14; **Price** 4,000 gp
- **5th** *animal form*, *insect form*
- **6th** *cursed metamorphosis*, *dragon form*, *plant form*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

MENTALIST'S STAFF ITEM 4+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This polished wooden staff bears a swirling motif reminiscent of the folds of a brain. While wielding the staff, you gain a +2 circumstance bonus to checks to identify mental magic.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *mentalist's staff*; **Level** 4; **Price** 90 gp
- **Cantrip** *daze*
- **1st** *mindlink*, *phantom pain*

Type *greater mentalist's staff*; **Level** 8; **Price** 460 gp
- **2nd** *paranoia*
- **3rd** *hypercognition*, *phantom pain*

Type *major mentalist's staff*; **Level** 12; **Price** 1,800 gp
- **4th** *rewrite memory*, *telepathy*
- **5th** *hallucination*, *phantom pain*, *synaptic pulse*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ARCANE MIGHT ITEM 12+

RARE MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This staff of magically hardened wood is topped with a silver sculpture depicting magical runic symbols. A *staff of arcane might* is a *+1 striking staff*.

Activate—Sunder ❖❖ (death, force, manipulate); **Effect** You destroy the staff, unleashing a blast of arcane power in a 30-foot cone, dealing 2d6 force damage per charge remaining in the staff with a DC 30 basic Reflex save.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of arcane might*; **Level** 12; **Price** 1,900 gp
- **Cantrip** *detect magic*
- **1st** *phantasmal minion*
- **2nd** *everlight*
- **3rd** *force barrage*, *paralyze*
- **4th** *dispelling globe*, *mystic armor*, *translocate*
- **5th** *fireball*, *force barrage*, *lightning bolt*

Type *greater staff of arcane might*; **Level** 16; **Price** 10,000 gp

A *greater staff of arcane might* is a *+2 greater striking staff*. Sunder deals 2d8 force damage per charge and is DC 35.
- **6th** *disintegrate*, *mystic armor*, *wall of force*
- **7th** *howling blizzard*, *fireball*, *lightning bolt*

Type *major staff of arcane might*; **Level** 20; **Price** 90,000 gp

A *major staff of arcane might* is a *+3 greater striking staff*. Sunder deals 2d10 force damage per charge and is DC 40.
- **8th** *mystic armor*, *wall of force*
- **9th** *dispel magic*, *falling stars*, *howling blizzard*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF CONTROL ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

An array of dazzling gemstones lines the twisting head of the golden staff. While wielding the staff, you gain a +1 status bonus to Diplomacy checks to make a Request.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of control*; **Level** 6; **Price** 230 gp
- **Cantrip** *daze*
- **1st** *charm*, *command*
- **2nd** *laughing fit*, *stupefy*

Type *greater staff of control*; **Level** 10; **Price** 900 gp
- **3rd** *enthrall*
- **4th** *charm*, *confusion*, *suggestion*

Type *major staff of control*; **Level** 14 (uncommon); **Price** 4,000 gp
- **5th** *command*, *subconscious suggestion*
- **6th** *dominate*, *never mind*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ELEMENTAL POWER ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This staff is tapered at the base and carved into a gem-studded twist at the top. While wielding the staff, you gain a +2 circumstance bonus to checks to identify elemental creatures.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of elemental power*; **Level** 6; **Price** 230 gp
- **Cantrip** *frostbite*
- **1st** *breathe fire*, *pummeling rubble*, *thunderstrike*
- **2nd** *blazing bolt*, *resist energy*

Type *greater staff of elemental power*; **Level** 10; **Price** 900 gp
- **3rd** *fireball*, *lightning bolt*
- **4th** *resist energy*, *wall of fire*

Type *major staff of elemental power*; **Level** 14; **Price** 4,000 gp
- **5th** *howling blizzard*, *wall of ice*
- **6th** *chain lightning*, *fireball*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF FIRE ITEM 3+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This staff resembles a blackened and burned length of ashen wood. You can Interact to touch the tip of this staff to a torch, tinder, or a flammable substance to ignite a flame.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

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Type *staff of fire*; **Level** 3; **Price** 60 gp
- **Cantrip** *ignition*
- **1st** *breathe fire*

Type *greater staff of fire*; **Level** 8; **Price** 450 gp
- **2nd** *breathe fire*, *floating flame*
- **3rd** *floating flame*, *fireball*

Type *major staff of fire*; **Level** 12; **Price** 1,800 gp
- **4th** *fire shield*, *fireball*, *wall of fire*
- **5th** *fireball*, *wall of fire*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF HEALING ITEM 4+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This white wood staff is capped at each end with a golden cross adorned with ruby cabochons. A *staff of healing* grants an item bonus to the Hit Points you restore anytime you cast the *heal* spell using your own spell slots or charges from the staff.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of healing*; **Level** 4; **Price** 90 gp

The item bonus granted to *heal* spells is +1.
- **Cantrip** *stabilize*
- **1st** *heal*

Type *greater staff of healing*; **Level** 8; **Price** 470 gp

The item bonus granted to *heal* spells is +2.
- **2nd** *clear mind*, *heal*, *sound body*
- **3rd** *cleanse affliction*, *heal*

Type *major staff of healing*; **Level** 12; **Price** 1,800 gp

The item bonus granted to *heal* spells is +3.
- **4th** *cleanse affliction*, *clear mind*, *sound body*
- **5th** *breath of life*, *heal*

Type *true staff of healing*; **Level** 16; **Price** 9,200 gp

The item bonus granted to *heal* spells is +4.
- **6th** *clear mind*, *field of life*, *heal*
- **7th** *heal*, *regenerate*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ILLUMINATION ITEM 8

MAGICAL STAFF

Price 425 gp

Usage held in 1 hand; **Bulk** 1

This simple iron staff is capped with a faceted, clear gem.

Activate ❖ Interact; **Effect** The gem at the top of the staff glows as a torch, shedding bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.
- **Cantrip** *light*
- **2nd** *everlight*
- **3rd** *everlight*, *holy light*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF PHANTASMS ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This ornate metal staff shines with precious inlays of gold. When you Cast a Spell from the staff, the illusory image of something you desire flashes across its surface. While wielding the staff, you gain a +2 status bonus to checks to disbelieve an illusion.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of phantasms*; **Level** 6; **Price** 230 gp
- **Cantrip** *figment*
- **1st** *illusory disguise*, *illusory object*
- **2nd** *illusory creature*, *illusory object*, *item facade*

Type *greater staff of phantasms*; **Level** 10; **Price** 900 gp
- **3rd** *illusory disguise*, *item facade*
- **4th** *illusory creature*, *illusory disguise*

Type *major staff of phantasms*; **Level** 14; **Price** 4,000 gp
- **5th** *illusory creature*, *illusory scene*
- **6th** *hallucination*, *mislead*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF PROTECTION ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This wooden staff is remarkably sturdy and unyielding. While wielding the staff, you gain a +1 circumstance bonus to your DC to avoid being shoved or tripped.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of protection*; **Level** 6; **Price** 230 gp
- **Cantrip** *shield*
- **1st** *alarm*, *mystic armor*
- **2nd** *dispel magic*, *environmental endurance*, *resist energy*

Type *greater staff of protection*; **Level** 10; **Price** 900 gp
- **3rd** *alarm*, *safe passage*
- **4th** *dispel magic*, *mystic armor*, *resist energy*

Type major staff of protection; **Level** 14; **Price** 4,000 gp
- **5th** *environmental endurance*, *safe passage*
- **6th** *dispel magic*, *mystic armor*, *repulsion*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF SUMMONING ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This ash staff is decorated with animals, elementals, and dragons. Creatures summoned using this staff gain a number of temporary Hit Points equal to the level of the spell used to summon them.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of summoning*; **Level** 6; **Price** 230 gp
- **Cantrip** *tangle vine*
- **1st** *summon animal*

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STAFF OF ARCANE MIGHT



STAFF OF CONTROL



STAFF OF FIRE



STAFF OF HEALING

- **2nd** *marvelous mount, mist*, *summon animal*, *summon elemental*

Type *greater staff of summoning*; **Level** 10; **Price** 900 gp
- **3rd** *summon animal*, *summon elemental*
- **4th** *marvelous mount*, *summon animal*, *summon elemental*

Type *major staff of summoning*; **Level** 14; **Price** 4,000 gp
- **5th** *summon animal*, *summon dragon*, *summon elemental*
- **6th** *marvelous mount*, *summon animal*, *summon dragon*, *summon elemental*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF THE DEAD ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This twisted and grim-looking staff is adorned with hideous skull and bone motifs. Creatures summoned using this staff gain a number of temporary Hit Points equal to the level of the spell used to summon them.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the dead*; **Level** 6; **Price** 230 gp
- **Cantrip** *void warp*
- **1st** *grim tendrils*, *summon undead*
- **2nd** *peaceful rest*, *summon undead*

Type *greater staff of the dead*; **Level** 10; **Price** 900 gp
- **3rd** *summon undead*, *vampiric feast*
- **4th** *summon undead*, *vision of death*

Type *major staff of the dead*; **Level** 14; **Price** 4,000 gp
- **5th** *invoke spirits*, *peaceful rest*, *summon undead*
- **6th** *summon undead*, *vampiric exsanguination*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF THE UNBLINKING EYE ITEM 6+

UNCOMMON MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

The stone head piece of this smooth wooden staff is carved to look like a lidless eye. While wielding it, you gain a +1 status bonus to Perception checks made for initiative.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the unblinking eye*; **Level** 6; **Price** 230 gp
- **Cantrip** *detect magic*
- **1st** *sure strike*
- **2nd** *darkvision*, *see the unseen*, *translate*

Type *greater staff of the unblinking eye*; **Level** 10; **Price** 900 gp
- **3rd** *darkvision*, *mind reading*
- **4th** *clairvoyance*, *detect scrying*, *telepathy*

Type *major staff of the unblinking eye*; **Level** 14; **Price** 4,000 gp
- **5th** *mind probe*, *scouting eye*
- **6th** *telepathy*, *truesight*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

VERDANT STAFF ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

This oak branch grows leaves in spring that change color in autumn and shed in winter. While wielding it, you gain a +2 circumstance bonus to checks to identify plants and fungi.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *verdant staff*; **Level** 6; **Price** 225 gp
- **Cantrip** *tangle vine*
- **1st** *runic body*, *runic weapon*
- **2nd** *entangling flora*, *oaken resilience*, *one with plants*, *shape wood*

Type *greater verdant staff*; **Level** 12; **Price** 1,750 gp
- **3rd** *wall of thorns*, *speak with plants*
- **4th** *oaken resilience*, *speak with plants*
- **5th** *plant form*, *wall of thorns*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

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Wands

Short, slender items typically made of wood, wands let you cast a specific spell without expending a spell slot. They can be used once per day, but can be overcharged to attempt to cast them again at great risk. Each wand holds a spell of a certain rank, determined when the wand is created. Cantrips, focus spells, and rituals can't be placed in wands.

If you find a wand, you can try to deduce what spell is in it. If the spell is a common spell from your spell list or is a spell you know, you can use a single Recall Knowledge action and automatically succeed. If it's not, you must Identify Magic.

Casting Spells from a Wand

A wand contains a spell that can be cast once per day. Casting a spell from a wand requires holding the wand in one hand and activating the item with a Cast a Spell activity using the normal number of actions for the spell.

To cast a spell from a wand, it must be on your spell list. Because you're the one casting the spell, use your spell attack modifier and spell DC. The spell is of your spellcasting tradition.

If a spell requires a locus, you must still have that locus to cast the spell from a wand, and if the spell has a cost, you must still pay that cost to cast the spell from a wand.

Overcharging a Wand

After the spell is cast from the wand for the day, you can attempt to cast it one more time—overcharging the wand at the risk of destroying it. Cast the Spell again, then roll a DC 10 flat check. On a success, the wand is broken. On a failure, the wand is destroyed. If anyone tries to overcharge a wand when it's already been overcharged that day, the wand is automatically destroyed (even if it had been repaired) and no spell is cast.

Wand Statistics

A wand's base statistics are the same unless noted otherwise in a special wand. It has light Bulk, and must be held in one hand to be activated. Each wand contains a specific rank of the spell, but you can craft a wand with a heightened version of a spell.

Varying Statistics

Each type of wand has a level and Price determined by the spell's rank. The wand's rarity matches the spell's rarity, and it has its spell's traits. A wand has the normal Hardness, BT, and HP of a thin item of its material (see page 252).

The traits for a wand vary based on the spell it contains. A wand always has the magical and wand traits, plus any traits that might be relevant to identifying the item, such as illusion or fire. The GM determines the extra traits.

Crafting a Wand

For the most part, the process to Craft a wand is like that to Craft any other magic item. When you begin the crafting process, choose a spell to put into the wand. You have to either cast that spell during the process, or someone else must do so in your presence. That spell doesn't have its normal effects; instead, the magic is captured inside the wand. The caster doesn't need to pay any cost of the spell.

The casting must come from a spellcaster expending a spell slot. You can't make a wand from a spell that comes from another magic item, for example. A wand's rarity is the same as that of the spell it contains.

Magic Wand

The simplest form of wand contains a spell, with Price and level based on that spell. The name of a magic wand with a spell in it is simply "wand of," followed by the spell's name.

MAGIC WAND — ITEM 3+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This baton is about a foot long and contains a single spell. The appearance typically relates to the spell within.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell at the indicated rank.

Type 1st-rank spell; **Level** 3; **Price** 60 gp

Type 2nd-rank spell; **Level** 5; **Price** 160 gp

Type 3rd-rank spell; **Level** 7; **Price** 360 gp

Type 4th-rank spell; **Level** 9; **Price** 700 gp

Type 5th-rank spell; **Level** 11; **Price** 1,500 gp

Type 6th-rank spell; **Level** 13; **Price** 3,000 gp

Type 7th-rank spell; **Level** 15; **Price** 6,500 gp

Type 8th-rank spell; **Level** 17; **Price** 15,000 gp

Type 9th-rank spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of the spell at the listed rank.

Specialty Wands

Specialty wands can contain only certain kinds of spells, as noted in the stat block, and either alter the spell's effects or affect how it can be cast. The Craft Requirements entry lists what kinds of spells the wand can hold.

WAND OF CONTINUATION — ITEM 5+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand increases a spell's duration. Yellow embers spiral over its surface until the spell ends.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; the activation takes ◆◆ if the spell normally takes ◆ to cast, or ◆◆◆ if the spell normally takes ◆◆; **Effect** You Cast the Spell, and its duration is increased by half.

Type 1st-rank spell; **Level** 5; **Price** 160 gp

Type 2nd-rank spell; **Level** 7; **Price** 360 gp

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Type 3rd-rank spell; **Level** 9; **Price** 700 gp
Type 4th-rank spell; **Level** 11; **Price** 1,400 gp
Type 5th-rank spell; **Level** 13; **Price** 3,000 gp
Type 6th-rank spell; **Level** 15; **Price** 6,500 gp
Type 7th-rank spell; **Level** 17; **Price** 15,000 gp
Type 8th-rank spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of ◆ or ◆◆ and a duration no less than 10 minutes and no greater than 1 hour.

WAND OF SHARDSTORM ITEM 5+

FORCE MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand features a carved dragon's head at its top and a polished metal sphere set in its midsection.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *force barrage* of the indicated rank. After you cast the spell, an additional shard or shards are released from the wand at the start of each of your turns, as though you cast the 1-action version of *force barrage*. Choose targets each time. This lasts for 1 minute, until you're no longer wielding the wand, or until you try to activate the wand again.

Type 1st-rank spell; **Level** 5; **Price** 160 gp
Type 3rd-rank spell; **Level** 9; **Price** 700 gp
Type 5th-rank spell; **Level** 13; **Price** 3,000 gp
Type 7th-rank spell; **Level** 17; **Price** 15,000 gp

Craft Requirements Supply a casting of *force barrage* of the appropriate rank.

WAND OF WIDENING ITEM 4+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

The end of this wand is forked with a peridot setting.

EXAMPLE MAGIC WAND

This example *magic wand* contains a 1st-rank *heal* spell.

WAND OF HEAL ITEM 3

MAGICAL VITALITY WAND

Price 60 gp

Usage held in 1 hand; **Bulk** L

The golden caps on the ends of this white wooden wand are adorned with ruby cabochons.

Activate ◆ to ◆◆◆ **Frequency** once per day, plus overcharge; **Effect** You cast a 1st-rank *heal* spell.

Craft Requirements Supply one casting of *heal*.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; the activation takes ◆◆ if the spell normally takes ◆ to cast, or ◆◆◆ if the spell normally takes ◆◆; **Effect** You Cast the Spell, and increase its area. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet; add 5 feet to the length of a cone or line that is normally 15 feet long or smaller; or add 10 feet to the length of a larger cone or line.

Type 1st-rank spell; **Level** 4; **Price** 100 gp
Type 2nd-rank spell; **Level** 6; **Price** 250 gp
Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of ◆ or ◆◆, can't have a duration, and must have an area of burst (10 feet or more), cone, or line.



WAND OF HEAL



WAND OF CONTINUATION



WAND OF SHARDSTORM



WAND OF WIDENING

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Worn Items

This section includes magic items you wear. Most have the invested trait, which means you can wear no more than 10 (page 219). Armor appears in its own section on page 226, high-level apex items that can increase ability modifiers are on page 270, and worn items for pets appear on page 272.

ACCOLADE ROBE — ITEM 10+

ARCANE FOCUSED INVESTED

Usage worn garment; **Bulk** L

Although not all wizards have gone through formal training, it's become tradition to enchant robes representing the arduous training required and festoon them with honors one has earned. Typically, an *accolade robe* is styled after a single wizard school, with appropriate colors and symbols. Wearing these robes grants a +2 item bonus to Arcana checks.

The pockets of the robe tie to an extradimensional space that can hold 1 Bulk of items, none of which can have greater than light Bulk. The items must be related to spellcasting and academics—spellbooks, scrolls, wands, scholarly journals, and other academic supplies the GM allows. These items do not count against your Bulk limit. You can Interact to retrieve or stow items normally.

Activate—Review ❖ (concentrate, manipulate) You retrieve an item of your choice from the robe's storage, then Recall Knowledge.

Activate—Extra Credit ❖ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a school spell. If you don't spend this Focus Point by the end of this turn, it is lost.

Type *accolade robe*; **Level** 10; **Price** 1,000 gp

Type *greater accolade robe*; **Level** 17; **Price** 13,500 gp

The bonus to Arcana checks increases to +3. You can activate the robe's Review once per minute as a free action.

Craft Requirements You are a wizard of the associated school.

AEON STONE — ITEM 1+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** –

Over millennia, these mysterious, intricately cut gemstones have been hoarded by mystics and fanatics hoping to discover their secrets. Despite their myriad forms and functions, these stones are purportedly all fragments of crystal tools used by otherworldly entities to construct the universe in primeval times.

When you invest one of these precisely shaped crystals, the stone orbits your head instead of being worn on your body. You can stow an *aeon stone* with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit your head again.

There are various types of *aeon stones*, each with a different appearance and magical effect. Each *aeon stone* also gains a resonant power when slotted into a special magical item called a *wayfinder* (page 297).

Type amplifying; **Level** 16; **Price** 9,750 gp

An *amplifying aeon stone* must be activated to provide a benefit. The resonant power grants you a +2 item bonus to Arcana, Nature, Occultism, or Religion checks—whichever corresponds to the tradition of the last spell you enhanced with this aeon stone.

Activate—Amplify ❖ (concentrate, spellshape) **Effect** If your next action is to Cast a Spell, that spell's rank is 1 higher (maximum 10th rank) for the purposes of counteracting and being counteracted.

Type consumed; **Level** 1; **Price** 9 gp

A *consumed aeon stone* is a dull lump that has lost its magical properties. It still rotates your head like any other *aeon stone* and can thus serve as a stylish, hand-free option for various spells that target an object. This *aeon stone* has no resonant power.

Type delaying; **Level** 7; **Price** 350 gp

When you would die from the dying condition (typically at dying 4), this smooth pink stone automatically activates and reduces your dying value to 1 less than would normally kill you (typically to dying 3). The stone then permanently turns into a *consumed aeon stone*. You can benefit from this ability only once per day, even if you have multiple such stones.

The resonant power allows you to cast 1st-rank *heal* as a divine innate spell once per day.

Type envisioning; **Level** 8; **Price** 425 gp

This clear cube allows you to communicate with a limited form of telepathy to a range of 100 feet. The messages are transmitted as a simple image each round. These images are the quality of a hasty or childish sketch but can be roughly understood by creatures regardless of language. This provides no special ability to respond to your images.

The resonant power allows you to cast *translate* as an occult innate spell once per day.

Type peering; **Level** 16; **Price** 8,500 gp

This faintly colored prism catches and transforms light. If the *aeon stone* is in an area of bright light, shades of purple light provide dim light in a 30-foot radius. In that radius, magical items and effects are tinged with purple, the depth of the color revealing their counteract rank (*Player Core* 431).

The GM also secretly rolls a counteract check against any darkness or illusion effect the light touches. It has a counteract modifier of +25. If the light fails to counteract an effect, it won't try again for 24 hours.

Inside a *wayfinder*, the *aeon stone* cannot catch light. However, its resonant power lets you activate or deactivate the *aeon stone's* light emitting from the *wayfinder* as an Interact action.

Type nourishing; **Level** 7; **Price** 325 gp

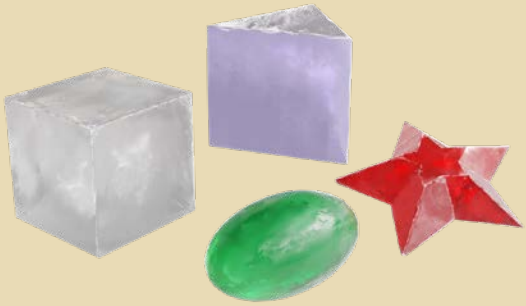
After you've invested and worn this transparent stone for a week continuously, you no longer need to eat or drink. This time resets if you remove the *aeon stone* or it's invested by someone else. The resonant power allows you to cast *air bubble* as a primal innate spell once per day.

Type preserving; **Level** 5; **Price** 150 gp

This red crystalline star covers you in a faint aura when you

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AEON STONES



HANDWRAPS OF MIGHTY BLOWS





DOUBLING RINGS



CHARLATAN'S CAPE



CLOAK OF ILLUSIONS

are subject to lingering wounds. You gain resistance 3 to persistent damage. At the end of any turn where the persistent damage can't overcome this resistance, end that condition.

The resonant power allows you to cast *stabilize* as a primal innate cantrip.

Type smoothing; **Level** 7; **Price** 310 gp

This spherical piece of silvery stone helps you ignore minor issues. You can ignore status penalties to skill checks from clumsy, enfeebled, frightened, sickened, and stupefied conditions as long as the value of that condition is 1. Its resonant power allows you to cast *guidance* as an occult innate cantrip.

Type sprouting; **Level** 6; **Price** 220 gp

Encouraging the natural growth of life, this green ovoid can often be found surrounded by new seedlings. Its resonant power allows you to cast *tangle vine* as a primal innate cantrip.

Activate—Flow of Life ↻ (concentrate, vitality) **Frequency** once per hour; **Trigger** You are healed by a vitality effect or took void damage; **Effect** You gain 8 temporary Hit Points that last for 1 minute.

ARBOREAL BOOTS ITEM 5+

INVESTED PRIMAL

Usage worn shoes; **Bulk** L

These soft leather boots are embossed with simple woodland scenes. The boots grant a +1 item bonus to Acrobatics and allow you to ignore difficult terrain from plants and fungi.

Type *arboreal boots*; **Level** 5; **Price** 160 gp

Type *greater arboreal boots*; **Level** 9; **Price** 700 gp

The boots grant a +2 bonus. You also gain a 10-foot climb Speed while climbing plants or fungi and don't need to use your hands to Climb them.

ARMBANDS OF ATHLETICISM ITEM 9+

INVESTED MAGICAL

Usage worn armbands; **Bulk** L

Skilled awl work has imprinted images of a muscled weightlifter into these tiered leather bands, which grant you enhanced stamina and skill when performing athletic exercises. While fastened to your upper arms, the armbands give you a +2 item bonus to Athletics checks. In addition, whenever you use an

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action to Climb or Swim and you succeed at the Athletics check, add a +5-foot item bonus to the distance you move.

Type *armbands of athleticism*; **Level** 9; **Price** 645 gp

Type *greater armbands of athleticism*; **Level** 17; **Price** 13,000 gp
The bonus to Athletics checks is +3, and the bonus to a successful check to Climb or Swim is +10 feet.

BANDS OF FORCE ITEM 8+

FORCE INVESTED MAGICAL

Usage worn armbands; **Bulk** L

Decorated with clear gemstones, these thick metal bands spread an inflexible layer of force over your body. The force grants you a +1 item bonus to AC and saving throws, and a maximum Dexterity modifier of +5 as armor. You can affix talismans to the bands as though they were light armor.

Activate—Return Force ↷ (force, manipulate) **Trigger** A creature critically misses you with a melee Strike; **Effect** You Shove the creature using the bands' Athletics modifier of +14.

Type bands of force; **Level** 8; **Price** 500 gp

Type greater bands of force; **Level** 14; **Price** 4,500 gp
The item bonus to AC and saves is +2. The bands' Athletics modifier is +21.

Type major bands of force; **Level** 20; **Price** 70,000 gp
The item bonus to AC and saves is +3. The bands' Athletics modifier is +33.

BOOTS OF BOUNDING ITEM 7+

INVESTED MAGICAL

Usage worn shoes; **Bulk** L

The springy soles of these sturdy leather boots cushion your feet and make each step lighter. These boots give you a +5-foot item bonus to your Speed and a +2 item bonus to Athletics checks to High Jump and Long Jump. In addition, when you use the Leap action, you can move 5 feet further if jumping horizontally or 3 feet higher if jumping vertically.

Type *boots of bounding*; **Level** 7; **Price** 340 gp

Type *greater boots of bounding*; **Level** 14; **Price** 4,250 gp
The bonus to Speed is +10 feet, and the bonus to High Jump and Long Jump is +3.

BRACELET OF DASHING ITEM 3

INVESTED MAGICAL

Price 58 gp

Usage worn; **Bulk** L

This jangling, silvery bracelet makes you lighter on your feet, giving you a +1 item bonus to Acrobatics checks.

Activate—Jangling Dash ❖ (concentrate) **Frequency** once per day; **Effect** You gain a +10-foot status bonus to Speed for 1 minute.

BRACERS OF MISSILE DEFLECTION ITEM 3+

INVESTED MAGICAL

Usage worn bracers; **Bulk** L

These bracers are made from plates of durable dawnsilver and gleam like the summer sun.

Activate ↷ (manipulate); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You are aware of the attack and not off-guard; **Effect** The bracers send the missile off-course. You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses you.

Type *bracers of missile deflection*; **Level** 3; **Price** 52 gp

Type *greater bracers of missile deflection*; **Level** 9; **Price** 650 gp
You can activate the bracers once every 10 minutes.

CHANNEL PROTECTION AMULET ITEM 3

UNCOMMON INVESTED MAGICAL

Price 56 gp

Usage worn; **Bulk** –

This nugget of polished tektite is trapped in a cage of braided wire and hangs from a silken cord. When wearing this amulet, you gain resistance 5 against damage from *harm* spells if you're living, or against *heal* spells if you're undead.

CHARLATAN'S CAPE ITEM 10

UNCOMMON INVESTED MAGICAL

Price 980 gp

Usage worn cloak; **Bulk** L

This bright red-and-gold cape is often interlaced with glittery threads and serves as a distraction. While wearing the cape, you gain a +2 item bonus to Deception checks.

Activate—Puff of Smoke ❖❖ (manipulate) **Frequency** once per day; **Effect** You cast *translocate*. The space you leave and the one you appear in are filled with puffs of smoke that make anyone within concealed until they leave the smoke or the end of your next turn, at which point the smoke dissipates. Strong winds immediately disperse the smoke.

CHARLATAN'S GLOVES ITEM 3+

INVESTED MAGICAL

Usage worn gloves; **Bulk** L

Tiny silver hooks decorate these fine silk gloves. They grant a +1 item bonus to Thievery and allow you to cast *telekinetic hand* as an innate occult spell.

Type *charlatan's gloves*; **Level** 3; **Price** 50 gp

Type *greater charlatan's gloves*; **Level** 9; **Price** 600 gp
The gloves' bonus increases to +2. If you are also wearing a *charlatan's cape*, whenever you would move an object using *telekinetic hand*, you may instead have it disappear in a puff of smoke and reappear hovering in a space adjacent to yours. This is a teleportation effect. The item hovers until the end of your turn or until retrieved with an Interact action.

CHARM OF RESISTANCE ITEM 6+

INVESTED MAGICAL

Usage worn; **Bulk** –

This charm, normally hung from the belt or worn around the neck, grants you resistance 5 against one type of energy damage: acid, cold, electricity, fire, or sonic. Each charm is crafted to protect against a particular type of energy damage,

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and its design usually embodies the type of energy it protects the wearer from in some way. For instance, a *charm of cold resistance* could be carved in the shape of a yeti, whereas a *charm of fire resistance* would be made from volcanic glass.

Type *charm of resistance*; **Level** 6; **Price** 245 gp

Type *greater charm of resistance*; **Level** 10; **Price** 975 gp
The charm grants resistance 10.

Type *major charm of resistance*; **Level** 14; **Price** 4,400 gp
The charm grants resistance 15.

CHOKER OF ELOCUTION ITEM 6+

INVESTED MAGICAL

Usage worn collar; **Bulk** L

This platinum choker bears characters from a language's alphabet, and it gives knowledge of that language and the associated culture's customs. You gain a +1 item bonus to Society checks and the ability to understand, speak, and write the chosen language. Your excellent elocution reduces the DC of the flat check to perform an auditory action while deafened from 5 to 3.

Type *choker of elocution*; **Level** 6; **Price** 200 gp

Type *greater choker of elocution*; **Level** 10; **Price** 850 gp
The item bonus is +2. The choker bears characters from three languages and grants fluency in all three.

Craft Requirements You know the language or languages the choker grants.

CLANDESTINE CLOAK ITEM 6+

UNCOMMON INVESTED MAGICAL

Usage worn cloak; **Bulk** L

When you pull up the hood of this nondescript gray cloak (an Interact action), you become drab and uninteresting, gaining a +1 item bonus to Stealth checks and to Deception checks to Impersonate a forgettable background character, such as a servant, but also taking a –1 item penalty to Diplomacy and Intimidation checks.

Activate—Cloak Identity ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You pull the cloak's hood up and gain the benefits of *veil of privacy* for 1 hour or until you pull the hood back down, whichever comes first.

Type *clandestine cloak*; **Level** 6; **Price** 230 gp

Type *greater clandestine cloak*; **Level** 10; **Price** 900 gp
The item bonus is +2, and when you activate the cloak, you gain the benefits of 5th-rank *veil of privacy* for 8 hours.

CLAWED BRACERS ITEM 7

INVESTED PRIMAL

Price 325 gp

Usage worn bracers; **Bulk** L

Animal claws are woven into the thick leather of these bracers.

Activate—Extend Claws ◆ (manipulate, morph) **Frequency** once per hour; **Effect** The bracers fuse temporarily with your forearms, with the claws extending to your fingertips. You gain a climb Speed of 20 feet and a claw unarmed attack with the agile and finesse traits that deals 1d6 slashing damage. This lasts for 10 minutes or until you Dismiss it.

CLOAK OF ILLUSIONS ITEM 7+

INVESTED OCCULT

Usage worn cloak; **Bulk** L

This cloak flows, covering and concealing the wearer's body. The cloak allows you to cast *figment* as an occult innate cantrip. Although naturally a dull gray, while invested the cloak picks up colors and patterns from its surroundings, granting a +1 item bonus to Stealth checks.

Activate—Draw Hood ◆◆ (manipulate) **Frequency** once per day; **Effect** You draw the hood up and gain the effects of *invisibility*, with the spell's normal duration or until you pull the hood back down, whichever comes first. While you are invisible, your *figment* innate cantrip gains the subtle trait, concealing the observable effects of your spellcasting.

Type *cloak of illusions*; **Level** 7; **Price** 360 gp

Type *greater cloak of illusions*; **Level** 12; **Price** 1,750 gp
The cloak grants a +2 item bonus and the effects of 4th-rank *invisibility*.

COUNTERING CHARM ITEM 11+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** –

This glittering charm is made of a gemstone flawed with a leaden inclusion. Spellcasters can cast spells into *countering charms* that they've invested or that are invested by a willing creature. The spell's effect doesn't occur; the spell's power is instead stored within the charm, replacing any spell previously there. The charm can hold only spells cast from spell slots, not cantrips or focus spells. While the charm is invested, the creature who has invested it knows what spell is stored within and automatically identifies that spell when it's cast.

Activate—Counter ↷ (manipulate) **Trigger** You are targeted by or within the area of the spell stored within the charm; **Requirements** You have a free hand; **Effect** You present the charm and attempt to counteract (*Player Core* 431) the triggering spell, using the rank of the spell stored in the charm and a counteract modifier of +20. This expends the spell held in the charm.

Type *countering charm*; **Level** 11; **Price** 1,200 gp

Type *greater countering charm*; **Level** 15; **Price** 5,500 gp
The charm's counteract modifier is +25.

Type *major countering charm*; **Level** 18; **Price** 20,000 gp
The charm's counteract modifier is +30.

COYOTE CLOAK ITEM 3+

INVESTED MAGICAL

Usage worn cloak; **Bulk** –

This dusty cloak is made of mangy brown-and-gray coyote fur. You gain a +1 item bonus to Survival checks. If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

Type *coyote cloak*; **Level** 3; **Price** 60 gp

Type *greater coyote cloak*; **Level** 9; **Price** 650 gp
The cloak grants a +2 item bonus, and if you critically succeed at a Survival check to Subsist, you can feed four times as many additional creatures.

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CRAFTER'S EYEPIECE ITEM 3+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. You gain a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored to 10 + 10 per proficiency rank on a success or 15 + 15 per proficiency rank on a critical success.

Type *crafter's eyepiece*; **Level** 3; **Price** 60 gp

Type *greater crafter's eyepiece*; **Level** 11; **Price** 1,200 gp

The eyepiece grants a +2 item bonus and can be activated.

Activate—Prototype 1 minute (manipulate); **Frequency** once per day; **Effect** You calibrate the eyepiece to have it cast a 5th-rank *creation* spell over the course of 1 minute to construct a temporary item.

CROWN OF WITCHCRAFT ITEM 10+

FOCUSED INVESTED MAGICAL

Usage worn headwear; **Bulk** –

An elegant accoutrement for a witch who has come into the higher echelons of power, a *crown of witchcraft* typically looks like a garland of flowering twigs, a jeweled circlet, or a tall hat of fine fabric. You gain a +1 item bonus to Intimidation checks, and if you're a witch, you gain a +2 item bonus to your patron skill.

If you have a familiar, you can attach a small portion of the crown's material to your familiar, such as a strip of fabric from a hat tied around its tail or a sprig of natural material linked to its collar; the familiar doesn't need to invest the item itself. If you do this, your familiar gains the tough pet ability (*Player Core* 259) as long as the crown is invested by you.

Activate—Defiant Hex ◆ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a witch hex spell. If you don't spend this point by the end of this turn, it is lost.

Type *crown of witchcraft*; **Level** 10; **Price** 1,000 gp

Type *greater crown of witchcraft*; **Level** 18; **Price** 21,000 gp

The bonus to Intimidation checks is +2 and the bonus to your patron skill is +3.

Craft Requirements You are a witch.

DANCING SCARF ITEM 3+

INVESTED MAGICAL VISUAL

Usage worn belt; **Bulk** –

This long and billowing scarf is typically woven of silk or sheer fabric and adorned with bells or other jangling bits of shiny metal. It grants a +1 item bonus to Performance checks to dance.

Activate—Swirling Scarf ◆◆ (manipulate) **Requirements** On your most recent action, you succeeded at a Performance check to dance; **Effect** You become concealed until the beginning of your next turn.

Type *dancing scarf*; **Level** 3; **Price** 60 gp

Type *greater dancing scarf*; **Level** 9; **Price** 650 gp

The scarf grants a +2 bonus. When you activate the scarf, you can also Stride up to half your Speed or Step.

DAREDEVIL BOOTS ITEM 10+

INVESTED MAGICAL

Usage worn shoes; **Bulk** L

These brightly colored, soft-soled boots motivate you to perform risky stunts and grant you the agility to succeed. The boots grant you a +2 item bonus to Acrobatics checks and a +1 circumstance bonus to checks to Tumble Through an enemy's space.

The boots can grip solid surfaces and help you avoid a fall, allowing you to use the Grab an Edge reaction even if your hands aren't free. You treat falls as 10 feet shorter or, if you have the Cat Fall feat, treat your proficiency rank in Acrobatics as one degree better to determine the benefits of that feat. If you have Cat Fall and are already legendary in Acrobatics, you can choose the speed of your fall, from 60 feet per round up to normal falling speed.

Type *daredevil boots*; **Level** 10; **Price** 900 gp

Type *greater daredevil boots*; **Level** 17; **Price** 14,000 gp

The bonus to Acrobatics checks is +3, and the bonus to Tumble Through is +2. The boots can be activated.

Activate—Daredevil Impulse ◆◆◆ (concentrate) **Frequency** once per day; **Effect** The boots cast *unfettered movement* on you.

DEMON MASK ITEM 4+

INVESTED MAGICAL

Usage worn mask; **Bulk** L

This terrifying mask is crafted in the visage of a leering demon and grants a +1 item bonus to Intimidation checks.

Activate—Leering Mask ◆◆◆ (manipulate) **Frequency** once per day; **Effect** The mask casts a *fear* spell with a DC of 20.

Type *demon mask*; **Level** 4; **Price** 85 gp

Type *greater demon mask*; **Level** 10; **Price** 900 gp

The mask grants a +2 item bonus. It casts 3rd-rank *fear* with a DC of 29.

DEVOTED VESTMENTS ITEM 11

DIVINE FOCUSED INVESTED

Price 1,250 gp

Usage worn garment; **Bulk** L

These vestments are made of panels showing various scenes from the legends of a particular deity. It serves as a religious symbol of that deity, and you gain a +2 item bonus to Religion checks. When you cast *harm* or *heal*, healing granted to followers of that deity is increased by the rank of the spell.

Activate—Domain Devotion ◆ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a cleric domain spell for a domain belonging to the deity the vestments are dedicated to. If you don't spend this point by the end of this turn, it is lost.

Craft Requirements You are a cleric who worships the deity tied to the vestments.

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DIPLOMAT'S BADGE ITEM 5

INVESTED MAGICAL

Price 125 gp

Usage worn; **Bulk** –

When displayed prominently, this brass badge makes creatures find you more agreeable. You gain a +1 item bonus to Diplomacy checks.

Activate—Diplomat's Bearing ❖ (concentrate) **Frequency** once per day; **Effect** Attempt a DC 20 check to Recall Knowledge about people of a human ethnicity, a non-human ancestry, or some other type of creature. (The GM determines what your options are.) If you succeed, the badge's bonus increases to +2 for Diplomacy checks with creatures of that group for the rest of the day.

DOUBLING RINGS ITEM 3+

INVESTED MAGICAL

Usage worn; **Bulk** –

This item consists of two magically linked rings: an intricate, gleaming golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand wearing the golden ring, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the iron ring. (The fundamental runes are *weapon potency* and *striking*, which add an item bonus to attack rolls and extra weapon damage dice, respectively.) Any fundamental runes on the weapon in the hand wearing the iron ring are suppressed.

The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield).

Type *doubling rings*; **Level** 3; **Price** 50 gp

Type *greater doubling rings*; **Level** 11; **Price** 1,300 gp

The rings also replicate property runes from the weapon in the gold-ringed hand, so long as the weapon in the iron-ringed hand meets all the prerequisites for a given rune and is not a specific weapon. The weapon in the iron-ringed hand gains the benefits of those runes. All its own runes are suppressed. When you invest the rings, you can elect for the rings to transfer only fundamental runes, in which case they function as standard *doubling rings*.

DREAD BLINDFOLD ITEM 17

EMOTION FEAR INVESTED MAGICAL MENTAL

Price 15,000 gp

Usage worn eyepiece; **Bulk** –

When tied over your eyes, this ragged strip of black linen gives you darkvision and a +3 item bonus to Intimidation checks. You can see through the blindfold, but only using darkvision.

The first time a particular creature sees you in a day, it must succeed at a DC 37 Will save or be frightened 1. This is an emotion, fear, and mental effect, and your allies become immune to it after a week.

Activate—Visions of Terror ❖ (concentrate) **Frequency** once per minute; **Trigger** You damage a creature with a Strike; **Effect** Your target is gripped by intense fear. This has the effect of a DC 37 *vision of death* spell. The creature is then temporarily immune for 24 hours.

EARTHGLIDE CLOAK ITEM 15

EARTH INVESTED OCCULT

Price 6,500 gp

Usage worn cloak; **Bulk** –

This brown-and-gold cloak covers you from head to toe. Its weighty fabric doesn't move with the wind, instead hanging still as if carved of stone.

Activate—Glide through Earth ❖ (manipulate); **Frequency** once per hour; **Effect** You Burrow through dirt and stone up to your land Speed, leaving no tunnels or signs of your passing. If you end your movement inside solid stone, you are forcibly expelled into the nearest open area, taking 1d6 bludgeoning damage for every 5 feet between the end of your movement and the open area.

ENTERTAINER'S CINCTURE ITEM 10+

FOCUSED INVESTED OCCULT

Usage worn belt; **Bulk** –

The designs adorning these lush sashes often imitate the decor of famous opera houses, theaters, and museums. When you invest this item, choose Deception, Diplomacy, Intimidation, or Performance; you gain a +2 item bonus to that skill.

Activate—Encore! ❖ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a bard composition spell. If you don't spend this point by the end of this turn, it is lost.

Activate—Transcribe ❖ (manipulate) **Frequency** once per day; **Effect** You tuck a small roll of paper into the cincture. For the next 10 minutes or until you Dismiss the activation, any performance you make is recorded on the paper, and the paper expands as necessary to accommodate it. Depending on the type of performance, this might take the form of sheet music, a transcript, or a diagram of dance moves.

Type *entertainer's cincture*; **Level** 10; **Price** 1,000 gp

Type *greater entertainer's cincture*; **Level** 17; **Price** 13,000 gp

The skill bonus is +3, and Transcribe lasts up to 1 hour.

Craft Requirements You are a bard.

EYE OF FORTUNE ITEM 13

INVESTED MAGICAL

Price 2,700 gp

Usage worn eyepiece; **Bulk** –

Adherents of Erastil, god of the hunt, create these magical eye patches. An *eye of fortune* has a jeweled eye symbol on its front, allowing you to magically see through the eye patch as though it were transparent.

Activate—Luck Beyond Sight ❖ (concentrate, fortune) **Trigger** You attack a concealed or hidden creature and haven't attempted the flat check yet; **Effect** You can roll the flat check for the concealed or hidden condition twice and use the higher result.

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EYES OF THE CAT ITEM 9

INVESTED MAGICAL

Price 700 gp

Usage worn eyepiece; **Bulk** –

These lenses of amber crystal fit over your eyes. They grant you low-light vision and a +2 item bonus to Perception checks that involve sight.

GORGET OF THE PRIMAL ROAR ITEM 11

INVESTED MAGICAL

Price 1,250 gp

Usage worn collar; **Bulk** L

This engraved duskwood gorget seems to vibrate with ferocity, granting you a +2 item bonus to Intimidation checks.

Activate—Primal Roar ❖ (auditory, concentrate, emotion, fear, mental) **Frequency** once during the duration of each polymorph effect; **Requirements** You're in a non-humanoid form via a polymorph effect; **Effect** You unleash a bestial roar, attempting a single Intimidation check compared to the Will DCs of all enemies within 30 feet to impose the effects below.

Critical Success The creature is frightened 2.

Success The creature is frightened 1.

Failure The creature is unaffected.

HANDWRAPS OF MIGHTY BLOWS ITEM 2+

INVESTED MAGICAL

Usage worn gloves; **Bulk** –

As you invest these embroidered strips of cloth, you must meditate and slowly wrap them around your hands. These handwraps have weapon runes etched into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like magic weapons. For example, *+1 striking handwraps of mighty blows* would give you a +1 item bonus to attack rolls with your unarmed attacks and increase the damage of your unarmed attacks from one weapon die to two (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

You can upgrade, add, and transfer runes to and from the handwraps just as you would for a weapon, and you can attach talismans to the handwraps. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes. Property runes apply only when they would be applicable to the unarmed attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but you would gain its benefits if you attacked with a claw or some other slashing unarmed attack.

The entries below list the most typical combinations of fundamental runes.

Type *+1 handwraps of mighty blows*; **Level** 2; **Price** 35 gp

Type *+1 striking handwraps of mighty blows*; **Level** 4; **Price** 100 gp

Type *+2 striking handwraps of mighty blows*; **Level** 10; **Price** 1,000 gp

Type *+2 greater striking handwraps of mighty blows*; **Level** 12; **Price** 2,000 gp

Type *+3 greater striking handwraps of mighty blows*; **Level** 16; **Price** 10,000 gp

Type *+3 major striking handwraps of mighty blows*; **Level** 19; **Price** 40,000 gp

HEALER'S GLOVES ITEM 4+

INVESTED MAGICAL

Usage worn gloves; **Bulk** L

These clean, white gloves never show signs of blood, even after they're used to stitch up wounds or treat other ailments. They give you a +1 item bonus to Medicine checks.

Activate—Healer's Touch ❖ (manipulate) **Frequency** once per day; **Effect** You soothe the wounds of a willing, living, adjacent creature, restoring 2d6+7 Hit Points to that creature. This is a healing vitality effect. You can't harm undead with this healing.

Type *healer's gloves*; **Level** 4; **Price** 80 gp

Type *greater healer's gloves*; **Level** 9; **Price** 700 gp

The gloves provide a +2 bonus and restore 4d6+15 Hit Points.

HELLFIRE BOOTS ITEM 13

FIRE INVESTED OCCULT

Price 3,000 gp

Usage worn; **Bulk** 1

These heavy boots are made of blackened metal and always feel warm to the touch, with streams of glowing embers cascading off their heels. While wearing *hellfire boots*, you gain resistance 10 to fire damage.

Activate—Devil's Dance ❖❖ (manipulate); **Frequency** once per minute; **Effect** You Stride. Each square you move through during your Stride is scorched with hellish flames, becoming hazardous terrain for 1 minute. A creature that moves through one of these spaces takes 3d6 fire damage.

HUMBUG POCKET ITEM 9+

INVESTED OCCULT

Usage worn; **Bulk** –

Fine silk lines this fashionable pocket, which is typically cinched to a belt or tailored into a piece of formal clothing. The pocket can hold no more than one item of light Bulk, plus incidental items of negligible Bulk. The pocket grants you a +2 item bonus to Society and to Stealth checks to Conceal an Object in the pocket.

The pocket can produce stationery and writing implements of high quality. When you Create a Forgery, you can use the pocket to produce ideal materials to make the forgery. Any materials must be able to fit through the opening of the pocket, such as a roll of parchment, an inkwell, or a loupe. Though they're excellent tools, they don't have any value if sold and disappear once their function in making a forgery is fulfilled.

Activate—Papers Please ❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** You create a temporary forgery by imagining the document you need and pulling it from the pocket. Attempt to Create a Forgery of the document you desire, with the GM rolling the secret check as

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LOVER'S GLOVES



OBSIDIAN GOGGLES



MAGE'S HAT



PENDANT OF THE OCCULT



PERSONA MASK

normal. Its quality is based on your check, but the document disintegrates after 1 hour.

Type *humbug pocket*; **Level** 9; **Price** 650

Type *greater humbug pocket*; **Level** 17; **Price** 12,500

The item bonus is +3. You can forge up to five documents with Papers Please, but they must serve a similar purpose—five invitations to the same party for different attendees, for example. Attempt only one check for all the documents.

INEXPLICABLE APPARATUS ITEM 18

INVESTED MAGICAL

Price 19,000 gp

Usage worn garment; **Bulk** 2

This strange and intricate harness fits snugly to the torso. Once you invest the apparatus, numerous artificial limbs with various tools, clamps, and lenses whirl into action, following your mental commands effortlessly.

When using this apparatus, you gain a +3 item bonus to Crafting checks to Craft, Earn Income, and Repair, and you reduce the minimum time required to Craft an item to 1 day. If you succeed at your Crafting check and spend more downtime to continue work on the item after the minimum number of days, each day you spend reduces the remaining raw material cost by an amount based on your level + 1 and your proficiency rank in Crafting; on a critical success, each day reduces the remaining raw material cost by an amount based on your level + 2 and your proficiency rank. If you are 20th level, on a critical success your progress is 50 gp, 100 gp, 200 gp, or 350 gp for trained, expert, master, or legendary proficiency, respectively.

Activate—Inexplicable Patch ❖❖ (concentrate, manipulate)
Frequency once per day; **Effect** You command the apparatus to magically jury-rig an item you hold or that's within 5 feet of you. The item is repaired, as a 3rd-rank *mending* spell. This lasts for 10 minutes, after which the

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item returns to its previous state of disrepair unless you've Repaired it before then.

LIFTING BELT ITEM 4

INVESTED MAGICAL

Price 80 gp

Usage worn belt; **Bulk** L

This wide leather belt grants you a +1 item bonus to Athletics checks and increases the amount you can easily carry. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk up to 11 + your Strength modifier.

Activate—Assisted Lift ❖❖ (manipulate) **Effect** You lift an object of up to 8 Bulk as though it were weightless. This requires two hands, and if the object is locked or otherwise held in place, you can attempt to Force it Open using Athletics as part of this activation. The object still has its full weight and Bulk for all other purposes—you just ignore that weight. The effect lasts until the end of your next turn.

LIVING MANTLE ITEM 10+

FOCUSED INVESTED PLANT PRIMAL

Usage worn cloak; **Bulk** L

The base of this cloak is a thick layer of moss, but it slowly picks up native plants from each area it spends time in. You gain a +2 item bonus to Nature checks. You also suffer no effects from severe cold and severe heat.

Activate—Druidic Secrets ❖ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast an order spell. If you don't spend this Focus Point by the end of this turn, it is lost.

Type *living mantle*; **Level** 10; **Price** 1,000 gp

Type *greater living mantle*; **Level** 18; **Price** 21,000 gp

The bonus to Nature checks increases to +3. You also suffer no effects from extreme cold and extreme heat.

Craft Requirements You are a druid.

LOVER'S GLOVES ITEM 8

EMOTION INVESTED MAGICAL MENTAL

Price 500 gp

Usage worn gloves; **Bulk** –

These white silk gloves are adorned in red hearts that glow faintly whenever you are adjacent to someone you feel particularly strongly toward. They buoy your spirit, giving you a +1 item bonus to Diplomacy checks.

Activate—Bond ❖ (manipulate) **Frequency** once per day; **Effect** You grasp the hands of a willing creature you have strong positive feelings about, regardless of the nature of those feelings. The creature gains a +1 status bonus to saving throws and 10 temporary Hit Points for 10 minutes. If the creature shares your feelings, you gain the same benefits, and for the duration, when you both roll a success on a saving throw against an emotion effect that causes negative emotions, you both get a critical success instead.

MAGE'S HAT ITEM 3+

ARCANE INVESTED

Usage worn headwear; **Bulk** –

This hat comes in many forms, such as a colorful turban or a pointy hat with a brim, and is adorned with symbols or runes. It grants you a +1 item bonus to Arcana checks and allows you to cast the *prestidigitation* cantrip as an arcane innate cantrip.

Type *mage's hat*; **Level** 3; **Price** 50 gp

Type *greater mage's hat*; **Level** 9; **Price** 650 gp

This larger, fancier hat grants a +2 bonus and can be activated. Each *greater mage's hat* has a specific 4th-rank summon spell from the arcane list woven into its fabric, typically *summon animal* or *summon elemental*. If you prepare arcane spells, you can change the spell to a different 4th-rank arcane summon spell you know when you invest it.

Activate—Hat Spell Cast a Spell; **Frequency** once per day; **Effect** You doff the hat, causing magical energy to pour from it. You cast the spell stored in the hat.

MASQUERADE SCARF ITEM 2+

INVESTED MAGICAL

Usage worn; **Bulk** –

This delicately embroidered scarf matches with every outfit and can even complete a costume or disguise with illusions.

Activate—Masquerade 1 minute (manipulate); **Frequency** once per day; **Effect** You arrange the scarf over your lower face, and it casts a 1st-rank *illusory disguise* spell on you, which ends immediately if the scarf is removed. You can alter the scarf's appearance or make it invisible as part of the *illusory disguise*, but it can still be felt if touched.

Type *masquerade scarf*; **Level** 2; **Price** 30 gp

Type *greater masquerade scarf*; **Level** 7; **Price** 340 gp

The activation is a 2-action activity, you can activate it any number of times per day, and the *illusory disguise* is 2nd rank.

MESSENGER'S RING ITEM 9+

INVESTED MAGICAL

Usage worn; **Bulk** –

This silver signet ring changes to match the insignia of a leader or organization you serve (or your own face, if you serve no one else). It grants you a +2 item bonus to Diplomacy checks and lets you cast *message* as an arcane innate spell at will.

Activate—Dispatch Messenger 1 minute (concentrate); **Frequency** once per day; **Effect** The ring casts *animal messenger* to your specification. The animal is a magical creature that springs from the ring, and its appearance suits the iconography or heraldry of the leader or organization represented by the ring.

Type *messenger's ring*; **Level** 9; **Price** 700 gp

Type *greater messenger's ring*; **Level** 17; **Price** 13,500 gp

The ring grants a +3 bonus and can be activated in an additional way.

Activate—Sending ❖❖❖ (concentrate) **Frequency** once per hour; **Effect** The ring casts *sending* to your specifications.

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PRIMEVAL MISTLETOE



PROPULSIVE BOOTS



RING OF CLIMBING



SHADOW SIGNET



SYMBOL OF CONFLICT

OBSIDIAN GOGGLES ITEM 5+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

The sleek, black lenses of these goggles somehow make everything seem more brightly lit. While wearing the goggles, you gain a +1 item bonus to Perception checks involving sight.

Activate—Darkvision ❖ (manipulate) **Frequency** once per day; **Effect** Adjusting your goggles, you gain darkvision for 1 hour.

Type *obsidian goggles*; **Level** 5; **Price** 150 gp

Type *greater obsidian goggles*; **Level** 11; **Price** 1,250 gp

The item bonus is +2, the goggles can be activated any number of times per day, and the activation lasts until you deactivate it as an Interact action or the item is no longer invested by you, whichever comes first.

Type *major obsidian goggles*; **Level** 18; **Price** 20,000 gp

The item bonus is +3, the goggles can be activated any number of times per day, the activation grants *greater darkvision*, and the activation lasts until you deactivate it as an Interact action or the item is no longer invested by you, whichever comes first.

PENDANT OF THE OCCULT ITEM 3+

INVESTED OCCULT

Usage worn; **Bulk** –

This amulet is hollow and shaped in the form of an unblinking eye. Its cavity typically holds some fragment of occult text. While wearing the pendant, you gain a +1 item bonus to Occultism checks, and you can cast the *guidance* cantrip as an occult innate spell.

Type *pendant of the occult*; **Level** 3; **Price** 60 gp

Type *greater pendant of the occult*; **Level** 9; **Price** 650 gp

The pendant grants a +2 item bonus and can be activated.

Activate—Dream Message 10 minutes (concentrate, manipulate); **Frequency** once per day; **Effect** You cast a 4th-rank *dream message* spell.

PERSONA MASK ITEM 3+

FORTUNE INVESTED MAGICAL

Usage worn mask; **Bulk** –

Despite covering the entire face, this alabaster mask does not hinder vision or other senses. Wearing the mask grants a +1 item bonus to Performance checks while acting, orating, performing comedy, or singing.

Activate—Assume Role ❖ (concentrate) **Effect** You change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Type *persona mask*; **Level** 3; **Price** 50 gp

Type *greater persona mask*; **Level** 9; **Price** 650 gp

The mask grants a +2 bonus and gains another activation.

Activate—Sacrifice Role ↷ (concentrate, fortune) **Frequency** once per day; **Trigger** You fail a Performance check that benefits from the mask's bonus; **Effect** You change the mask's character and reroll the Performance check, using the second result.

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PRIMEVAL MISTLETOE ITEM 6+

INVESTED MAGICAL

Usage worn; **Bulk** –

This sprig of berry-festooned holly and mistletoe doesn't wilt or rot. It can be used as a primal locus, and it grants a +1 item bonus to Nature checks while you wear it.

Activate—Anoint ◆◆ (manipulate) **Frequency** once per 10 minutes; **Effect** You squeeze juice from one of the berries and smear it onto a weapon made primarily of wood to cast *runic weapon* on it, or onto a creature to cast *runic body* on it.

Activate—Bind ◆◆ (manipulate) **Frequency** once per day; **Effect** You touch the sprig, then a tree to cast *one with plant* upon yourself, turning into a vine on the touched tree.

Type *primeval mistletoe*; **Level** 6; **Price** 230 gp

Type *greater primeval mistletoe*; **Level** 14; **Price** 3,900 gp

The sprig grants a +2 item bonus to Nature checks, the spell from Anoint is heightened to 6th rank, and the sprig can be activated in one additional way:

Activate—Cultivate ◆◆ (manipulate) **Frequency** once per day; **Effect** You plant the *greater primeval mistletoe* into an area of natural earth or stone. Once planted, the plant immediately sprouts into an area of holly bushes that don't impede movement and that pulse with vitality energy, replicating the effects of a *field of life* spell. You can Sustain the activation up to 1 minute. When this magic ends, the holly bushes revert back into the original *greater primeval mistletoe*.

PROPULSIVE BOOTS ITEM 13

INVESTED MAGICAL

Price 3,000 gp

Usage worn shoes; **Bulk** L

These sleek red boots make your legs feel like they're bursting with energy. You gain a +5-foot item bonus to your land Speed and to any climb or swim Speeds you have.

Activate—Quickening Stomp ◆ (manipulate) **Frequency** once per day; **Effect** You stomp three times and gain the quickened condition for 1 minute. You can use the extra action to Stride, Climb, or Swim. (You must still attempt an Athletics check for the Climb and Swim actions unless you have the appropriate movement type.)

RETRIEVAL BELT ITEM 7+

UNCOMMON EXTRADIMENSIONAL INVESTED MAGICAL

Usage worn; **Bulk** –

This belt is covered in small pouches that clasp with buttons of painstakingly carved stone. The belt is tied to an extradimensional space that can hold one item of 1 Bulk or less. Anyone holding the belt can sense its contents, but only those who've invested it can store or retrieve items. Many *retrieval belts* are found with an item already inside.

Activate—Store Item ◆ (manipulate) **Requirements** There is room for an item in the belt; **Effect** One item you're holding with a Bulk of 1 or less vanishes into the belt's extradimensional space.

Activate—Retrieve Item ◆ (manipulate) **Requirements** An item is stored in the belt and you have a free hand; **Effect** The item stored in the belt appears in your hand. Neither Store Item nor Retrieve Item can be activated again for 1 minute.

Type *retrieval belt*; **Level** 7; **Price** 340 gp

Type *greater retrieval belt*; **Level** 9; **Price** 600 gp

The belt can store up to three items at a time.

Type *major retrieval belt*; **Level** 13; **Price** 2,500 gp

The belt can store up to 10 items at a time.

RING OF CLIMBING ITEM 12

INVESTED MAGICAL

Price 1,750 gp

Usage worn; **Bulk** –

Claw-like prongs on this thick golden band bears extend to dig deep into sheer surfaces when you are Climbing. This ring grants you a climb Speed equal to half your land Speed. Penalties to your Speed (including those from your armor) apply before halving.

RING OF LIES ITEM 10

UNCOMMON INVESTED MAGICAL

Price 850 gp

Usage worn; **Bulk** –

This plain silver ring has an almost oily sheen. While wearing the ring, you gain a +2 item bonus to Deception checks.

Activate—Sweeten Lies ◆◆ (manipulate) **Frequency** once per day; **Effect** Snapping your fingers on the hand that wears the ring causes the ring to cast *honeyed words* on you with no visual manifestations of a spell being cast.

RING OF SIGILS ITEM 1+

ARCANE INVESTED

Usage worn; **Bulk** –

This silver band is carved with the personal sigils of different individuals, adding one to represent you when you invest it. The ring allows you to cast *sigil* as an arcane innate cantrip.

Activate—Track Sigil ◆ (concentrate, detection) **Frequency** once per 10 minutes; **Effect** You detect the general direction toward the most recent *sigil* you created using the ring. This activation fails if the *sigil* is more than 5 miles away or if there's lead or running water between you and the *sigil*.

Type *ring of sigils*; **Level** 1; **Price** 20 gp

Type *greater ring of sigils*; **Level** 6; **Price** 225 gp

When you use Track Sigil, the maximum range is 100 miles. In addition, if the *sigil* was placed on a living creature, you also determine whether the creature is alive, its distance from you, and any conditions affecting it.

RING OF SUSTENANCE ITEM 7

UNCOMMON INVESTED MAGICAL

Price 325 gp

Usage worn; **Bulk** –

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THIRD EYE



WAYFINDER



WALKING CAULDRON



WHISPER OF THE FIRST LIE



WINGED SANDALS

This polished wooden ring constantly refreshes your body and mind. You don't need to eat or drink while wearing it, and you need only 2 hours of sleep per day to gain the benefits of 8 hours of sleep. A *ring of sustenance* doesn't function until it's been worn and invested continuously for a week. Removing it resets this interval.

RING OF SWIMMING ITEM 12

INVESTED MAGICAL

Price 1,750 gp

Usage worn; **Bulk** –

This blue metal ring grants you a swim Speed equal to half your land Speed. Penalties to your Speed (including from your armor) apply before halving.

SHADOW SIGNET ITEM 10

INVESTED MAGICAL

Price 1,000 gp

Usage worn; **Bulk** –

This obsidian ring allows you to partially warp your spells through the Netherworld, allowing them to strike directly at a target's body.

Activate ◆ (concentrate, spellshape) **Effect** If your next action is to Cast a Spell that requires a spell attack roll against Armor Class, choose Fortitude DC or Reflex DC. You make your spell attack roll against that defense instead of AC. If the spell has multiple targets, the choice of DC applies to all of them.

SHINING SYMBOL ITEM 3+

DIVINE INVESTED LIGHT

Usage worn; **Bulk** –

If you worship a deity, this golden amulet transforms into your deity's religious symbol when you invest it. You gain a +1 item bonus to Religion. The symbol casts dim light in a 20-foot emanation.

Activate—Spiritual Light ◆◆ (concentrate, light, revelation) **Frequency** once per day; **Effect** The light cast by the symbol

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becomes bright light for 10 minutes and shines through bodies to reveal hints of the spirits within. Creatures in the light receive a –1 status penalty to Deception and Stealth checks. You can Dismiss this activation.

Type *shining symbol*; **Level** 3; **Price** 55 gp

Type *greater shining symbol*; **Level** 9; **Price** 650 gp

The bonus to Religion is +2. Spiritual Light's penalty is –2, and while it's active your enemies in the light gain weakness 5 to spirit damage.

Type *major shining symbol*; **Level** 17; **Price** 13,500 gp

The bonus to Religion is +3. Spiritual Light's penalty is –3, and while it's active your enemies in the light gain weakness 10 to spirit damage.

SLEEVES OF STORAGE ITEM 4+

EXTRADIMENSIONAL INVESTED MAGICAL

Usage worn garment; **Bulk** L

This loose robe has wide, voluminous sleeves that each contain an extradimensional space. These spaces each function as a *spacious pouch* that can hold up to 5 Bulk of items (for a total of 10 Bulk), though no individual item can be of more than 1 Bulk; the sleeves grow slightly heavy as you reach maximum capacity. You can add or remove an item from a sleeve with a single hand free as an Interact action.

If a sleeve is completely empty, you can place your own familiar into that extradimensional space. It can survive comfortably in your sleeve for up to 1 hour, after which it begins to suffocate. While in your sleeve, it can't be affected or targeted by any effects, but you don't benefit from any master abilities. A familiar can exit the sleeve of its own volition with a single action that has the manipulate and move traits. You can't place any other creature into your sleeves, nor can you place your familiar in a sleeve if it's larger than Tiny. If your familiar is in your sleeve, you can't place any items in the sleeve.

Type *sleeves of storage*; **Level** 4; **Price** 100 gp

Type *greater sleeves of storage*; **Level** 9; **Price** 600 gp

Each sleeve can hold up to 20 Bulk of items, and a familiar can survive within a sleeve for up to 4 hours.

SYMBOL OF CONFLICT ITEM 4+

UNCOMMON DIVINE INVESTED

Usage worn; **Bulk** –

This tarnished necklace can be attuned only by someone who is holy or unholy. When you attune it, it transforms into your deity's religious symbol or a personal symbol if you don't have a deity. You receive a +1 item bonus to Religion and a +1 circumstance bonus to saves against holy and unholy effects.

Activate—Presence ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** The symbol casts *bane* or *bless*. The counteract DC of these effects is 18, and the counteract modifier is +8.

Type *symbol of conflict*; **Level** 4; **Price** 90 gp

Type *greater symbol of conflict*; **Level** 10; **Price** 900 gp

The bonus to Religion is +2. Change the list of spells to 4th-rank *bane*, *bless*, *divine wrath*, and *cleanse affliction*. The DC is 27 and the counteract modifier is +17.

Type *major symbol of conflict*; **Level** 18; **Price** 19,000 gp

The bonus to Religion is +3. Change the list of spells to 6th-rank *bane*, *bless*, *divine wrath*, and *cleanse affliction*. Add 6th-rank *summon celestial* to this list if you are holy and 6th-rank *summon fiend* if you are unholy. The DC is 38 and the counteract modifier is +28.

Craft Requirements You must be holy or unholy.

THIRD EYE ITEM 19

INVESTED MAGICAL

Price 40,000 gp

Usage worn; **Bulk** –

When invested, this ornate crown and its incandescent gemstone meld into your head and take the form of a tattoo. This grants you otherworldly sight and allows you to read auras. No one but you can manipulate the *third eye* while it's invested by you. Your heightened senses and ability to sense emotional auras grant you a +3 item bonus to Perception checks.

You continuously see magic auras, as a 9th-rank *detect magic* spell, except you see the location of all auras within 30 feet, not just the strongest. If you use a Seek action to study a creature you can see, you can perceive an aura that conveys knowledge of that creature's health, including all conditions and afflictions it has and an approximate percentage of its remaining Hit Points.

Activate—Truesight ❖❖ (concentrate) **Frequency** once per day; **Effect** You gain the effects of an 8th-rank *truesight* spell.

TRACKER'S GOGGLES ITEM 3+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk**–

These lenses of forest-green glass are bound in rough leather stitched with crude twine. While wearing these goggles, you gain a +1 bonus to Survival checks to Sense Direction and Track. If you fail a check to Track, you can try again after 30 minutes rather than an hour.

Type *tracker's goggles*; **Level** 3; **Price** 60 gp

Type *greater tracker's goggles*; **Level** 9; **Price** 660 gp

The goggles grant a +2 bonus. If you fail a check to Track, you can try again after 15 minutes rather than an hour.

VENTRILOQUIST'S RING ITEM 3+

INVESTED MAGICAL

Usage worn; **Bulk** –

This elegant copper ring has miniature images of songbirds engraved around its circumference. You gain a +1 item bonus to Deception checks.

Activate—Throw Voice ❖❖ (manipulate); **Frequency** once per day; **Effect** Twisting the ring around your finger allows you to magically throw your voice, with the effects of a *ventriloquism* spell (DC 19).

Type *ventriloquist's ring*; **Level** 3; **Price** 60 gp

Type *greater ventriloquist's ring*; **Level** 9; **Price** 670 gp

The ring grants a +2 bonus. When you activate the ring, you

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gain the effects of 2nd-rank *ventriloquism* (DC 27). You can activate the ring any number of times per day.

VOYAGER'S PACK ITEM 17

UNCOMMON INVESTED MAGICAL

Price 14,800 gp

Usage worn backpack; **Bulk** –

This leather rucksack has icons burned into it, and every time it's taken to a plane it hasn't been to before, a new icon representing that plane scorches into the surface. The pack grants you a +3 bonus to Survival checks. It also enables you to see the magical traces of creatures' passage, allowing you to Track a creature that has teleported. The GM sets the DC of this check, usually using the spell DC or the level of the teleportation's caster. This lets you find the location of the creature's destination, and you can use that destination when casting *teleport* or activating the pack, even though you don't know what it looks like.

The pack contains an extradimensional space with the same properties as a type II *spacious pouch*. This space contains the contents of a climber's kit. If any components of that kit are removed and not returned, they return to the pack at dawn each day.

Activate—Group Voyage 10 minutes (concentrate, manipulate); **Effect** As you activate the pack, you can harness up to four willing creatures to the ropes on the pack. At the end of the activation time, the pack casts a 7th-rank *interplanar teleport* or *teleport* spell, transporting you and everyone attached to the pack. Attempt a DC 45 Survival check. On a success, you arrive 25 miles off target using *interplanar teleport* or halve the distance you're off-target with *teleport*. On a critical success, you arrive exactly on target.

WALKING CAULDRON ITEM 1

INVESTED MAGICAL

Price 12 gp

Bulk 4

This iron cauldron stands upon sturdy iron crow's feet. A *walking cauldron* has a land Speed of 25 feet and can be used as a suitable tool to Craft potions, oils, or other liquids.

As a single action, which has the auditory and concentrate traits, you can command the cauldron to either follow you or to stand in place. When following you, the cauldron does its best to remain within 30 feet of you, but its ungainly movements are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count. It can carry up to 2 Bulk of ingredients for potions or other liquids inside of itself while following you, but if overloaded or if you put anything else inside it, it stands in place and refuses to move until 10 minutes after you remove the excess.

WAYFINDER ITEM 2

UNCOMMON INVESTED MAGICAL

Price 28 gp

Usage worn; **Bulk** –

Access member of the Pathfinder Society

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called *aeon stones*. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (page 284). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a *wayfinder* and the *aeon stone* within it simultaneously, and they count as only one item toward your investiture limit. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power.

If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional *aeon stones* orbiting your head, just not in *wayfinders*.

Activate—Light ❖ (concentrate) **Effect** The *wayfinder* is targeted by a 1st-rank *light* spell.

WHISPER OF THE FIRST LIE ITEM 20

RARE INVESTED MAGICAL

Price 60,000 gp

Usage worn; **Bulk** –

This delicate necklace contains bottled whispers distilled from a source on the Astral Plane rumored to be connected to the first lie ever told. While wearing the necklace, you gain a +3 item bonus to Deception checks, and you can attempt to counteract effects that would force you to tell the truth or determine whether you are lying. Success on this counteract attempt lets you ignore the effect, rather than removing the effect entirely. The counteract rank is 9, with a counteract modifier of +35.

Activate—Release the Lie ❖❖❖ (concentrate, manipulate) **Effect** You unstopper the vial and release the lie, creating the effect of a *fabricated truth* (DC 47). The vial is emptied and can never be activated again.

Craft Requirements Supply a casting of *fabricated truth*.

WINGED SANDALS ITEM 10

AIR INVESTED MAGICAL

Price 850 gp

Usage worn shoes; **Bulk** L

Made from soft leather, with delicate white wings attached near the ankles, these sandals are ensorcelled with powerful air magic. Whenever you fall while wearing these sandals, they automatically cast *gentle landing* on you. This benefit can't trigger again for 10 minutes.

Activate—Awaken Wings ❖❖ (air, concentrate) **Frequency** once per day; **Effect** The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.

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Gems & Art Objects

Many people treasure gems for their brilliant colors and for the alchemical or even magical properties some have. Works of art and their value, meanwhile, vary as widely as the concept of beauty between cultures. They may be more elegant versions of useful items, or exist solely to be admired and envied.

Much like coins, gems and art objects are valuable currency worth their full Price when sold. When making a treasure hoard, you can choose gems or art objects you like, or roll randomly using percentile dice.

Gems

Gems are naturally occurring minerals, typically in a crystalline form, or, in a few cases, organic material such as amber, coral, and pearls. All but the largest gems weigh about half as much as a coin, so about 2,000 gems is 1 Bulk. Unworked gems are worth half the Price of a finished gem and can serve as the minimum raw materials necessary to Craft the finished gem. Lesser semiprecious stones are level 0 items, moderate and greater semiprecious stones are 1st-level items, lesser and moderate precious stones are 4th-level items that require expert proficiency to Craft, and greater precious stones are 7th-level items that require master proficiency to Craft.

Gems

d%	Lesser Semiprecious Stones	Price
1–7	Agate	1d4×5 sp
8–14	Alabaster	1d4×5 sp
15–21	Azurite	1d4×5 sp
22–28	Hematite	1d4×5 sp
29–35	Lapis lazuli	1d4×5 sp
36–42	Malachite	1d4×5 sp
43–49	Obsidian	1d4×5 sp
50–56	Pearl, irregular freshwater	1d4×5 sp
57–63	Pyrite	1d4×5 sp
64–70	Rhodochrosite	1d4×5 sp
71–77	Quartz, rock crystal	1d4×5 sp
78–84	Shell	1d4×5 sp
85–92	Tiger's-eye	1d4×5 sp
93–100	Turquoise	1d4×5 sp
d%	**Moderate Semiprecious Stones**	**Price**
1–7	Bloodstone	1d4×25 sp
8–14	Carnelian	1d4×25 sp
15–21	Chrysoprase	1d4×25 sp
22–28	Citrine	1d4×25 sp
29–35	Ivory	1d4×25 sp
36–42	Jasper	1d4×25 sp
43–49	Moonstone	1d4×25 sp
50–56	Onyx	1d4×25 sp
57–63	Peridot	1d4×25 sp
64–70	Quartz, milky, rose, or smoky	1d4×25 sp
71–77	Sard	1d4×25 sp
78–84	Sardonyx	1d4×25 sp
85–92	Spinel, red or green	1d4×25 sp
93–100	Zircon	1d4×25 sp
d%	**Greater Semiprecious Stones**	**Price**
1–10	Amber	1d4×5 gp
11–20	Amethyst	1d4×5 gp
21–30	Chrysoberyl	1d4×5 gp
31–40	Coral	1d4×5 gp
41–50	Garnet	1d4×5 gp
51–60	Jade	1d4×5 gp
61–70	Jet	1d4×5 gp
71–80	Pearl, saltwater	1d4×5 gp
81–90	Spinel, deep blue	1d4×5 gp
91–100	Tourmaline	1d4×5 gp
d%	**Lesser Precious Stones**	**Price**
1–25	Aquamarine	1d4×50 gp
26–50	Opal	1d4×50 gp
51–75	Pearl, black	1d4×50 gp
76–100	Topaz	1d4×50 gp
d%	**Moderate Precious Stones**	**Price**
1–25	Diamond, small	1d4×100 gp
26–50	Emerald	1d4×100 gp
51–75	Ruby, small	1d4×100 gp
76–100	Sapphire	1d4×100 gp
d%	**Greater Precious Stones**	**Price**
1–25	Diamond, large	1d4×500 gp
26–50	Emerald, brilliant green	1d4×500 gp
51–75	Ruby, large	1d4×500 gp
76–100	Star sapphire	1d4×500 gp

Art Objects

These pieces of artwork have listed Prices, but might be more valuable to a collector or someone with a personal connection. Consider whether the PCs could discover this information and secure a greater reward. For instance, a dwarven crown might be worth 1,000 gp for its exquisite crafting, but even more to the dwarves who lost the crown of their first queen long ago.

On the other hand, the materials used to make an art object, such as the paint and the canvas of a painting, are worth far less than the finished object. Some art objects on the following tables include uncommon or rare precious materials, though usually not in large enough amounts for other crafting purposes. If you're rolling randomly and don't want to give out an uncommon or rare material, roll again or modify the description (for instance, you might change a dawnsilver crown to a gold crown).

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SAMPLE ART OBJECTS

d%	Minor Art Object	Price
1–5	Elegant cloth doll	1d4 gp
6–10	Scrimshaw whale bone	1d4 gp
11–15	Illustrated book	1d4 gp
16–20	Brass statuette of a bull	1d4 gp
21–25	Carved wooden game set	1d4 gp
26–30	Set of six ivory dice	1d4 gp
31–35	Engraved copper ring	1d4 gp
36–40	Lapis lazuli pendant	1d4 gp
41–45	Hand mirror with decorated frame	1d4 gp
46–50	Colorful velvet half mask	1d4 gp
51–55	Set of decorated ceramic plates	1d4 gp
56–60	Leather flagon with Caydenite symbol	1d4 gp
61–65	Bronze bowl with wave imagery	1d4 gp
66–70	Brass anklet	1d4 gp
71–75	Iron cauldron with gargoyle faces	1d4 gp
76–80	Silver religious symbol	1d4 gp
81–85	Bronze brazier with Asmodean artwork	1d4 gp
86–90	Plain brass censer	1d4 gp
91–95	Simple sculpture	1d4 gp
96–100	Simple painting	1d4 gp
d%	**Lesser Art Object**	**Price**
1–5	Silk ceremonial armor	1d4×10 gp
6–10	Inscribed crocodile skull	1d4×10 gp
11–15	Illuminated manuscript	1d4×10 gp
16–20	Simple silver circlet	1d4×10 gp
21–25	Copper statuette of a genie	1d4×10 gp
26–30	Alabaster and obsidian game set	1d4×10 gp
31–35	Silk fan decorated with turquoise	1d4×10 gp
36–40	Ceremonial dagger with onyx hilt	1d4×10 gp
41–45	Amphora with lavish scenes	1d4×10 gp
46–50	Colorful pastoral tapestry	1d4×10 gp
51–55	Chrysoberyl symbol of an evil eye	1d4×10 gp
56–60	Alabaster idol	1d4×10 gp
61–65	Silk mask decorated with citrines	1d4×10 gp
66–70	Set of decorated porcelain plates	1d4×10 gp
71–75	Etched copper ewer	1d4×10 gp
76–80	Brass scepter with amethyst head	1d4×10 gp
81–85	Bronze chalice with bloodstones	1d4×10 gp
86–90	Iron and rock crystal brazier	1d4×10 gp
91–95	Quality sculpture by an unknown artist	1d4×10 gp
96–100	Quality painting by an unknown artist	1d4×10 gp
d%	**Moderate Art Object**	**Price**
1–5	Porcelain doll with amber eyes	1d4×25 gp
6–10	Marble altar	1d4×25 gp
11–15	Parade armor with flourishes	1d4×25 gp
16–20	Silver coronet with peridots	1d4×25 gp
21–25	Moonstone and onyx game set	1d4×25 gp
26–30	Gold and garnet ring	1d4×25 gp
31–35	Ceremonial shortsword with spinels	1d4×25 gp
36–40	Silver statuette of a raven	1d4×25 gp
41–45	Porcelain vase inlaid with gold	1d4×25 gp
46–50	Enormous tapestry of a major battle	1d4×25 gp
51–55	Gold necklace with peridots	1d4×25 gp
56–60	Virtuoso silver flute	1d4×25 gp
61–65	Coral idol of an elemental lord	1d4×25 gp
66–70	Silver mirror with gilded frame	1d4×25 gp
71–75	Silver flagon inscribed with fields	1d4×25 gp
76–80	Copper and spinel puzzle box	1d4×25 gp
81–85	Small cold iron cauldron with onyx	1d4×25 gp
86–90	Silver and jade censer	1d4×25 gp
91–95	Life-size sculpture by an expert	1d4×25 gp
96–100	Wide landscape by an expert	1d4×25 gp
d%	**Greater Art Object**	**Price**
1–5	Gilded ceremonial armor	1d4×250 gp
6–10	Ancient dragon skull etched with mystic sigils	1d4×250 gp
11–15	Original manuscript from a world-famous author	1d4×250 gp
16–20	Gold and aquamarine diadem	1d4×250 gp
21–25	Gold statuette of a dragon	1d4×250 gp
26–30	Jet and white gold game set	1d4×250 gp
31–35	Gold rapier with amethysts	1d4×250 gp
36–40	Gold urn with scenes of judgment	1d4×250 gp
41–45	Splendid lyre of a famous musician	1d4×250 gp
46–50	Platinum-framed monocle	1d4×250 gp
51–55	Gold mask of a high priest	1d4×250 gp
56–60	Crystal dinner set, fine silverware	1d4×250 gp
61–65	Gold and opal bracelet	1d4×250 gp
66–70	Intricate silver and gold music box	1d4×250 gp
71–75	Jeweled orrery of the planes	1d4×250 gp
76–80	Gilded scepter with sapphire	1d4×250 gp
81–85	Fine gold spyglass	1d4×250 gp
86–90	Gold chalice with black pearls	1d4×250 gp
91–95	Towering sculpture by a master	1d4×250 gp
96–100	Famous portrait by a master	1d4×250 gp
d%	**Major Art Object**	**Price**
1–5	Jewel-encrusted gold altar	1d4×1,000 gp
6–10	Saint's bone with lost scriptures	1d4×1,000 gp
11–15	Previously lost volume from a legendary author	1d4×1,000 gp
16–20	Jeweled dawnsilver crown	1d4×1,000 gp
21–25	Platinum dragon statuette	1d4×1,000 gp
26–30	Diamond ring with platinum band	1d4×1,000 gp
31–35	Star sapphire necklace	1d4×1,000 gp
36–40	Duskwood violin by a legend	1d4×1,000 gp
41–45	Platinum image of a fey noble with a bit of orichalcum	1d4×1,000 gp
46–50	Jeweled gold puzzle box	1d4×1,000 gp
51–55	Crystallized dragon heart	1d4×1,000 gp
56–60	Living flame shaped into a phoenix	1d4×1,000 gp
61–65	Phasing ether silk tapestry	1d4×1,000 gp
66–70	Solidified moment of time	1d4×1,000 gp
71–75	Tankard owned by Cayden Cailean	1d4×1,000 gp
76–80	Thought lens of astral essence	1d4×1,000 gp
81–85	Divine art piece created by Shelyn	1d4×1,000 gp
86–90	Chandelier crafted from dreams	1d4×1,000 gp
91–95	Enormous chryselephantine sculpture by a legend	1d4×1,000 gp
96–100	Major painting by a legend	1d4×1,000 gp

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Artifacts

A globe of utter darkness that consumes all things. Powerful weapons created in antiquity carrying the hopes of an entire people. A simple deck of cards representing fortunes both transcendent and deadly. These are artifacts—items of incredible power, spoken of in thousands of stories and beyond the capability of modern people to create.

Stranger and more powerful than other magic items, artifacts can change the course of history in the right hands—or the wrong hands. Simply finding an artifact is a pivotal moment in your campaign, and its presence then ripples throughout your entire game, warping the story around it. Some entire adventures revolve around one artifact!

Adding an artifact to your game should never be taken lightly. Artifacts shouldn't be found in normal treasure hoards, even at 20th level, and you'll need to structure moments in your plot that play into the artifact's presence. Prepare yourself for encounters being easily overcome by the artifact. That doesn't mean you shouldn't include such encounters, since part of the thrill of an artifact is that it breaks the normal rules! Though you should include an artifact mindfully, you should allow it to have its full impact so that it can do itself and the story of your game justice.

Artifact Rules

Every artifact is an item with the artifact trait. This trait means two things: the item can't be crafted or have its runes adjusted by normal means, and it can't be damaged by normal means. Artifacts are always rare or unique. The ones found here are all 20th level or higher, which is typical for artifacts. The other rules for wearing or using the item still apply.

Artifact Destruction

An artifact's stat block usually has a destruction entry. This details the extraordinary method needed to destroy the item. These entries can be highly specific. It could take completing an entire quest, or even an entire campaign, to finally destroy an artifact. However, the story of your game might require something different, so you can always change an artifact's destruction requirement for your game.

Creating an Artifact

Mechanically, an artifact functions in the game just like any other item—only the scope of its abilities is different. Artifacts can and should do things normal items can't, so you don't need to apply the normal limitations on creating items.

When you're making an artifact, start by defining its role in the story. Is it meant to be a powerful weapon against the forces of darkness? A mercurial force injecting random chance? A terrible danger that needs to be destroyed? The artifact's role in the story affects the features you give it. Come up with some story beats that make sense for the item, then create abilities that enable those moments. An artifact can have more abilities than a typical item—just make sure they all fit its theme.

Give your item the artifact trait and either the rare trait (if there multiple items of its kind), or the unique trait (if only one exists). Other traits work like they do for any other item. An artifact is usually 20th level or higher, but its specific level is up to you. Imagine who created it and what their level likely was.

Though you can disregard most of the normal limitations on items, be careful not to create an artifact that will undermine your story. If your item's abilities are so useful or strong that the best option in any battle is to always use the artifact to annihilate the opposition, the artifact has taken over your story instead of serving it. A 5th-level character with access to 10th-rank spells through an artifact can lead to incredible stories, but if the DC is so high that enemies are guaranteed to critically fail against those spells except on a natural 20, the item will probably distort play more than you intended. To avoid this, you might set the item's DCs, attack bonuses, and the spell ranks of its offensive abilities significantly lower than they would be for an item of its level, especially if they can be used at will. You could also create artifacts that use the wielder's spell DC instead of having their own DC, to make them more broadly usable at a wider range of levels. In addition, an artifact's abilities should be somewhat narrow in their application; aim to make your artifacts very powerful in certain situations, rather than having broadly applicable abilities. For instance, *Serithtial* deals additional damage against creatures that are worshippers of Zon-Kuthon, which makes the weapon very effective when facing those creatures, but not against every foe the PCs run across.

Artifacts

Countless artifacts have been created over the ages, only a few of which are described here.

FORGEFATHER'S SEAL **ITEM 24**

RARE ARTIFACT DIVINE

Usage etched onto armor

This rune was created by Torag, god of the forge, protection,

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and strategy, and shared with his greatest artisans and warriors. Torag designed a small number of these seals as gifts to allied deities; each one is nearly identical but has a different spell effect when using the reaction activation; for instance, Sarenrae's seal casts *sunburst* instead of *earthquake*.

A seal constantly rings with the quiet sound of a hammer striking an anvil when etched onto a *runestone*. A *Forgefather's seal* can be etched only onto armor that can bear two or more property runes, and it is so powerful that it takes the place of two property runes. While wearing armor etched with a *Forgefather's seal*, you gain fire resistance 40. You ignore the armor's check penalty and Speed penalty (if any); if the armor is light or medium, increase its item bonus to AC by 1. In addition, any shield you wield automatically recovers 10 Hit Points at the start of your turn each round.

Activate—Retributive Rebuff ↻ (manipulate) **Frequency** once per hour; **Trigger** You are hit by an attack; **Effect** The *Forgefather's seal* glows and your armor shakes as it absorbs the blow. The attack's damage is reduced by 100 and you cast *earthquake* (DC 40), centered directly on the triggering creature. You decide the area of the *earthquake* when you Cast the Spell, from as small as the size of the creature and up to a 60-foot burst.

Activate—Seal of Mending ◆◆◆ (manipulate) **Frequency** once per day; **Effect** You call upon on the restorative powers of the seal to repair an item within reach. The rune instantly restores the item to full Hit Points, even if the item was destroyed, using the effects of the *remake* spell, so long as the majority of the item is available for the repair. The seal can restore even magic items and artifacts of its level or lower. Once you have used this ability, the seal's ability to automatically repair shields becomes inactive until the next time you make your daily preparations.

Activate—Stalwart Sacrifice ◆ (concentrate) **Trigger** You have not acted yet on your turn; **Effect** You call upon Torag to defend your allies and those around you, sacrificing yourself in the process. Creatures of your choosing within 60 feet recover all their Hit Points. If any of the creatures are dead, they are instead brought back to life with half of their maximum Hit Points. The chosen creatures also gain a +4 status bonus to AC and saving throws, and fast healing 15 for 1 hour. You can use this ability to bring back to life a creature that requires a *wish* ritual or divine intervention to raise from the dead, as long as you choose no other creatures within 60 feet to recover. Once you use this activation, you are turned into a perfect statue made from stone or metal that depicts you in a glorious pose honoring your sacrifice, and you can never be restored. The *Forgefather's seal* remains on this statue and can be transferred to another suit of armor or a *runestone* as normal.

Destruction Using the *Forgefather's seal* ability to bring the dead back to life on an evil demigod causes it to shatter in a violent explosion that destroys the seal and the statue made as part of the sacrifice, erasing all knowledge of the user from existence. It does, however, bring the demigod back to life.

MIRROR OF SORSHEN ITEM 25

UNIQUE ARTIFACT MAGICAL

Usage bonded (see below); **Bulk** L

The silvery glass of this oval mirror displays alluring sights. Its dark wooden frame is studded with small green gems and is carved with a pair of sensuous humanoid shapes—one on the edge of each side of the glass.

The *Mirror of Sorshen* can form a bond with a spellcaster who has legendary proficiency in Arcana or Occultism, who becomes the mirror's owner. Regardless of where the mirror is, as long as the bond remains, the owner is aware of everything the mirror is currently reflecting and can use the mirror's activations.

Whenever an intelligent creature looks in the mirror, they see an image of a person, creature, or item they find powerfully enticing in some way. The specific image varies depending on the observer, even when more than one creature is looking into the mirror at the same time. Observers are fascinated by the images in the mirror unless they succeed at a DC 35 Will save each round. On a failure, they stare blankly at the mirror for as long as it remains in view, and if it leaves their view, they stare toward the last place they saw the mirror for several minutes thereafter. This is an emotion, incapacitation, and visual effect. Creatures that are fascinated by the mirror are so deeply entranced that they don't end their fascinated condition automatically even if a creature uses hostile actions against them or their allies; instead, they can attempt a DC 30 Will save to end the fascination. At the GM's discretion, a truly innocent creature or a creature that has renounced all worldly pleasures might be immune to the mirror's fascination.

Activate—Second Glance ◆◆ (concentrate, emotion, incapacitation, visual) **Effect** You force a creature looking at the mirror to attempt an additional Will save against the mirror's fascination effect, even if they succeeded at their save.

Activate—Irresistible Desire ◆◆◆ (concentrate, emotion, incapacitation, mental) **Requirements** The target must be fascinated by the mirror; **Effect** You control the target for 30 days, with the effect of a critically failed saving throw against *dominate*. If the victim sees the mirror again at any point before this duration expires, the control extends for an additional 30 days from the moment it looked at the mirror again. While there is no initial saving throw, the DC to break free due to commands against the creature's nature is 35.

Destruction The *Mirror of Sorshen* shatters into a thousand pieces if an intelligent but completely innocent creature resists the mirror's attraction and then accidentally drops it.

PHILOSOPHER'S EXTRACTOR ITEM 28

RARE ARTIFACT MAGICAL

Bulk 8

This bizarre machine is a complex arrangement of flasks, tubes, and other alchemical equipment. The *philosopher's extractor* is designed to create the ultimate alchemical concoctions. The extractor functions as an exceptional alchemist's toolkit, granting a +4 item bonus to Crafting checks related to alchemy.

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When using the extractor to Craft an alchemical item or with infused reagents as part of your daily preparations, you can create impeccable alchemical items. An impeccable alchemical item always uses the maximum numerical value possible for any rolls it requires, such as dealing maximum damage with alchemist's fire or restoring the maximum number of Hit Points with an elixir of life. If the impeccable item has a duration, it lasts twice as long as normal. Finally, an impeccable alchemical item never has a drawback.

Activate—Accelerated Synthesis ❖❖❖ (manipulate) **Frequency** once per minute; **Effect** You use the extractor to produce an alchemical item of your level or lower whose formula you know. The extractor can create 56 levels' worth of items per day in this way. For example, the extractor could create two true elixirs of life (19th level) and two moderate elixirs of life (9th level), or eight comprehension elixirs (7th level), and so on.

Activate—Essence Transmogrification 1 hour (manipulate) **Effect** You take a sizable portion of a creature (at least two-thirds of its original mass) and filter it through the mechanisms of the extractor. After the end of the process, the *philosopher's extractor* creates a transmogrifying mutagen that imparts the essence of the creature to the drinker. The *extractor* can make several transmogrifying mutagens simultaneously using the same activation if enough mass is provided at once, up to a maximum of 10 concurrent mutagens. Drinking a transmogrifying mutagen imparts you with one of the creature's unique abilities for 1 hour. This could grant one of several abilities such as a dragon's breath, darkvision, flight, frightful presence, or immunity to sleep. The ability functions as it did for the original creature, except it uses your class DC or your spell DC (whichever is higher) instead of the creature's DC. The mutagen grants only abilities based on a creature's physiology and never grants magic-related abilities such as innate spells or spellcasting ability. The GM ultimately decides what ability a transmogrifying mutagen grants.

Unlike normal for mutagens and polymorph effects, you can drink multiple transmogrifying mutagens and gain benefits from each. When you drink transmogrifying mutagens made from different creatures, you receive abilities from each creature. When you drink multiple transmogrifying mutagens made from the same type of creature, such as multiple mutagens made from trolls, you gain an additional ability for each transmogrifying mutagen you drink, and the duration of the abilities from that creature type increases by 1 hour for each additional concoction you drink.

However, these additional benefits come with a risk; if you drink a transmogrifying mutagen while at least one other is active, after drinking it, you must succeed at a flat check with a DC equal to the total number of active transmogrifying mutagens you've consumed. On a failure, you fully transform into a member of the species of the latest transmogrifying mutagen you drank, and you almost always go berserk from your change. The transformation may leave some amount of your personality and memories intact, at the GM's discretion.

Destruction Simultaneously feeding the *philosopher's extractor* sizable portions of an aeon, angel, archon, azata, daemon, demon, devil, protean, and psychopomp, each of at least 14th level, along with a *philosopher's stone* causes the device to jam, overheat, and explode. Creatures within 60 feet of the explosion must succeed at a DC 55 Reflex save or become covered in an alchemical slurry that transforms them into a horrifying amalgam of at least two of the creatures used to destroy the machine.

SERITHTIAL ITEM 23

UNIQUE ARTIFACT DIVINE INTELLIGENT

Usage held in 1 hand; **Bulk** 1

Perception +28; normal vision and hearing within 60 feet
Communication empathy (partner only)
Skills Iomedae Lore +29, Religion +26, Zon-Kuthon Lore +29
Int +2, **Wis** +1, **Cha** +2
Will +30

The legendary blade *Serithtial* is said to have been forged by Iomedae, goddess of honor, justice, and valor. She is an intelligent *+4 major striking holy bastard sword*. Although the sword is made of steel, *Serithtial* is also treated as cold iron and silver (pages 253–254), allowing her to deal more damage to certain supernatural creatures. She glows as bright as a torch, but you or *Serithtial* can suppress or resume this glow as a single action, which has the concentrate trait. In addition, Strikes with *Serithtial* deal an additional 2d6 damage against creatures that are worshippers of Zon-Kuthon. While wielding *Serithtial*, against effects created by followers of Zon-Kuthon you gain the benefit of *unfettered movement*, a +4 status bonus to saves against death and void effects, void resistance 10, and suppress the doomed condition.

Serithtial was forged as a bastard sword, and she reverts to this shape when no one wields her, but she can also detect what sort of blade her current wielder prefers and transform into it (choosing from dagger, shortsword, longsword, scimitar, falchion, greatsword, rapier, or bastard sword) using an action, which she does when first held. The wielder can empathically tell *Serithtial* to transform at any time by using a single action, which has the concentrate trait, after which *Serithtial* uses an action to transform.

Serithtial is willing to work with almost any partner as long as they are dedicated to defeating the great wyrm Kazavon and the forces of Zon-Kuthon. If you ignore those threats and pursue your own agenda instead, before long *Serithtial* attempts to seize control of your body (DC 45 Will save to resist her control), though she typically remains in control for only long enough to find a more worthy partner. You can attempt a new Will save each day to retake control of your body.

Activate—Grace of the Inheritor (concentrate) **Frequency** once per hour; **Effect** *Serithtial* spends the appropriate number of actions and casts a 9th-rank *heal* or *ring of truth* spell (DC 45 for either of the two spells).

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PHILOSOPHER'S EXTRACTOR



SERITHTIAL

Destruction If Kazavon or a great wyrm shadow dragon who is a worshipper of Zon-Kuthon uses its dragon breath on *Serithtial* while she is unattended, the sword melts into a pool of mundane iron.

SHOT OF THE FIRST VAULT ITEM 23

RARE ARTIFACT DIVINE

Ammunition any

Legends claim that some long-forgotten god stole the original bundle of *shots of the First Vault* from Abadar's repository. Since then, individual pieces have turned up throughout the multiverse. When you pick up a *shot of the First Vault*, it immediately reshapes itself to function with any ranged weapon and establishes you as its owner until another creature picks it up. As its owner, you can use the shot's single-action activation after shooting it.

Instead of rolling weapon damage dice, a *shot of the First Vault* deals 25 damage plus any bonuses or additional damage as if 25 were the result of the weapon's damage dice; the damage type matches that normally dealt by the weapon. Upon damaging a creature, the *shot of the First Vault* shatters, and the fragments ricochet to hit any other enemies within 30 feet, making attack rolls with the same attack bonus. The shattered fragments remain lodged in the creatures they damage; the creatures are clumsy 2 while the fragments remain in place. A total of 3 Interact actions are required to remove the fragments from yourself or an adjacent creature; alternatively, a single action and a successful DC 30 Medicine check can be used. A critical failure on this Medicine check deals 10 persistent bleed damage to the creature with the embedded fragment.

Activate—Reload Order ❖ (concentrate) **Effect** You recall the *shot of the First Vault*, which automatically reloads itself into your weapon. If the shot had fragmented, the fragments violently dislodge themselves, dealing 15 persistent bleed damage to each creature in which they were embedded. The fragments then unite to re-form the *shot of the First Vault*, which automatically reloads itself into your weapon.

Activate—Vault Deposit ❖❖❖ (manipulate) **Requirements** The shot is loaded in your ranged weapon, or at hand if your ranged weapon has a reload of 0; **Effect** You line up a perfectly aimed attack directly toward the First Vault. You Strike a creature, then the *shot of the First Vault* attempts to bring your target with it as it returns to the First Vault. Unless your attack roll is a critical failure, the creature must attempt a DC 45 Reflex save; this effect has the incapacitation trait. Regardless, the *shot of the First Vault* returns to the First Vault.

Critical Success The creature is unaffected.

Success The creature is moved 1d20x50 feet in the direction you fired. If this causes it to hit a solid object, it takes 50 bludgeoning damage.

Failure The creature is transported to a random location on the plane of Axis.

Critical Failure The creature is transported to the First Vault. Unless it is capable of eluding Abadar's precautions, it is likely unable to escape the Vault on its own.

Destruction If 10 *shots of the First Vault* are all fired at the same group of keketar or izfiitar proteans within 1 minute of each other, each shot was a hit, and the shots are then recalled, the shots collide as they attempt to re-form and crumble to dust.

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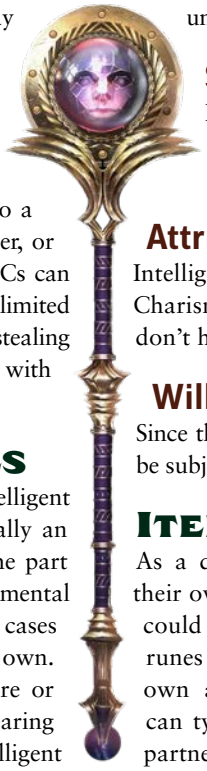
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Intelligent Items

Magic items with a mind of their own have been a hallmark of myth and fantasy for millennia. When integrated into a campaign, they can become memorable characters in their own right.

Intelligent items are a special kind of magic item that straddles the line between treasure and NPC. An intelligent item might be another type of item as well: it could be an artifact (like *Serithtial* on page 302), a cursed item (page 306), or even a relic (page 308) that grows with its wielder.

Introducing an intelligent item is an effective way to subtly alter the party dynamic. An intelligent item works well when its personality makes it a natural complement or foil for its partner: the PC investing, holding, or otherwise interacting with the item. An intelligent item that can communicate only with that particular PC is also a great way to engage players who are a bit quieter, or those slower to speak in a scene where all the PCs can talk to a particular NPC. Due to their inherently limited agency, intelligent items are at less of a risk for stealing the spotlight than other NPCs who travel along with the party.



Intelligent Item Rules

Every intelligent item has the intelligent trait. Intelligent items can't be crafted by normal means—typically an accident, a divine act, or a major sacrifice on the part of the creator is required to grant the item the mental essence it needs for sentience, and in some rare cases the spiritual essence it needs to have a soul of its own. Because of this, intelligent items are always rare or unique. The normal statistics and rules for wearing or using an item of its type still apply to an intelligent item. In addition, intelligent items have a few statistics other items lack.

Perception and Senses

An intelligent item that has any sense of the world around them has a Perception modifier. Intelligent items have only the senses listed within their entry, rather than the assumed assortment of senses that most creatures have. If an intelligent item notices something its partner doesn't, it might be able to communicate with its partner and let them know.

Communication and Languages

Intelligent items almost always have some means of communication—an easy way to demonstrate an item's intelligence! The most common ways are via empathy, speech, and telepathy. Speech and telepathy function as they do for any creature, while an empathic connection allows the item to share only emotions. Empathic and telepathic connections are often limited either to the item's partner or to a certain distance.

If an intelligent item understands or speaks any languages, they are listed in parentheses in its Communication entry. If the item doesn't have speech listed, it can only understand the listed languages, not speak them.

Skills

Intelligent items might have skill modifiers for Intelligence, Wisdom, or Charisma-based skills that fit their nature.

Attribute Modifiers

Intelligent items have Intelligence, Wisdom, and Charisma modifiers, though as inanimate objects, they don't have Strength, Dexterity, or Constitution entries.

Will Save

Since they have their own minds, intelligent items might be subject to mental effects that require a Will save.

Item Agency

As a default, intelligent items have control over all their own magic, meaning an intelligent magic weapon could deny the effects of its fundamental and property runes if it so chose, and intelligent items perform their own activations when they wish. Intelligent items can typically use 3 actions per turn, acting on their partner's turn. These actions don't count toward their partner's 3 actions. They have a reaction if any of their activations requires one.

Beyond denying magic effects and communicating their displeasure, intelligent items can usually influence or hinder their partners only in subtle ways. If the item is a weapon or tool necessary for an action (like a thieves' toolkit), it can at least be disruptive enough to make its partner take a –2 circumstance penalty to associated checks, much as if the partner were using an improvised weapon or tool. If an intelligent item can have a greater effect, such as seizing control of its partner's body for a time, the intelligent item's entry includes those abilities.

Designing Intelligent Items

When you first set out to create an intelligent item, ask yourself what role you expect the item will play in your game. Unlike any other item, the intelligent item is a character of its own and adds to the group dynamic,

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usually in ways similar to a minor NPC who follows the party throughout the adventure. That means it's important to have a clear role in mind. Is the item an ally in the PCs' dangerous quest? A kindred spirit and confidante? A foil for the PC? A morally ambiguous ally worth handling for its great power? Or perhaps a bit of comic relief? Once you know what you want in the item, you can develop its personality and abilities in parallel, coming up with thematic links between them.

When choosing values for the intelligent item's statistics, you'll often want to use values suitable for a creature of its level. You could use much lower values if you want to give it a weakness, but keep in mind that a low Will modifier might make it particularly easy to control, which could be a problem if it can make life miserable for its partner. Because the item can usually activate its abilities on its own, the intelligent item is essentially adding a limited additional character to the PCs' team, so consider its effect on the encounters the PCs face. For example, a high-level normal item that lets a PC cast a 3rd-rank *fireball* every round might be reasonable given that it counts toward the PC's available actions, but an intelligent item is adding that *fireball* on top of everything else the PCs can do.

Specific Intelligent Items

The following, as well as the intelligent artifact *Serithtial* on page 302, are a few example intelligent items to get you started.

GENIUS DIADEM ITEM 18

RARE APEX ARCANE INTELLIGENT

Usage worn circlet; **Bulk** L

Perception +22; precise vision 30 feet, imprecise hearing 30 feet, constant *detect magic*

Communication speech (Common, Draconic, and eight other common languages)

Skills Arcana +34, seven Lore skills +28, Occultism +28, Society +28

Int +8, **Wis** +0, **Cha** +4

Will +24

The *genius diadem* is a *crown of intellect* that typically acts like an arrogant professor or mentor, often boasting that it is a certified greater intellect and far superior to your own intelligence, even after the benefits the diadem grants you. The *genius diadem* encourages you to learn things for yourself rather than actually attempting to Recall Knowledge for you, though you or your allies might be able to play on its arrogance using Deception to trick it into doing so. In addition to allowing you to activate it, the diadem can use the Search Your Mind activation with its own actions, though if it does so, the diadem gains the benefits instead of you. Only the diadem can use the following activation.

Activate—Brain Drain ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** The *genius diadem* casts 7th-rank *never mind*.

MARTYR'S SHIELD ITEM 7

RARE DIVINE INTELLIGENT

Usage held in 1 hand; **Bulk** 1

Perception +12; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common and Empyrean)

Skills Diplomacy +15, Religion +13

Int +0, **Wis** +2, **Cha** +4

Will +15

A *martyr's shield* is a *lesser sturdy shield* imbued with the compassion of a devout champion of a righteous deity, like Iomedae or Vildeis, who sacrificed themself to save an ally. In addition to good-naturedly attempting to convert you to its religion, the *martyr's shield* can use 1 reaction each round that, when raised, it uses to Shield Block to protect an ally adjacent to you. This follows the rules for Shield Block, but protects your ally instead. The *martyr's shield* uses this reaction whether you would prefer it did so or not. The *martyr's shield* can be upgraded to a stronger form of *sturdy shield* by paying the difference in cost between its current type of *sturdy shield* and the new type.

SINGING SWORD ITEM 5

RARE INTELLIGENT OCCULT

Usage held in 1 hand; **Bulk** 1

Perception +11; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common and four other common languages)

Skills Performance +15

Int +2, **Wis** +2, **Cha** +4

Will +13 (+17 against attempts to quiet its singing)

A *singing sword* is a *+1 striking longsword* imbued with the consciousness of a boisterous bard, and therefore constantly sings at all times. A *singing sword* can't stop singing and in fact communicates in no way other than by singing. A successful Diplomacy or Intimidation check against its Will DC can convince it to quiet its singing to a whisper for 10 minutes, or 20 minutes on a critical success, though it quickly grows displeased at anyone who attempts this repeatedly. The *singing sword* can spend its actions to attack on its own, with the effects of a *dancing* weapon's activation, except that its attack modifier is +12. Additionally, it can perform the following activations; each casts a composition spell and follows all the usual rules for compositions.

Activate—Courageous Anthem ❖ (concentrate) **Frequency** once per minute; **Effect** The *singing sword* casts *courageous anthem* (*Player Core* 370).

Activate—Rallying Anthem ❖ (concentrate) **Frequency** once per minute; **Effect** The *singing sword* casts *rallying anthem* (*Player Core* 371).

Activate—Counter Performance ↷ (concentrate) **Frequency** once per hour; **Trigger** You or an ally within 60 feet rolls a saving throw against an auditory effect; **Effect** The *singing sword* casts *counter performance* (*Player Core* 370).

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CURSED ITEMS

While magical items can be potent weapons in any adventurer's arsenal, magic can be unpredictable and is not always benign. Cursed items are unusual magical creations that have a malicious effect on the unwary and can force its wielders into difficult choices.

Cursed items are almost never made intentionally; even those who set out to curse an item find the task incredibly difficult or even impossible. These items are the results of magical mishaps, shoddy crafting, or sinister forces interfering with the creation. Many specify how their curses work, but curses are fickle, and you as the GM determine how curses play out in your game. Due to these factors, an item with the cursed trait is always rare.

Identifying Cursed Items: Cursed items often appear to be ordinary magical items, as the magic that warps their function also disguises their curses from detection. Unless you roll a critical success when attempting to Identify Magic on a cursed item, it simply appears as something helpful or benign. A critical success reveals both the presence of the curse and the exact nature of the curse.

Removing Cursed Items: Many cursed items can't be discarded. Some use magic to fuse to the wielder, making it impossible to remove the item, while others attune to their owner and return even if discarded. (This section uses the term "fuse" to describe either situation.) In many cases, this feature reveals itself only after the cursed item has been triggered for the first time or after investing the item for the first time, allowing the user to develop a false sense of security. Fused cursed items can be removed by targeting the item's owner with a *cleanse affliction* spell or similar magic. If the spell is successful, the item can be discarded, but nothing prevents the item from cursing the same creature again if the conditions are met, so it's best to dispose of the item quickly. Invested cursed items that can't be removed continue to count against a character's invested items, even without reinvesting them each day.

Specific Cursed Items

The following are a few examples of cursed items.

BAG OF WEASELS ITEM 4

RARE CURSED EXTRADIMENSIONAL MAGICAL

Usage held in 2 hands; **Bulk** 1

This item appears to be and functions as a *type I spacious pouch*, until you try to retrieve an item from the bag. Whenever you retrieve an item from the *bag of weasels*, roll a DC 11 flat check. On a success, you retrieve the item as normal. On a failure, the item you retrieve is transformed into a weasel; this doesn't affect artifacts, cursed items, or other hard-to-destroy items.

This weasel uses either the weasel statistics (*Bestiary 3* 291) or a giant rat statistics (*Monster Core*) and exudes an aura of magic. The weasel has no loyalty to you and typically attempts to escape as quickly as possible. If the weasel is counteracted, it transforms back into the original item that was taken from the *bag of weasels*. If it dies or is slain, the weasel disappears and the item is permanently destroyed. Because the weasel is a transformed item, you don't gain any benefit you would receive from attacking a creature, defeating one, damaging one, or the like, but you do gain any benefit you would gain from destroying an item.

CLOAK OF IMMOLATION ITEM 7

RARE CURSED INVESTED MAGICAL

Usage worn cloak; **Bulk** L

Appearing as a magic cloak such as a *clandestine cloak*, this garment is made of highly volatile fabric. While wearing it, if you take fire damage, you also take 1d10 persistent fire damage. Taking fire damage while the persistent fire damage is in effect has no additional effect. You can extinguish the persistent fire damage as normal.

Any creature that hits you with a melee unarmed attack while you are taking this persistent fire damage takes fire damage equal to the persistent fire damage you took on your previous turn. Once the curse has activated for the first time, the boots fuse to you.

MEDUSA ARMOR ITEM 14

RARE CURSED INVESTED MAGICAL

Usage worn armor; **Bulk** 3

This *+2 adamantine scale mail* appears to have a *fortification* rune but grants none of its effects. Whenever you are critically hit, after taking damage, you become petrified for 1 round. Once the curse has activated for the first time, the armor fuses to you.

MONKEY'S PAW ITEM 20

RARE CURSED MAGICAL MISFORTUNE

Usage held in 1 hand; **Bulk** L

This dried, gnarled hand is clenched in a fist, waiting for a creature to pick it up. When you pick up the *monkey's paw*, the hand opens, revealing three withered fingers. The *monkey's paw* grants you three wishes (with the effects of a success on the *wish* ritual), curling one finger after every one. Once you pick up the *monkey's paw*, you cannot discard the hand until it returns to a clenched fist by granting its three wishes. Any attempts to discard the hand, even with the effects of a *wish* ritual, are unsuccessful as the *monkey's paw* reappears among your possessions within 1d4 hours; it doesn't work for any other creature in the intervening time. The hand returns even if another creature steals it from you. Once you make all three wishes, the *monkey's paw* uses *interplanar teleport* to travel to a random point in the multiverse.

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BAG OF WEASELS



MONKEY'S PAW

Whenever the monkey's paw hears you utter a statement that sounds like a wish, even if you don't use the words "I wish," it activates and grants a twisted, horrifying version of your wish, producing any effect within the possibility of *wish* ritual, and potentially a greater effect at the GM's discretion.

Item Curses

Item curses alter their base item, much like a property rune. A curse can be applied to the specific types of magic items listed in its Usage entry. Curses typically can't be removed or transferred from the item, though at your discretion, either might be possible after the curse is broken. If the PCs manage to break the curse, the newly uncursed item could be quite valuable.

ARSONOUS CURSE 7

RARE CURSED FIRE MAGICAL

Usage curses a ring, staff, or wand

An *arsonous* curse creates flaws in the mystic pathways that channel magic through an item, allowing excess power to escape as sparks. Whenever you activate the magic item, a random ally within 30 feet takes 1d10 persistent fire damage. If no ally is in range, you take the damage instead. At the GM's discretion, this curse might ignite an unattended object or the surrounding environment instead.

BLOODBITER CURSE 6

RARE CURSED MAGICAL

Usage curses a piercing or slashing weapon

A *bloodbiter* weapon is awakened by violence and fueled by blood. When you make a successful attack with the weapon, it inflicts a wound that deals 1d6 persistent bleed damage (in addition to its normal damage), but it also deals 1d6 persistent bleed damage to you. The curse remains dormant until the weapon hits a creature, at which point black thorns protrude from the weapon and dig into your body; the weapon fuses to you and you can't use the hand that holds the weapon for any other purpose. If the weapon is two-handed, it attaches itself to only a single hand (GM's choice).

DEGENERATING CURSE 5

RARE ACID CURSED MAGICAL

Usage curses a weapon

Failure makes the weapon crumble. Whenever you critically fail an attack roll with the weapon, the *degenerating* curse deals 1d10 acid damage to the weapon, ignoring its Hardness and resistances.

GRANDSTANDING CURSE 11

RARE CURSED MAGICAL

Usage curses a weapon

Weapons with the *grandstanding* curse inspire overconfidence in their wielders, demanding style over pragmatism. Whenever you reduce a foe to 0 Hit Points, you lose all remaining actions on your turn, as you are compelled to flourish, gloat, pose, or otherwise waste your time in response.

RAUCOUS CURSE 3

RARE CURSED MAGICAL

Usage curses gear or a weapon

While more annoying than deadly, a *raucous* curse is the bane of subtlety. Whenever you use the affected item, you must loudly yell what you are attempting to do with it, ruining any attempts at stealth. Failure to announce your action or speak at an appropriate volume automatically causes the attempted action to become a critical failure.

RAVENOUS CURSE 1

RARE CURSED MAGICAL

Usage curses a ring, staff, or wand

A *ravenous* curse draws power from the wielder's body. Whenever you activate the item, you become incredibly hungry and immediately begin to starve (page 43). You require 10 times as much food as normal for the next day.

STAINING CURSE 1

RARE CURSED MAGICAL

Usage curses gear or a weapon

This property is associated with a specific color, which is defined at the time of the curse's creation. Whenever you use the affected equipment while taking a manipulate action with another object, the second object is permanently stained the associated color. For instance, if you used a set of yellow *staining* lockpicks to open a door, the lock would permanently become yellow. This color change does not otherwise unnaturally persist and can be changed via any normal mundane or magical means.

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Relics

Some extraordinary magic items grow in power along with a character, gaining abilities that add to an adventurer's legend. These are called relics, and owning one can define a character more than any other magic item.

Relics begin as a simple item, called a relic seed, which is little more than a functional item with a minor magical effect associated with it. As the owner of the relic grows in power, so does the relic. It develops gifts, which are new magical abilities and activations. These abilities might be themed to the relic, the character, or the nature of the campaign. If a relic is passed to another character, this process begins anew, sometimes granting the same abilities again over time, but possibly unlocking entirely new powers. If someone else takes the relic from its owner, it usually works for a while, though it might lose its power incrementally over time if not returned to its owner. How the relic changes in such a circumstance is up to you and should fit the story.

The decision to add relics to the game is entirely up to you as the GM. If you decide to add them, you'll need to adjust treasure somewhat. It's also wise to consider how many players you expect to end up with relics. Will they each get one? Or will there be just one or two tied to the theme of the campaign?

Discovering a Relic

Some relics might begin as ordinary items with a rich history. They might be part of a character's starting gear, only to have their true powers uncovered later during play. Other relics can be acquired during play as part of the ongoing story. Regardless of their origin, these powerful items might not appear to be much at first, but they contain the potential to become something truly great.

For example, an old, tarnished amulet found around the neck of a buried king might turn out to be an item of deep historical significance that awakens to great power. The seemingly ordinary family sword, passed down to each new generation, might unlock hidden potential through the deeds of its owner.

The PCs might immediately recognize a relic for its ability, or they might carry it for a time before its true nature becomes apparent. The story of a relic should be a tale of discovery. At first, a relic's wielder likely doesn't fully understand the item's power, or might be unable to use it, learning of its abilities only after a momentous event or fortuitous breakthrough. Ultimately, relics are powerful tools in service of the story, working as a valuable tie to the narrative, but their growth and development are in your hands. Because of the place relics hold in the story, they aren't available for purchase, nor can they be crafted.

Pay attention to the characters' backstories for potential relics, and look for spots in your narrative that might be suitable for campaign relics. If you're planning to use relics in your game, let the players know in advance, since their ideas and plans can guide you and give them greater investment in the relics.

Background Relics

A background relic is tied to the history of a character, and its form and abilities should draw inspiration from the story of their character's life or the past of the item. The relic could be a gift from a friend or mentor, an heirloom from the character's family, a found object from their upbringing, or even the first item they ever crafted. The player should select the form of the relic (a battered longsword, a copper ring, or a threadbare red cloak, for example).

Campaign Relics

A campaign relic is drawn from the ongoing story of the campaign. You decide the entirety of the item, from its form to its aspects (described below) as part of the story of the campaign. Use campaign relics to reinforce and foreshadow the themes of your game. Relics come to those who need them to do great deeds, after all, so finding a relic with the perfect aspects for your future challenges is entirely likely. Unlike background relics, campaign relics typically have magical abilities when first found.

Relic Aspects

Each relic is associated with aspects—typically two—that speak to its overall concept and purpose. The individual gifts each have an associated aspect. You should almost always select gifts that have an aspect matching one of those found on the relic. For example, a brass dagger recovered from the Medina Mudii'a might have the fire and mind aspects, which means that it could have the flare bolt gift (which has the fire aspect), but not the rolling geode gift (which has the earth aspect).

Usually, you can determine at least one aspect of a relic easily by looking at the history of the item or personality of the character. For example, if a player decides that their background relic is a rusty mace wielded by the character's great grandmother in battle against rising undead hordes, the mace might have the life aspect, as it was used to slay countless undead creatures. There's no harm in letting the player choose an aspect for a background relic; through play, the item will reveal another aspect associated with it. In the previous example, the mace might reveal itself to have powers against demons as well, in which case its aspects might be celestial and life.

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Advancing a Relic

As a relic's bearer performs mighty deeds and advances their story, the relic gets stronger. The most basic advancement for a relic is its level, which always matches that of its owner. Weapons and armor can gain fundamental runes normally. You decide what, if any, property runes can be added to a given relic; by default, they can't have property runes, like any other specific item.

The more complex advancement comes from gifts. The Relic Gifts table shows the typical number of gifts a relic should have at a given level, but relics don't follow this strictly. Rather, gifts arise according to the pace of the story, the needs of the campaign, and the relationship between the character and the relic. Generally speaking, this results in a relic gaining one gift for every 4 levels its bearer has, but this might fluctuate as the campaign progresses. For example, a relic might gain its first gift at 4th level after the bearer defeats a powerful foe. It might then gain its second at 7th, after they perform a special ritual. That same relic might not gain another gift until 13th level and then again at 16th as the player reaches other major milestones.

The gift types—minor, major, and grand—indicate their general power level. Again, the table indicates what's generally appropriate at certain levels, but you can alter them as you see fit. You should usually avoid giving a minor gift at 10th level or higher, because it just won't be that impressive, though some of them scale well enough to be interesting at higher levels. The Gold Piece Equivalent entry for each gift helps you determine how much you should reduce treasure when using relics (see Adjusting Treasure below).

Relic Gifts

Number of Gifts	Minimum Level	Gift Type	Gold Piece Equivalent
1	1st	Minor	20 gp
2	5th	Minor	160 gp
3	9th	Major	700 gp
4	13th	Major	3,000 gp
5	17th	Grand	15,000 gp

You decide what gifts a relic gains, generally by either selecting a single gift or offering two paths for the relic to grow and allowing the player to choose, but this should be informed by the story and the nature of the character bearing the relic. A relic should complement the bearer, bolstering the bearer's strengths and helping to overcome their weaknesses. Within that framework, you should try to maintain a cohesive theme for the relic.

Adjusting Treasure

When you incorporate relics into your game, you can adjust the treasure gained by the party down to account for the relics increasing in power. Essentially, some of the treasure from the Party Treasure by Level table on page 59 should be replaced with relic seeds and gifts instead. You can use the relic's minimum level, replacing a permanent item of that level, or you can use the gp equivalent. Keep in mind that relic gifts are often a little more powerful than other items with the same Price even when they start out, and they often scale without any additional costs, so PCs with relics will usually be a bit more powerful.

If you prefer, you can grant relics in addition to other rewards. This means PCs will be much more powerful, but you're rewarding their investment in the story.

Making Relic Seeds

A relic seed can be quite simple: imagine a standard item with two aspects and an appearance that matches the theme. You can also use an existing magic item for a campaign relic; pick two aspects for it, and tweak its appearance or characteristics to make it clearly different from other items of its type. You can choose a tradition for the seed and apply that trait to the seed and all the gifts of the seed. This tradition might be derived from the background of the item, or it might appear or change through story moments involving the relic.

If you want a relic to have an additional special benefit, you can design it to grant a bonus to a skill, typically a +1 item bonus for a 3rd-level relic.

Relic Gifts

Gifts are divided up into three tiers. Minor gifts grant useful, often scaling abilities and are available early in a character's career. Major gifts define a relic, determining its true purpose and granting powerful abilities. Grand gifts are the pinnacle of power, and most relics never have more than one.

The more gifts there are of one aspect, the more the relic reflects that aspect, and the more influence the aspect has on the character who wields it. An item with multiple shadow gifts might begin to lose its color. With four or five, the character that wields it might take on an ashen tone and the relic might become entirely made of shadow.

Gift Saves and Spell Attack Modifiers

Many gifts allow for a saving throw or have other abilities that change as the relic goes up in level. The DC for any saving throw called for by a gift is the higher of its owner's class DC or spell DC. The spell attack modifier of a gift is 10 lower than that DC. A relic's counteract modifier is equal to its owner's counteract modifier.

Air Gifts

DEADLY SPARK — **MINOR GIFT**

AIR ELECTRICITY

Aspect air

Activate ❖❖ (concentrate, manipulate); **Effect** A spark flashes out from the relic toward a creature within 20 feet. This spark deals 1d12 electricity damage (basic Reflex save). The damage increases by 1d12 at 6th level and by another 1d12 every 4 levels thereafter.

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FEATHER STEPS — MINOR GIFT

AIR

Aspect air; **Prerequisites** The relic is a worn item.

While wearing the relic, you do not trigger traps that use weight or pressure plates as a trigger. Also, whenever you fall, you reduce the falling damage by the level of the relic. If this would reduce the falling damage to 0, you land on your feet and are not prone. The relic grants a +1 item bonus to Athletics checks made to Jump, increasing to +2 at 9th level and +3 at 17th level.

WIND BARRIER — MINOR GIFT

AIR

Aspect air

Activate ◆ (concentrate) **Effect** An invisible barrier of air deflects ranged attacks, granting you a +2 circumstance bonus to AC against ranged attacks until the beginning of your next turn. At 13th level, this increases to a +3 circumstance bonus to AC against ranged attacks.

LIGHTNING STORM — MAJOR GIFT

AIR ELECTRICITY

Aspect air

Activate ◆◆ (concentrate) **Effect** The relic surrounds you with a storm of wind, rain, and lightning in a 30-foot emanation. This storm is difficult terrain for creatures other than you. Any creature other than you that enters or starts its turn in the storm takes 1d12 electricity damage, with a basic Reflex save (2d12 damage at 15th level). You can Sustain this activation up to 1 minute.

PROPELLING WINDS — MAJOR GIFT

AIR

Aspect air

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** The relic casts *fly* targeting you.

LIVING STORM — GRAND GIFT

AIR ELECTRICITY

Aspect air

The relic grants you a fly Speed equal to your Speed or 60 feet, whichever is greater. In addition, a creature that Strikes you with a melee attack takes 5 electricity damage, and you can cast 5th-level *lightning bolt* as an innate spell.

Beast Gifts

BEAST SENSES — MINOR GIFT

Aspect beast; **Prerequisites** The relic is a worn item.

The relic grants you an animal's acute senses as long as you wear it. You gain low-light vision. If you already have low-light vision, you instead gain darkvision. At 10th level, the relic grants you imprecise scent with a range of 10 feet.

CALL OF THE WILD — MINOR GIFT

Aspect beast

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic summons a creature to fight at your side, casting *summon animal* with a spell rank of half the item's level rounded up. You can Sustain this activation as you would the spell.

FERAL CLAWS — MINOR GIFT

MORPH

Aspect beast; **Prerequisites** The relic is a worn item.

Activate ◆ (concentrate) **Effect** Your hands transform into a pair of claws. These grant you a claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits. This lasts until you Dismiss the effect.

FORM OF FURY — MAJOR GIFT

Aspect beast; **Prerequisites** The relic is a worn item.

Activate ◆◆ (concentrate) **Frequency** twice per day; **Effect** Calling upon the bestial nature within, you change shape into that of an animal. The relic casts *animal form* on you, transforming you into the same type of animal every time, chosen when the gift is gained; the spell rank is half the item's level, rounded down.

TRACK OF THE BEAST — MAJOR GIFT

Aspect beast

The spirit of an animal fills you. The relic gives one of the following benefits, chosen by the GM when the relic gains this gift.

- A +10-foot status bonus to your land Speed.
- A climb Speed equal to your land Speed.
- A swim Speed equal to your land Speed.

FORM OF VENGEANCE — GRAND GIFT

Aspect beast; **Prerequisites** form of fury gift

Whenever you use the relic's form of fury activation, it can cast *aerial form* or *dinosaur form* instead of *animal form*. Like form of fury, these spells also turn you into the same type of animal each time (so you have three forms you can assume in total, one from each spell). The spell rank is the same as defined in form of fury.

While transformed, you can switch from one of the three forms to another by Sustaining the activation. This doesn't change the duration.

Celestial Gifts

DIVINE RETRIBUTION — MINOR GIFT

HOLY

Aspect celestial; **Prerequisites** The relic is a weapon.

Activate ◆◆ (concentrate) **Effect** Drawing upon divine fury, you single out a target that damaged you or an ally within the past round and fill your relic with divine vengeance against them. Make a Strike against that foe, dealing an additional damage die on a hit. If the target has the unholy trait, it's also enfeebled 1 until the start of your next turn on a hit (or enfeebled 2 on a critical hit).

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AIR RELIC



BEAST RELIC



CELESTIAL RELIC



DEATH RELIC



EARTH RELIC



FIEND RELIC

HEAVEN'S GRACE — MINOR GIFT

HOLY

Aspect celestial; **Prerequisites** The relic is a worn item.

The heavens protect you from harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by fiends and resistance to an energy type corresponding to the relic's celestial origin (such as sonic resistance from a choral angel). The resistance is equal to half the relic's level (minimum 1).

WORD OF FAITH — MINOR GIFT

HEALING HOLY VITALITY

Aspect celestial

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** Placing your hand on yourself or an ally, you heal their wounds and bolster their spirit. The target regains 1d8 HP per item level and reduces their frightened value by 1.

RIGHTEOUS CALL — MAJOR GIFT

HOLY

Aspect celestial

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Holy magic fills your armaments, making them true weapons against evil. For 1 minute, your weapons and unarmed attacks gain the *holy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *holy* rune takes effect. In addition, Strikes your allies make while they're within 30 feet of you gain the holy trait.

SACRED GLOW — MAJOR GIFT

HOLY LIGHT

Aspect celestial

Activate ◆◆ (concentrate, manipulate) **Effect** Your relic shines with holy light. This creates bright light in a 30-foot emanation around the item. Unholy creatures in the area are frightened 1 and can't lower their frightened value below 1 as long as they remain in the light. Fiends in the area increase any weakness to holy they have by 5. You can Sustain this activation for up to 1 minute.

ANGELIC VESSEL — GRAND GIFT

HOLY

Aspect celestial

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** At your invitation, a celestial imbues your body with the divine. You gain 50 additional Hit Points, increasing both your maximum and current Hit Points, as

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well as weakness 10 to unholy. If the relic has the righteous call gift, this activation grants the effects of that gift as well, without expending its daily use.

You can Dismiss the effect. If you do, you can unleash a wave of holy power, causing the relic to cast an 8th-rank *divine decree* with the holy trait.

Death Gifts

DEATH GAZE — MINOR GIFT

VOID

Aspect death

Activate ◆◆ (concentrate, manipulate) **Effect** Your stare causes a creature's flesh to rot and wither away. Target a creature you can see within 30 feet. Your stare deals 1d6 void damage to the creature for every 2 levels the relic has (minimum 1d6; basic Fortitude save). An undead creature or other creature with void healing targeted this way is instead healed 1d6 HP per level of the relic and is temporarily immune to this effect for 10 minutes.

LIVING DEATH — MINOR GIFT

Aspect death

You stand on the threshold between the living and the dead. If you attempt a saving throw against an effect that would deal void damage to you, such as *harm*, your outcome is one degree of success better than what you rolled. If you roll a critical success and the effect is capable of healing undead, you regain HP equal to half the spell's full damage. Any vitality spell or effect that would heal you has only half the normal effect. All these effects apply only if you are a living creature.

SHROUD OF THE AFTERLIFE — MINOR GIFT

VOID

Aspect death

Activate ◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You shroud yourself with powers from beyond the living realm for 1 minute. While this shroud is active, you take on a pallid appearance and gain poison resistance equal to half the relic's level and a +1 status bonus to saving throws against death effects, diseases, effects that would make you paralyzed, poison, and sleep effects. In addition, the DC for your recovery checks is 9 + your dying value instead of 10 + your dying value.

PIERCE THE VEIL — MAJOR GIFT

Aspect death; **Prerequisites** living death gift

The relic allows you to pierce the veil between life and death. While you are holding or wearing the relic, you have the void healing ability (as though you were undead; vitality energy harms you and void energy heals you). In addition, whenever you are healed by a void spell or effect, you gain resistance 5 to all damage (except force, *ghost touch*, spirit, and vitality) until the start of your next turn. Finally, you gain a +2 item bonus to all saves against death effects while you are the bearer of the relic; this increases to a +3 item bonus at 13th level.

TIDE OF DEATH — MAJOR GIFT

VOID

Aspect death; **Prerequisites** death gaze gift

You can Activate death gaze with 3 actions instead of 2. If you do, it targets all living creatures within 30 feet except for you. If you have the void healing ability, you can include yourself to be healed.

GRIM SPECTER — GRAND GIFT

POLYMORPH VOID

Aspect death

Activate ◆◆ (concentrate, polymorph, void) **Frequency** once per day; **Effect** You can call upon the terrifying powers that fuel your relic to transform yourself into a specter of death. You become incorporeal, having no physical body. You are immune to effects that require a physical body, including precision damage as well as exposure to most diseases and poisons. You also have resistance to all damage equal to half the relic's level; force damage, *ghost touch* attacks, spirit damage, void damage, and vitality damage ignore this resistance, and the resistance doubles against non-magical damage.

You can move through solid objects. When inside an object, you can't perceive, attack, or Interact with anything outside it, and you're always slowed 1 on turns you start in an object. Corporeal creatures can pass through you but can't end their movement in your space. You can't attempt Strength-based checks against corporeal creatures or objects, unless those objects have the *ghost touch* property rune. Likewise, corporeal creatures can't attempt Strength-based checks against you.

You can Sustain the activation up to 1 minute.

Earth Gifts

EASE BURDEN — MINOR GIFT

EARTH

Aspect earth

Your relic draws strength from the earth underfoot to lighten your load. As long as your relic is on your person and you are standing on the ground, you can carry 1 more Bulk than normal before becoming encumbered, and you increase your maximum Bulk by 2. At 6th level and every 4 levels thereafter, increase the Bulk you can carry before becoming encumbered by 1 and your maximum Bulk by 2.

ROLLING GEODE — MINOR GIFT

EARTH

Aspect earth

Activate ◆◆ (concentrate) **Frequency** once per hour; **Effect** Stone and crystal form a sphere that chases your foes. You create a geode in an unoccupied square within 30 feet. You can spend a single action, which has the concentrate trait, to move the geode up to 30 feet along the ground. If the geode enters a creature's space, the creature must succeed at a basic Reflex save or take 2d6 bludgeoning damage; a creature can take damage this way only once per turn, even if you roll the geode through its space multiple times.

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The geode persists for up to 1 minute or until destroyed or Dismissed; it has AC 5, Hardness 10, and 40 Hit Points, and is immune to critical hits and precision damage.

SHATTERED EARTH — MINOR GIFT

EARTH

Aspect earth

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** Seismic pulses from your relic ripple through the nearby ground, shaking sharp fragments to the surface. A 10-foot-radius patch of stone or earth within 60 feet is transformed into difficult terrain. A creature that enters an affected square during a move action must succeed at an Acrobatics check or Reflex save or take 1d6 piercing damage; it needs to roll only once per move action even if it moves through several squares. At 6th level and every 4 levels thereafter, increase the damage by 1d6.

RAISE RAMPARTS — MAJOR GIFT

EARTH

Aspect earth

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic reshapes the earth around you. You cast 5th-level *wall of stone*.

UNDERGROUND BOUNTY — MAJOR GIFT

EARTH METAL

Aspect earth

Your relic produces metals and stones to empower your weapons. Each day during your daily preparations, your relic conjures a magical shard of silver, cold iron, gold, or a non-precious stone or metal material of your choice (such as bronze or granite). If your relic is a weapon, it immediately absorbs the shard, causing it to gain a magical sheen of that metal or stone until your next daily preparations. If your relic is not a weapon, the shard is not immediately used, and you can touch it to a stone or metal weapon using an Interact action to give it a magical sheen of that metal or stone for 10 minutes. While coated in the magical sheen, the weapon interacts with weaknesses, resistances, and the like as if it were made of the stone or metal from the shard rather than its own. The sheen and the shard are obviously magical in nature, and if you don't use the shard, it disappears when you make your next daily preparations. At 17th level, add adamantine and dawnsilver to the available options.

LIVING STATUE — GRAND GIFT

EARTH

Aspect earth

Your relic's energies have given you control over the boundary between flesh and stone. You can cast 6th-rank *petrify* and *sure footing* (to remove petrification only) as innate spells, each once per day. As long as you are standing on the earth, your body reflexively petrifies at the moment you are struck, granting you resistance 5 to physical damage (except adamantine). This increases to 8 in caves or subterranean environments.

Fiend Gifts

CURSE WOUND — MINOR GIFT

CURSE UNHOLY

Aspect fiend; **Prerequisites** The relic is a weapon.

Activate ↷ (concentrate) **Trigger** Your Strike with your relic deals damage to a creature within 60 feet; **Effect** The evil within your relic curses an enemy's wound to ensure they won't heal. The triggering creature must attempt a Will save or be unable to restore the Hit Points lost by damage from the triggering Strike until its next daily preparations. If you use Curse Wound on a creature already affected by your Curse Wound, your previous application expires.

FIENDISH DEFIANCE — MINOR GIFT

Aspect fiend; **Prerequisites** The relic is a worn item.

The fiendish power of your relic offers you more protection against celestials and allows you to ignore harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by celestials and resistance to an energy type corresponding to the relic's fiendish origin (such as fire resistance from a devil). The resistance is equal to half the relic's level (minimum 1).

LITTLE HELPER — MINOR GIFT

UNHOLY

Aspect fiend

Your relic awakens to sapience, developing a personality (usually one that clashes with your own). Your relic has a personality corresponding to the type of fiend associated with the item, the unholy trait, precise vision and imprecise hearing each out to 30 feet, the ability to understand and speak one language you know, and Intelligence, Wisdom, and Charisma modifiers of +0. Your item's total Perception and Will modifiers are equal to your proficiency modifiers in Perception and Will, respectively. It's trained in the Lore associated with its fiend type (such as Demon Lore), for a total modifier of 2 + the relic's level. Unlike most intelligent items, the relic has no actions or reactions and can't use any of its own activations.

FIENDISH BARGAIN — MAJOR GIFT

UNHOLY

Aspect fiend

Activate ◆ (concentrate) **Frequency** once per hour; **Effect** You bargain with the evil force empowering your relic for a boon, though you must trade something in return. Select one of the following benefits to gain.

- Your relic attempts to counteract a harmful condition affecting you.
- You regain 3d8+16 Hit Points. This is a healing effect.
- You gain a +2 status bonus to attack rolls for 1 minute.

One of the following randomly determined effects occurs to you in payment, after applying the benefit.

- You are stupefied 1 for 1 minute.
- You are clumsy 1 for 1 minute.
- You lose 1d8 Hit Points.
- You take a –1 penalty to damage rolls for 1 minute.

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PROFANE FERVOR — MAJOR GIFT

UNHOLY

Aspect fiend

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Profane energies twist your weapons, filling them with rage toward everything good. For 1 minute, your weapons and unarmed attacks gain the *unholy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *unholy* rune takes effect. In addition, Strikes your allies make while they're within 30 feet of you gain the unholy trait.

COMMAND LEGION — GRAND GIFT

UNHOLY

Aspect fiend

Activate—Call Legion ◆◆◆ (concentrate) **Frequency** once per day; **Effect** Your relic opens a gate within itself, overwhelming your enemies with fiends. You cast 6th-rank *summon fiend*, but summon two fiends instead of one, and you can command them both with 1 action to Sustain a spell. If the relic has the profane fervor gift, this activation grants the effects of that gift as well, without expending its daily use. For the next minute, you can use the following activation.

Activate—Reinforce Legion ◆ (concentrate) **Trigger** One of the fiends summoned by Call Legion is banished; **Effect** You summon that same fiend again in an adjacent space. The fiend returns at full Hit Points and all conditions, spells, and other effects on it end before you summon it again. However, it does not recover any limited-use abilities it used before, such as innate spells or abilities with a Frequency entry.

Fire Gifts

FLARE BOLT — MINOR GIFT

FIRE

Aspect fire

Activate ◆◆ (concentrate, manipulate) **Effect** A bolt of flames scorches out from the relic. Make a spell attack roll with your relic against a target within 30 feet. The bolt deals 1d6 fire damage for every 2 levels the relic has (minimum 1d6).

Critical Success The bolt deals double damage, as well as persistent fire damage equal to the level of the relic.

Success The bolt deals full damage.

HEAT HAZE — MINOR GIFT

FIRE

Aspect fire

Your relic's heat keeps the air around you pleasantly warm. While you are holding or wearing the relic, it protects you from severe environmental cold. At 9th level, it also protects you from extreme cold, and at 17th level, it protects you from incredible cold. At 4th level, the relic also gains the following activation.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Your relic erratically elevates the air temperature around you, creating heat shimmers that distort your appearance and grant you the concealed condition for 1 minute. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.

INCANDESCENT SIGHT — MINOR GIFT

FIRE

Aspect fire

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Your eyes become attuned to heat signatures as your vision extends into the infrared, granting you a heatsight precise sense for 1 minute. Your heatsight can see temperature gradients out to a range of 30 feet, allowing you to detect living creatures and warm objects even in the dark. Warm objects block your heatsight even if they are transparent, such as hot water.

JET PROPULSION — MAJOR GIFT

FIRE

Aspect fire

Activate ◆ (concentrate) **Frequency** once per hour; **Effect** Flames from your relic channel through your body, erupting from your feet, hands, or other limbs with enough force to blast you across the ground and propel you through the air. For 1 minute, you gain a +10-foot status bonus to your Speed and gain a fly Speed equal to your new Speed or 20 feet, whichever is greater. You must end your turn on solid ground, or you fall.

SEARING WAVE — MAJOR GIFT

FIRE

Aspect fire

Activate ◆◆ (concentrate, manipulate) **Effect** You allow a portion of the fire magic housed in your relic to escape in a direction of your choice. You deal 1d10 fire damage for every 2 levels of the relic to all creatures in a 30-foot cone (basic Reflex). You can't use Searing Wave again for 1d4 rounds.

BLAZING SOUL — GRAND GIFT

FIRE

Aspect fire

Fire magic suffuses your body and soul, protecting you from lesser flames and allowing you to kindle even the smallest sparks into powerful infernos. You gain fire resistance 10. The first time each hour you are targeted by a fire effect that would deal damage, you regain 1d8 HP for every counteract rank of the effect, in addition to taking the damage.

Activate ↷ (concentrate) **Trigger** A creature within 60 feet is critically hit by or critically fails a save against a fire effect and is not reduced to 0 Hit Points; **Effect** Flames roar forth from the triggering creature, dealing 6d6 fire damage to all creatures in a 15-foot burst centered on it, including that creature (basic Reflex). You aren't affected by the activation, though your allies are. If this damage reduces the triggering creature to 0 Hit Points, it's reduced to a fine ash, though its gear remains. You can't use this activation again for 1d4 rounds.

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Life Gifts

BESTOW LIFE — MINOR GIFT

VITALITY

Aspect life

Activate ❖❖ (concentrate) **Frequency** once per day; **Effect** An infusion of vitality energy from your relic can temporarily animate an unliving object. You transform an adjacent inanimate object into an animated object with a level equal to one-half the relic's level and appropriate to the object (so a broom would become an animated broom). The object pursues a single simple noncombat task you state when you use Bestow Life, ignoring any subsequent commands. The object is mindless and pursues the task single-mindedly and in an uncreative manner. The object remains animated for 1 hour.

HEALING WAVE — MINOR GIFT

HEALING VITALITY

Aspect life

Activate ❖❖ (concentrate) **Frequency** once per hour; **Effect** You release a wave of vitality energy in a 15-foot cone. You and each living target in the area regain 1d4 HP per level of the relic.

OVERFLOWING LIFE — MINOR GIFT

HEALING VITALITY

Aspect life

Life force flows through you, and vitality energy causes your vital essence to burst through your skin like beads of liquid light. You gain an item bonus equal to half the relic's level (minimum 1) to the Hit Points you recover from healing vitality spells; this bonus applies only the first time per casting that a particular spell heals you.

INEXTINGUISHABLE — MAJOR GIFT

VITALITY

Aspect life

Your connection to life force makes you more difficult to snuff out than others. You die from the dying condition at dying 5, rather than dying 4. If you roll a success on a save against a death or void effect, you get a critical success instead.

VITALITY SIPHON — MAJOR GIFT

HEALING VITALITY

Aspect life

Activate ↻ (concentrate) **Trigger** An ally within 60 feet regains more Hit Points than it is currently down via a targeted healing vitality effect without a duration; **Effect** Your relic acts as a

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relay for vitality. You or an adjacent willing creature regain a number of Hit Points equal to the amount in excess of the triggering creature's maximum Hit Points; for instance, if the triggering creature was missing 5 Hit Points and was targeted by a *heal* spell that restored 12 Hit Points, you or an adjacent willing creature would regain the remaining 7 Hit Points.

LIFE EVERLASTING — GRAND GIFT

HEALING VITALITY

Aspect life

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Massive amounts of vitality energy surge forth. For 1 minute, you emit vitality energy in a 10-foot emanation centered on you. At the end of your turn, you (if you are living) and allied living creatures in the emanation regain 10 Hit Points. If you or an allied creature would die due to an increased dying value, you can Dismiss the activation as a free action to prevent the death; if you do, their dying value doesn't increase.

Mind Gifts

LINGUISTIC NEXUS — MINOR GIFT

MENTAL

Aspect mind

Your relic grants you a powerful neural plasticity, and as a result, you can learn languages more easily. You learn an additional language of your choice for every 2 levels of the relic (minimum 1). You can retrain one of the languages from the relic with only a single week of downtime.

RECALCULATE — MINOR GIFT

MENTAL

Aspect mind

Activate ↻ (concentrate) **Trigger** You fail an attack roll; **Effect** Analysis of angles, probabilities, and myriad other factors flows from your relic into your mind after you miss an attack, preparing you for the next one. You gain a +1 circumstance bonus to your next attack roll against the target you missed, as long as it's made before the beginning of your next turn.

REPOSITORY OF KNOWLEDGE — MINOR GIFT

MENTAL

Aspect mind

Your relic is imbued with the psychic impressions of ages past. While the relic is on your person, you are trained in 3 additional Lore skills of the GM's choice that fit the relic's history, decided at the time of gaining this gift. If the relic is 9th level, you instead have expert proficiency in these Lore skills, and if the relic is 17th level, you have master proficiency in these Lore skills.

PERCEPTION FILTER — MAJOR GIFT

MENTAL

Aspect mind

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Your relic reaches into the minds of nearby creatures and blocks your presence from their perceptions. For the next 10 minutes, a creature that enters a 120-foot-radius emanation, centered on you, must attempt a secret Will save, after which the creature is then temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature takes a –2 status penalty to Perception checks to Seek or otherwise detect you.

Failure You filter all of the creature's senses, making it difficult for it to notice you. When you are hidden or undetected from the creature, it doesn't observe you as soon as you do anything other than Hide, Sneak, or Step. If it rolls a Perception check to Seek or otherwise detect you, it gets the outcome one degree of success worse than what it rolled, and if you roll a Stealth check to Hide, Sneak, or otherwise escape its attention, you get the outcome one degree of success better than what you rolled against the creature. If you use a hostile action toward the creature, the effect ends for that creature after your hostile action is completed.

Critical Failure As failure, but the effect doesn't end for that creature if you use a hostile action against it.

PSYCHIC SCREAM — MAJOR GIFT

MENTAL

Aspect mind

Activate ◆◆ (concentrate) **Effect** Your thoughts build before spilling forth in a powerful telepathic scream. Enemies within a 20-foot-radius burst centered on you must attempt a basic Will save or take 1d10 mental damage for every 2 levels of the relic. On a critical failure, they are also stupefied 1 for 1 minute.

MENTAL BASTION — GRAND GIFT

MENTAL

Aspect mind

Your relic takes over some of your mental processes and enhances others. You gain telepathy; if you already have telepathy, you instead increase its range by 30 feet. Whenever you would become stupefied, reduce the value by 1. You are permanently quickened and can use the additional action to Recall Knowledge.

Plant Gifts

APOTHECARY'S GARDEN — MINOR GIFT

PLANT

Aspect plant

Your relic grows potent natural medicines. Each night, two medicinal herbs (or other plants) grow from your relic and can be harmlessly harvested during your next daily preparations. A living creature that consumes an herb with an Interact action regains 1d8 Hit Points for every 2 relic levels (minimum 1d8). At 9th level, the relic grows three herbs each night, and at 17th level, the relic grows four herbs each night. Herbs wither away 1 day after being harvested.

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POLLEN SPRAY — MINOR GIFT

PLANT

Aspect plant

Activate ◆◆ (concentrate, manipulate) **Effect** Pollen and poison spores spray from your relic, dealing 1d6 poison damage for every 2 relic levels (minimum 1d6) to all creatures in a 15-foot cone (basic Fortitude save). On a critical failure, targets are also dazzled for 1 round. You can't use Pollen Spray again for 1d4 rounds.

SPROUT ALLY — MINOR GIFT

PLANT

Aspect plant

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic rapidly matures and animates nearby plant matter into an ally to fight by you, casting *summon plant or fungus*, with a rank of half the item's level rounded up. You can Sustain this activation as you would the spell.

GRAPPLING VINE — MAJOR GIFT

PLANT

Aspect plant

Activate ◆ (manipulate) **Effect** Your relic launches a sticky, multi-stranded vine at a target within 50 feet. Make an attack roll as you would when using a grappling hook, but if you roll a critical failure on the check to secure the vine, you get a failure instead. Once the vine is anchored, creatures receive a +1 status bonus to Athletics checks to Climb the vine, and they gain a +5-foot status bonus to the distance they move with a successful check while Climbing using the vine.

The vine lasts for 1 day or until you use grappling vine again, at which point your older vine withers.

PETAL DANCE — MAJOR GIFT

PLANT

Aspect plant

Activate ◆◆ (concentrate) **Frequency** once per hour; **Effect** You discorporate into a cloud of petals and leaves. This grants you the swarm trait, immunity to falling damage, resistance 5 to bludgeoning and slashing damage, and weakness 5 to area and splash damage. You can fit into spaces only a few inches wide, moving your constituent petals through the gap. You don't gain the swarm mind ability, so you're still affected normally by mental effects. As a swarm, you can't speak, cast spells, use manipulate actions requiring your hands, activate your magic items, or make any of your Strikes with your normal body. You remain in this form for 1 minute or until you Dismiss the activation. At 13th level, the relic gains a reaction that triggers when you fall or take damage, applying this gift's resistances, weaknesses, and immunity to falling damage to the triggering effect.

MEGAFLORA — GRAND GIFT

PLANT

Aspect plant

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** With a pulse of natural energy, your relic grows massive plants in an instant. The megaflora is of one of the following types, chosen by the GM when the relic gains this gift. A megaflora appears in an unoccupied 10-foot space within 30 feet and has 50 Hit Points, weakness 5 to fire, AC 37, Reflex +20, and Fortitude +30. It persists for 1 minute or until reduced to 0 Hit Points.

- **Corpseflower** A single putrid-smelling flower grows at the target location. While the flower persists, each round at the end of your turn, all creatures in a 20-foot burst centered on the plant except you must succeed at a Fortitude save or be sickened 2 (also stunned 2 on a critical failure). This is a poison effect.
- **Thorns** A 10-foot-tall thorned plant or bamboo stalk grows at the target location. While the stalk persists, each round at the end of your turn, sharp stakes erupt from the ground, dealing 6d8 piercing damage to all creatures in a 20-foot burst centered on the plant except you (basic Reflex).
- **Tree of Life** A large tree bearing life-giving fruit grows at the target location. While the tree persists, living creatures within reach of the tree can use an Interact action to pick and eat one of the tree's fruits, regaining 2d8+5 Hit Points; picking a fruit without eating it causes the fruit to instantly vanish. This is a healing and wood effect, and a given creature can heal from the tree only once per round.

Shadow Gifts

ENCOMPASSING DARKNESS — MINOR GIFT

SHADOW

Aspect shadow

The shadows at your feet can hold objects. You can Interact with your shadow to store or remove objects, just like you would a mundane container. Your shadow can contain 3 Bulk of objects, which don't count toward the Bulk you are carrying. At 6th level, and every 4 levels thereafter, you can store 1 additional Bulk of objects in your shadow. While the items are in your shadow and can be detected normally, you gain a +4 circumstance bonus to Stealth checks to Conceal the Objects unless someone knows to check your shadow for items.

OBSCURE — MINOR GIFT

SHADOW

Aspect shadow

Your relic absorbs light and wraps shadow around you, hiding you in darkness. As long as you are in dim light in an area of shadows, you can attempt a Stealth check to Hide, even if you aren't concealed against the creature, such as with a creature with darkvision.

SHADOW SMITH — MINOR GIFT

SHADOW

Aspect shadow

Activate ◆ (manipulate) **Effect** Your relic pulls at nearby shadows, twisting them into the shape of a simple weapon or a simple tool or item, such as a rope or crowbar. It lasts

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PLAYER-DRIVEN RELICS

Though these rules assume you as the GM are providing relic gifts as a form of treasure with input from the players, you can instead have the players make all the decisions for their relics. Encourage the players to choose different styles of items and aspects to match their characters' themes, rather than simply choosing the most powerful combination of options. Have players describe how their relic gets more powerful in the story. What acts from previous sessions lent the relic power? What special meditations or practices did they perform to unlock new gifts? How does it feel to have the relic grow?

As the item and the character level up, the player chooses which gifts the item gets from the list as a part of character advancement. You still adjust treasure as normal for incorporating relics into your game. In fact, if the player tries to optimize the combinations, they will likely be more powerful than under the standard method.

until it's used for a single activity, until you use shadow smith again, or for 1 minute, whichever comes first, after which it dissipates.

DANCING SHADOW — MAJOR GIFT

SHADOW

Aspect shadow; **Prerequisites** The relic is a weapon.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** Your relic's shadow detaches from your relic and dances through the air to attack an enemy. When you Activate the relic, designate a target. The relic's shadow flies up to 60 feet until it's adjacent to that foe and then makes a Strike against it, dealing 5d8 damage on a success or double that on a critical success; the damage type is of any type normally dealt by your relic. The shadow uses your attack bonus with the relic, and it uses and contributes to your multiple attack penalty. While this activation is in effect, you can use a single action, which has the attack and concentrate traits, to mentally direct the shadow to make another Strike against the same target. The shadow lasts until that target is reduced to 0 Hit Points, that target moves more than 400 feet from you, or that target moves to an area where no shadow could be cast, such as an area of complete darkness, whichever comes first.

The shadow doesn't take up space, grant flanking, or have any other attributes a creature would, and it automatically follows the chosen foe. The shadow can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

DARK ROADS — MAJOR GIFT

SHADOW TELEPORTATION

Aspect shadow

Activate ◆◆ (concentrate) **Effect** Your relic creates a path from your shadow to a nearby one, teleporting you and any items you're wearing or holding from your current space to an unoccupied one within 30 feet that you can see. You can't use the dark roads gift again for 1d4 rounds.

If the destination is not within an area of bright light, the range is instead 60 feet. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the gift fails.

UMBRAL BODY — GRAND GIFT

SHADOW

Aspect shadow

Activate ◆◆ (concentrate, manipulate) **Effect** Shadowy essence infuses your body, and you can reshape wisps of yourself into a variety of damaging shadows. This has the effect of a 6th-rank *shadow blast*, choosing from only bludgeoning, slashing, or piercing damage. You can't use this activation again for 1d4 rounds.

Water Gifts

LASHING CURRENTS — MINOR GIFT

WATER

Aspect water; **Prerequisites** The relic is a weapon.

Water collects at the tip of your relic. You can adjust your grip on your relic with an Interact action to allow you to make lashing current weapon Strikes with your relic, which deal 1d4 bludgeoning damage; have the disarm, finesse, reach 10, trip, and versatile S traits; and are in the flail group. Your lashing current Strikes gain the benefit of your relic's fundamental and property runes, though any property runes that would not be applicable to the lashing currents are not applied. You can use another Interact action to return to your normal grip and make Strikes with the relic.

MONSOON CURTAIN — MINOR GIFT

AIR WATER

Aspect water

Activate ◆◆◆ (concentrate) **Frequency** once per day; **Effect** You call down a curtain of violent rain in a location within 120 feet. The wall is 5 feet thick, 30 feet long, up to 30 feet high, and lasts for 1 minute. The wall stands vertically, but you can shape its path. The wall has the following effects.

- If a fire effect crosses through the wall, it either uses the outcome one degree of success worse than the result of its attack roll or its targets use the outcome one degree of success better than the result of their saving throw, as appropriate.
- Creatures with a weakness to water that cross the wall or start their turn in the wall take damage equal to their weakness.
- The wall imposes a –2 status penalty to Perception checks to sense creatures or objects on the other side.

TIDAL CRASH — MINOR GIFT

WATER

Aspect water

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RUNES AS GIFTS

You can substitute runes for gifts. If you choose to allow property runes on the relic, you'll want them to take up rune slots. Otherwise, you can give as many or few as you prefer, just like any other gifts. Runes are sorted into minor, major, and grand categories, but you should use their normal level and Price when you adjust treasure, instead of the number and levels on the Relic Gifts table. If you're using the player-driven relics variant, it's recommended you do not include this option.

Air

Armor (Major) *energy-resistant* or *greater energy-resistant* (cold or electricity), *invisibility*; **Armor** (Grand) *winged*
Weapon (Minor) *returning*; **Weapon** (Major) *animated*, *shock*, *thundering*; **Weapon** (Grand) *greater shock*, *greater thundering*

Celestial

Weapon (Major) *holy*

Death

Weapon (Minor) *ghost touch*, *wounding*

Earth

Armor (Minor) *energy-resistant* or *greater energy-resistant* (acid); **Armor** (Major) *fortification*; **Armor** (Grand) *greater fortification*
Weapon (Minor) *shifting*

Fiend

Armor (Minor) *energy-resistant* or *greater energy-resistant* (acid, cold, or fire)
Weapon (Major) *unholy*

Fire

Armor (Minor) *energy-resistant* or *greater energy-resistant* (fire)
Weapon (Minor) *flaming*; **Weapon** (Major) *greater flaming*

Life

Weapon (Minor) *vitalizing*; **Weapon** (Major) *greater vitalizing*

Mind

Armor (Minor) *raiment*; **Armor** (Major) *invisibility*

Plant

Weapon (Minor) *shifting*

Shadow

Armor (Minor) *shadow*; **Armor** (Major) *greater shadow*; **Armor** (Grand) *major shadow*

Water

Armor (Minor) *energy-resistant* or *greater energy-resistant* (cold or fire), *slick*; **Armor** (Major) *greater or major slick*
Weapon (Minor) *shifting*

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Your relic spews forth a dense sphere of water. Make a spell attack roll against a target within 30 feet. On a success, you deal 2d10 bludgeoning damage plus 2 bludgeoning splash damage. At 3rd level and every 2 levels thereafter, increase the initial damage by 1d10 and the splash damage by 1.

BOTTOMLESS RESERVOIR — MAJOR GIFT

EXTRADIMENSIONAL WATER

Aspect water

Activate—Draw Water ◆ (manipulate) **Effect** Your relic can absorb and release water, storing it in an endless reservoir. You either touch your relic to an adjacent body of water and absorb 1 gallon of it into the reservoir, or you release 1 gallon of a liquid from the reservoir. You can add another action to the activation to absorb water from a touched creature made entirely of water, like a water elemental. If you do, it takes 1d6 damage per relic level (basic Fortitude save).

Activate—Liquid Shield ↻ (manipulate) **Trigger** You are targeted by an acid or water effect; **Effect** Your relic attempts to counteract the effect, expending 1 gallon of stored liquid. At the GM's discretion, you can use this ability on effects made of other liquids, such as blood.

FLOWING FOOTSTEPS — MAJOR GIFT

WATER

Aspect water

Your relic ensures no water impedes your movement. You gain the effects of the *water walk* spell, and the ability to breathe water. You also gain a swim Speed equal to your Speed or 15 feet, whichever is higher.

RIPPLES AND WAVES — GRAND GIFT

WATER

Aspect water

You become attuned to the ebb and flow of all things, as if embodying water itself. You gain wavesense 60 feet as a precise sense and can cast 5th-rank *hydraulic push* at will as an innate spell.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Ankle-deep water floods outward from you, filling a 60-foot emanation centered on you for 1 minute. Enemies within the area without a swim Speed treat the area as difficult terrain for movement on land. While the effect persists, you can have any water effects you generate originate from any point within the emanation, in addition to their normal range and area.

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TREASURE TABLE

The following tables include the items included in this book organized by level and category. A superscript "U" indicates the item is uncommon and a superscript "R" indicates it's rare.

1st-level Consumables	Category	Price	Page
Shining ammunition	Ammunition	3 gp	256
Acid flask, lesser	Bomb	3 gp	244
Alchemist's fire, lesser	Bomb	3 gp	244
Dread ampoule, lesser	Bomb	3 gp	245
Glue bomb, lesser	Bomb	3 gp	245
Antidote, lesser	Elixir	3 gp	246
Antiplague, lesser	Elixir	3 gp	246
Cheetah's elixir, lesser	Elixir	3 gp	246
Eagle-eye elixir, lesser	Elixir	4 gp	247
Elixir of life, minor	Elixir	3 gp	247
Nectar of purification	Oil	3 gp	257
Oil of unlife, minor	Oil	4 gp	258
Holy water	Other	3 gp	268
Marvelous miniature, campfire	Other	1 gp	268
Marvelous miniature, ladder	Other	3 gp	268
Runestone	Other	3 gp	269
Unholy water	Other	3 gp	269
Arsenic	Poison	3 gp	248
Gecko potion	Potion	3 gp	259
Giant centipede venom	Poison	4 gp	249
Healing potion, minor	Potion	4 gp	259
Potion of emergency escape	Potion	3 gp	259
Potion of shared memories	Potion	4 gp	260
Scroll of 1st-rank spell	Scroll	4 gp	262
Potency crystal	Talisman	4 gp	266
Predator's claw	Talisman	3 gp	266
Wolf fang	Talisman	4 gp	267
Glow rod	Tool	3 gp	251
Matchstick	Tool	2 sp	251
Smoke ball, lesser	Tool	3 gp	251
Snake oil	Tool	2 gp	251
1st-level Permanent Items	**Category**	**Price**	**Page**
Everlight crystal	Held	15 gp	273
Walking cauldron	Other	12 gp	297
Aeon stone, consumed[U]	Worn	9 gp	284
Ring of sigils	Worn	20 gp	294
2nd-level Consumables	**Category**	**Price**	**Page**
Bravo's brew, lesser	Elixir	7 gp	246
Cat's eye elixir	Elixir	7 gp	246
Darkvision elixir, lesser	Elixir	6 gp	246
Oil of potency	Oil	7 gp	257
Oil of weightlessness	Oil	6 gp	258
Black adder venom	Poison	6 gp	248
Lethargy poison	Poison	7 gp	250
Bronze bull pendant	Talisman	7 gp	263
Crying angel pendant	Talisman	7 gp	263
Effervescent ampoule	Talisman	7 gp	264
Jade cat	Talisman	6 gp	265
Mesmerizing opal	Talisman	7 gp	266
Monkey pin	Talisman	6 gp	266
Onyx panther	Talisman	7 gp	266
Savior spike	Talisman	7 gp	267
Silver salve	Tool	6 gp	251
2nd-level Permanent Items	**Category**	**Price**	**Page**
+1 weapon potency	Rune	35 gp	236
Cold iron buckler, low-grade	Shield	30 gp	233
Cold iron shield, low-grade	Shield	34 gp	233
Silver buckler, low-grade	Shield	30 gp	234
Silver shield, low-grade	Shield	34 gp	234
+1 weapon	Weapon	35 gp	240
Cold iron weapon, low-grade	Weapon	40+ gp	240
Silver weapon, low-grade	Weapon	40+ gp	240
+1 handwraps of mighty blows	Worn	35 gp	290
Masquerade scarf	Worn	30 gp	292
Wayfinder[U]	Worn	28 gp	297
3rd-level Consumables	**Category**	**Price**	**Page**
Beacon Shot	Ammunition	10 gp	255
Spellstrike ammunition I	Ammunition	12 gp	256
Vine arrow	Ammunition	10 gp	256
Acid flask, moderate	Bomb	10 gp	244
Alchemist's fire, moderate	Bomb	10 gp	244
Dread ampoule, moderate	Bomb	10 gp	245
Glue bomb, moderate	Bomb	10 gp	245
Oil of mending	Oil	9 gp	257
Oil of unlife, lesser	Oil	12 gp	258
Marvelous miniature, chest	Other	10 gp	268
Graveroot	Poison	10 gp	249
Healing potion, lesser	Potion	12 gp	259
Potion of water breathing	Potion	11 gp	260
Scroll of 2nd-rank spell	Scroll	12 gp	262
Alloy orb, low-grade	Talisman	10 gp	263
Feather step stone	Talisman	8 gp	264
3rd-level Permanent Items	**Category**	**Price**	**Page**
Maestro's instrument, lesser	Held	60 gp	275
Thurible of revelation, lesser	Held	55 gp	277
Returning	Rune	55 gp	238
Staff of fire	Staff	60 gp	279
Wand of 1st-rank spell	Wand	60 gp	282
Fighter's fork	Weapon	50 gp	242
Retribution axe	Weapon	60 gp	243
Bracelet of dashing	Worn	58 gp	286
Bracers of missile deflection	Worn	52 gp	286
Channel protection amulet[U]	Worn	56 gp	286
Charlatan's gloves	Worn	50 gp	286
Coyote cloak	Worn	60 gp	287
Crafter's eyepiece	Worn	60 gp	288
Dancing scarf	Worn	60 gp	288
Doubling rings	Worn	50 gp	289
Mage's hat	Worn	50 gp	292

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Pendant of the occult	Worn	60 gp	293
Persona mask	Worn	50 gp	293
Shining symbol	Worn	55 gp	295
Tracker's goggles	Worn	60 gp	296
Ventriloquist's ring	Worn	60 gp	296
4th-level Consumables	**Category**	**Price**	**Page**
Climbing bolt	Ammunition	15 gp	255
Bomber's eye elixir, lesser	Elixir	14 gp	246
Darkvision elixir, moderate	Elixir	11 gp	246
Mistform elixir, lesser	Elixir	18 gp	247
Stone fist elixir	Elixir	13 gp	247
Marvelous miniature, horse	Other	13 gp	268
Fearflower nectar	Poison	16 gp	249
Invisibility potion[U]	Potion	20 gp	259
Oak potion	Potion	15 gp	259
Shrinking potion	Potion	15 gp	261
Bloodseeker beak	Talisman	20 gp	263
Dragon turtle scale	Talisman	13 gp	264
Fear gem	Talisman	20 gp	264
4th-level Permanent Items	**Category**	**Price**	**Page**
Spacious pouch I	Held	75 gp	276
Ghost touch	Rune	75 gp	238
Reinforcing, minor	Rune	75 gp	232
Striking	Rune	65 gp	236
Sturdy shield, minor	Shield	100 gp	235
Animal staff	Staff	90 gp	278
Mentalist's staff	Staff	90 gp	279
Staff of healing	Staff	90 gp	280
Wand of widening 1st	Wand	100 gp	283
+1 striking weapon	Weapon	100 gp	240
+1 striking handwraps of mighty blows	Worn	100 gp	290
Demon mask	Worn	85 gp	288
Healer's gloves	Worn	80 gp	290
Lifting belt	Worn	80 gp	292
Sleeves of storage	Worn	100 gp	296
Symbol of conflict[U]	Worn	90 gp	296
5th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition II	Ammunition	30 gp	256
Cheetah's elixir, moderate	Elixir	25 gp	246
Eagle-eye elixir, moderate	Elixir	27 gp	247
Elixir of life, lesser	Elixir	30 gp	247
Sea touch elixir, lesser	Elixir	22 gp	247
Frozen lava	Other	30 gp	268
Spider venom	Poison	25 gp	250
Potion of leaping	Potion	21 gp	260
Scroll of 3rd-rank spell	Scroll	30 gp	262
Emerald grasshopper	Talisman	30 gp	264
Shark tooth charm	Talisman	23 gp	267
Sneaky key	Talisman	22 gp	267
Tiger menuki	Talisman	30 gp	267
5th-level Permanent Items	**Category**	**Price**	**Page**
+1 armor	Armor	160 gp	229
Cold iron armor, low-grade	Armor	140+ gp	228
Silver armor, low-grade	Armor	140+ gp	229
Eternal eruption	Held	160 gp	273
Pocket stage	Held	138 gp	276
Skeleton key	Held	125 gp	276
+1 armor potency	Rune	160 gp	226
Fearsome	Rune	160 gp	237
Raiment	Rune	140 gp	226
Shadow	Rune	55 gp	227
Slick	Rune	45 gp	227
Vitalizing	Rune	150 gp	239
Wand of 2nd-rank spell	Wand	160 gp	282
Wand of continuation 1st	Wand	160 gp	282
Wand of shardstorm 1st	Wand	160 gp	283
Caterwaul sling	Weapon	155 gp	242
Serpent dagger	Weapon	150 gp	243
Aeon stone, preserving[U]	Worn	150 gp	284
Arboreal boots	Worn	160 gp	285
Diplomat's badge	Worn	125 gp	289
Obsidian goggles	Worn	150 gp	293
6th-level Consumables	**Category**	**Price**	**Page**
Antidote, moderate	Elixir	35 gp	246
Antiplague, moderate	Elixir	35 gp	246
Mistform elixir, moderate	Elixir	56 gp	247
Oil of unlife, moderate	Oil	50 gp	258
Oil of weightlessness, greater	Oil	36 gp	258
Salve of antiparalysis	Oil	40 gp	258
Giant scorpion venom	Poison	40 gp	249
Healing potion, moderate	Potion	50 gp	259
Potion of resistance, lesser	Potion	45 gp	260
Potion of swimming	Potion	50 gp	260
Truth potion[U]	Potion	46 gp	261
Iron cube	Talisman	50 gp	265
6th-level Permanent Items	**Category**	**Price**	**Page**
Cloud pouch	Held	225 gp	273
Traveler's any-tool	Held	200 gp	277
Ready	Rune	200 gp	226
Shifting	Rune	225 gp	238
Lion's shield	Shield	245 gp	235
Spellguard shield	Shield	250 gp	235
Fluid form staff	Staff	230 gp	278
Staff of control	Staff	230 gp	279
Staff of elemental power	Staff	230 gp	279
Staff of phantasms	Staff	230 gp	280
Staff of protection	Staff	230 gp	280
Staff of summoning	Staff	230 gp	280
Staff of the dead	Staff	230 gp	281
Staff of the unblinking eye[U]	Staff	230 gp	281
Verdant staff	Staff	225 gp	281
Wand of widening 2nd	Wand	250 gp	283
Bloodletting kukri	Weapon	240 gp	241
Twinning staff	Weapon	250 gp	243
Aeon stone, sprouting[U]	Worn	220 gp	284
Charm of resistance	Worn	245 gp	286
Choker of elocution	Worn	200 gp	287
Clandestine cloak[U]	Worn	230 gp	287
Primeval mistletoe	Worn	230 gp	294
Ring of sigils, greater	Worn	225 gp	294
7th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition III	Ammunition	70 gp	256
Frozen lava of Blackpeak	Other	70 gp	268

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7th-level Consumables (cont.)	Category	Price	Page
Energy breath potion, lesser	Potion	70 gp	259
Serum of sex shift	Potion	60 gp	260
Scroll of 4th-rank spell	Scroll	70 gp	262
Grim trophy	Talisman	55 gp	265
Murderer's knot	Talisman	66 gp	266
Swift block cabochon[U]	Talisman	70 gp	267
Smoke ball, greater	Tool	53 gp	251
7th-level Permanent Items	**Category**	**Price**	**Page**
Moonlit chain	Armor	360 gp	231
Alacritous horseshoes	Companion	340 gp	272
Bottled air	Held	320 gp	273
Eternal eruption of Blackpeak	Held	360 gp	273
Spacious pouch II	Held	300 gp	276
Reinforcing, lesser	Rune	300 gp	232
Size-changing	Rune	350 gp	227
Wounding	Rune	340 gp	239
Cold iron buckler, standard-grade	Shield	300 gp	233
Cold iron shield, standard-grade	Shield	340 gp	233
Silver buckler, standard-grade	Shield	300 gp	234
Silver shield, standard-grade	Shield	340 gp	234
Spined shield	Shield	360 gp	235
Sturdy shield, lesser	Shield	360 gp	235
Wand of 3rd-rank spell	Wand	360 gp	282
Wand of continuation 2nd	Wand	360 gp	282
Aeon stone, delaying[U]	Worn	350 gp	284
Aeon stone, nourishing[U]	Worn	325 gp	284
Aeon stone, smoothing[U]	Worn	310 gp	284
Boots of bounding	Worn	340 gp	286
Clawed bracers	Worn	325 gp	287
Cloak of illusions	Worn	360 gp	287
Masquerade scarf, greater	Worn	340 gp	292
Retrieval belt[U]	Worn	340 gp	294
Ring of sustenance[U]	Worn	325 gp	294
8th-level Consumables	**Category**	**Price**	**Page**
Darkvision elixir, greater	Elixir	90 gp	246
Candle of truth[U]	Other	75 gp	268
Marvelous miniature, boat	Other	76 gp	268
Wyvern poison	Poison	80 gp	250
Potion of flying	Potion	100 gp	259
Potion of quickness	Potion	90 gp	260
Shrinking potion, greater	Potion	90 gp	261
Alloy orb, standard-grade	Talisman	80 gp	263
Bloodseeker beak, greater	Talisman	100 gp	263
Dragon turtle scale, greater	Talisman	75 gp	264
Gallows tooth	Talisman	100 gp	264
8th-level Permanent Items	**Category**	**Price**	**Page**
+1 resilient armor	Armor	500 gp	229
Collar of inconspicuousness	Companion	475 gp	272
Madcap top[R]	Held	459 gp	274
Astral	Rune	450 gp	236
Corrosive	Rune	500 gp	237
Decaying	Rune	500 gp	237
Energy-resistant	Rune	420 gp	226
Flaming	Rune	500 gp	237
Frost	Rune	500 gp	237
Invisibility	Rune	500 gp	226
Resilient	Rune	340 gp	226
Shock	Rune	500 gp	238
Slick, greater	Rune	450 gp	227
Thundering	Rune	500 gp	239
Adamantine buckler, standard-grade[U]	Shield	400 gp	233
Adamantine shield, standard-grade[U]	Shield	440 gp	233
Dawnsilver buckler, standard-grade[U]	Shield	400 gp	233
Dawnsilver shield, standard-grade[U]	Shield	440 gp	233
Duskwood buckler, standard-grade[U]	Shield	400 gp	233
Duskwood shield, standard-grade[U]	Shield	440 gp	233
Duskwood tower shield, standard-grade[U]	Shield	560 gp	233
Animal staff, greater	Staff	460 gp	278
Mentalist's staff, greater	Staff	460 gp	279
Staff of fire, greater	Staff	450 gp	279
Staff of healing, greater	Staff	470 gp	280
Staff of illumination	Staff	425 gp	280
Wand of widening 3rd	Wand	500 gp	283
Aeon stone, envisioning[U]	Worn	425 gp	284
Bands of force	Worn	500 gp	286
Lover's gloves	Worn	500 gp	292
9th-level Consumables	**Category**	**Price**	**Page**
Explosive ammunition	Ammunition	130 gp	255
Spellstrike ammunition IV	Ammunition	150 gp	256
Cheetah's elixir, greater	Elixir	110 gp	246
Elixir of life, moderate	Elixir	150 gp	247
Frozen lava of Pale Mountain	Other	150 gp	268
Trident of lightning	Other	110 gp	269
Spider root	Poison	110 gp	250
Scroll of 5th-rank spell	Scroll	150 gp	262
Basilisk eye	Talisman	150 gp	263
Emerald grasshopper, greater	Talisman	150 gp	264
Potency crystal, greater	Talisman	150 gp	266
9th-level Permanent Items	**Category**	**Price**	**Page**
Collar of empathy	Companion	600 gp	272
Eternal eruption of Pale Mountain	Held	700 gp	273
Extending	Rune	700 gp	237
Grievous	Rune	700 gp	238
Shadow, greater	Rune	650 gp	227
Dragonslayer's shield[U]	Shield	670 gp	234
Force shield[U]	Shield	650 gp	234
Wand of 4th-rank spell	Wand	700 gp	282
Wand of continuation 3rd	Wand	700 gp	282
Wand of shardstorm 3rd	Wand	700 gp	283
Chaplain's Cudgel	Weapon	650 gp	242
Gloom blade	Weapon	700 gp	242
Arboreal boots, greater	Worn	700 gp	285
Armbands of athleticism	Worn	645 gp	285
Bracers of missile deflection, greater	Worn	650 gp	286
Charlatan's gloves, greater	Worn	600 gp	286
Coyote cloak, greater	Worn	650 gp	287
Dancing scarf, greater	Worn	650 gp	288
Eyes of the cat	Worn	700 gp	290
Healer's gloves, greater	Worn	700 gp	290
Humbug pocket	Worn	650 gp	290

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Mage's hat, greater	Worn	650 gp	292
Messenger's ring	Worn	700 gp	292
Pendant of the occult, greater	Worn	650 gp	293
Persona mask, greater	Worn	650 gp	293
Retrieval belt, greater[U]	Worn	600 gp	294
Shining symbol, greater	Worn	650 gp	295
Sleeves of storage, greater	Worn	600 gp	296
Tracker's goggles, greater	Worn	660 gp	296
Ventriloquist's ring, greater	Worn	670 gp	296
10th-level Consumables	**Category**	**Price**	**Page**
Antidote, greater	Elixir	160 gp	246
Antiplague, greater	Elixir	160 gp	246
Bravo's brew, moderate	Elixir	150 gp	246
Eagle-eye elixir, greater	Elixir	200 gp	247
Mistform elixir, greater	Elixir	180 gp	247
Spirit bulb[U]	Other	200 gp	269
Wolfsbane	Poison	155 gp	250
Potion of resistance, moderate	Potion	180 gp	260
Iron medallion	Talisman	175 gp	265
Mummified bat	Talisman	175 gp	266
Vanishing coin	Talisman	160 gp	267
10th-level Permanent Items	**Category**	**Price**	**Page**
Electric eelskin	Armor	950 gp	230
Tideplate	Armor	1,000 gp	231
Barding of the zephyr	Companion	900 gp	272
Explorer's yurt	Structure	880 gp	273
Maestro's instrument, moderate	Held	900 gp	275
Thurible of revelation, moderate	Held	900 gp	277
+2 weapon potency	Rune	935 gp	236
Invisibility, greater	Rune	1,000 gp	226
Reinforcing, moderate	Rune	900 gp	232
Forge warden[U]	Shield	975 gp	234
Sturdy shield, moderate	Shield	1,000 gp	235
Fluid form staff, greater	Staff	900 gp	278
Staff of control, greater	Staff	900 gp	279
Staff of elemental power, greater	Staff	900 gp	279
Staff of phantasms, greater	Staff	900 gp	280
Staff of protection, greater	Staff	900 gp	280
Staff of summoning, greater	Staff	900 gp	280
Staff of the dead, greater	Staff	900 gp	281
Staff of the unblinking eye, greater[U]	Staff	900 gp	281
Wand of widening 4th	Wand	1,000 gp	283
+2 striking weapon	Weapon	1,000 gp	240
Cold iron weapon, standard-grade	Weapon	880+ gp	240
Silver weapon, standard-grade	Weapon	880+ gp	240
+2 striking handwraps of mighty blows	Worn	1,000 gp	290
Accolade robe	Worn	1,000 gp	284
Charlatan's cape[U]	Worn	980 gp	286
Charm of resistance, greater	Worn	975 gp	286
Choker of elocution, greater	Worn	850 gp	287
Clandestine cloak, greater[U]	Worn	900 gp	287
Crown of witchcraft	Worn	1,000 gp	288
Daredevil boots	Worn	900 gp	288
Demon mask, greater	Worn	900 gp	288
Entertainer's cincture	Worn	1,000 gp	289
Living mantle	Worn	1,000 gp	292
Ring of lies[U]	Worn	850 gp	294
Shadow signet	Worn	1,000 gp	295
Symbol of conflict, greater[U]	Worn	900 gp	296
Winged sandals	Worn	850 gp	297
11th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition V	Ammunition	300 gp	256
Acid flask, greater	Bomb	250 gp	244
Alchemist's fire, greater	Bomb	250 gp	244
Dread ampoule, greater	Bomb	300 gp	245
Glue bomb, greater	Bomb	250 gp	245
Oil of keen edges[U]	Oil	250 gp	257
Oil of repulsion	Oil	175 gp	257
Frozen lava of Mhar Massif	Other	300 gp	268
Blightburn resin	Poison	225 gp	248
Potion of swimming, greater	Potion	250 gp	260
Scroll of 6th-rank spell	Scroll	300 gp	262
Grim trophy, greater	Talisman	250 gp	265
11th-level Permanent Items	**Category**	**Price**	**Page**
+2 resilient armor	Armor	1,400 gp	229
Cold iron armor, standard-grade	Armor	1,200+ gp	228
Silver armor, standard-grade	Held	1,200+ gp	229
Eternal eruption of Mhar Massif	Held	1,400 gp	273
Horn of exorcism	Held	1,250 gp	274
Skeleton key, greater	Held	1,250 gp	276
Spacious pouch III	Held	1,200 gp	276
+2 armor potency	Rune	1,060 gp	226
Holy	Rune	1,400 gp	238
Ready, greater	Rune	1,200 gp	226
Unholy	Rune	1,400 gp	239
Floating shield[U]	Shield	1,250 gp	234
Lodestone shield	Shield	1,350 gp	235
Wand of 5th-rank spell	Wand	1,500 gp	282
Wand of continuation 4th	Wand	1,400 gp	282
Adamantine weapon, standard-grade[U]	Weapon	1,400+ gp	240
Dawnsilver weapon, standard-grade[U]	Weapon	1,400+ gp	240
Duskwood weapon, standard-grade[U]	Weapon	1,400+ gp	240
Hunter's anthem	Weapon	1,300 gp	242
Countering charm[U]	Worn	1,200 gp	287
Crafter's eyepiece, greater	Worn	1,200 gp	288
Devoted vestments	Worn	1,250 gp	288
Doubling rings, greater	Worn	1,300 gp	289
Gorget of the primal roar	Worn	1,250 gp	290
Obsidian goggles, greater	Worn	1,250 gp	293
12th-level Consumables	**Category**	**Price**	**Page**
Penetrating ammunition	Ammunition	400 gp	255
Sea touch elixir, moderate	Elixir	300 gp	247
Oil of animation[U]	Oil	330 gp	257
Oil of potency, greater	Oil	400 gp	257
Oil of unlife, greater	Oil	400 gp	258
Salve of antiparalysis, greater	Oil	325 gp	258
Spirit bulb, greater[U]	Other	300 gp	269
Slumber wine	Poison	325 gp	250
Energy breath potion, moderate	Potion	400 gp	259
Healing potion, greater	Potion	400 gp	259

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12th-level Consumables (cont.)	Category	Price	Page
Potion of truespeech[U]	Potion	320 gp	260
Alloy orb, exquisite standard-grade[U]	Talisman	400 gp	263
Eye of apprehension	Talisman	400 gp	264
Fade band	Talisman	320 gp	264
12th-level Permanent Items	**Category**	**Price**	**Page**
Adamantine armor, standard-grade[U]	Armor	1,600+ gp	228
Dawnsilver armor, standard-grade[U]	Armor	1,600+ gp	228
Duskwood armor, standard-grade[U]	Armor	1,600+ gp	228
Lion's armor	Armor	2,000 gp	230
Flying broomstick	Held	1,900 gp	274
Marvelous medicines	Held	1,800 gp	275
Brilliant	Rune	2,000 gp	236
Energy-resistant, greater	Rune	1,650 gp	226
Fearsome, greater	Rune	2,000 gp	237
Fortification	Rune	2,000 gp	226
Striking, greater	Rune	1,065 gp	236
Animal staff, major	Staff	1,900 gp	278
Mentalist's staff, major	Staff	1,800 gp	279
Staff of arcane might[R]	Staff	1,900 gp	279
Staff of fire, major	Staff	1,800 gp	279
Staff of healing, major	Staff	1,800 gp	280
Verdant staff, greater	Staff	1,750 gp	281
Wand of widening 5th	Wand	2,000 gp	283
+2 greater striking weapon	Weapon	2,000 gp	240
+2 greater striking handwraps of mighty blows	Worn	2,000 gp	290
Cloak of illusions, greater	Worn	1,750 gp	287
Ring of climbing	Worn	1,750 gp	294
Ring of swimming	Worn	1,750 gp	295
13th-level Consumables	**Category**	**Price**	**Page**
Explosive ammunition, greater	Ammunition	520 gp	255
Spellstrike ammunition VI	Ammunition	600 gp	256
Elixir of life, greater	Elixir	600 gp	247
Frozen lava of Droskar's Crag	Other	600 gp	268
Deathcap powder	Poison	450 gp	249
Panacea[U]	Potion	450 gp	259
Time shield potion	Potion	600 gp	261
Scroll of 7th-rank spell	Scroll	600 gp	262
Mending lattice[U]	Talisman	525 gp	266
13th-level Permanent Items	**Category**	**Price**	**Page**
Elven chain, standard-grade[U]	Armor	2,500 gp	228
Eternal eruption of Droskar's Crag	Held	3,000 gp	273
Slate of distant letters	Held	2,450 gp	276
Spacious pouch IV	Held	2,400 gp	276
Animated[U]	Rune	2,700 gp	236
Extending, greater	Rune	3,000 gp	237
Keen[U]	Rune	3,000 gp	238
Reinforcing, greater	Rune	2,500 gp	232
Shockwave[U]	Rune	3,000 gp	239
Spell reservoir[U]	Rune	2,700 gp	239
Winged	Rune	2,500 gp	227
Sturdy shield, greater	Shield	3,000 gp	235
Wand of 6th-rank spell	Wand	3,000 gp	282
Wand of continuation 5th	Wand	3,000 gp	282
Wand of shardstorm 5th	Wand	3,000 gp	283
Searing blade	Weapon	2,800 gp	243
Eye of fortune	Worn	2,700 gp	289
Hellfire boots	Worn	3,000 gp	290
Propulsive boots	Worn	3,000 gp	294
Retrieval belt, major[U]	Worn	2,500 gp	294
14th-level Consumables	**Category**	**Price**	**Page**
Ghost ammunition	Ammunition	900 gp	255
Antidote, major	Elixir	675 gp	246
Antiplague, major	Elixir	675 gp	246
Bomber's eye elixir, greater	Elixir	700 gp	246
Spirit bulb, major[U]	Other	500 gp	269
Potion of resistance, greater	Potion	850 gp	260
Dazing coil	Talisman	900 gp	263
Viper's fang	Talisman	850 gp	267
14th-level Permanent Items	**Category**	**Price**	**Page**
+2 greater resilient armor	Armor	4,500 gp	229
Life-saver mail	Armor	4,000 gp	230
Alacritous horseshoes, greater	Companion	4,250 gp	272
Crystal ball, clear quartz[U]	Held	3,800 gp	273
Resilient, greater	Rune	3,440 gp	226
Vitalizing, greater	Rune	4,300 gp	239
Fluid form staff, major	Staff	4,000 gp	278
Staff of control, major[U]	Staff	4,000 gp	279
Staff of elemental power, major	Staff	4,000 gp	279
Staff of phantasms, major	Staff	4,000 gp	280
Staff of protection, major	Staff	4,000 gp	280
Staff of summoning, major	Staff	4,000 gp	280
Staff of the dead, major	Staff	4,000 gp	281
Staff of the unblinking eye, major[U]	Staff	4,000 gp	281
Wand of widening 6th	Wand	4,500 gp	283
Storm flash	Weapon	4,000 gp	243
Bands of force, greater	Worn	4,500 gp	286
Boots of bounding, greater	Worn	4,250 gp	286
Charm of resistance, major	Worn	4,400 gp	286
Primeval mistletoe, greater	Worn	3,900 gp	294
15th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition VII	Ammunition	1,300 gp	256
Stone bullet	Ammunition	1,300 gp	256
Bravo's brew, greater	Elixir	700 gp	246
Elixir of life, major	Elixir	1,300 gp	247
Sea touch elixir, greater	Elixir	920 gp	247
Obfuscation oil	Oil	1,200 gp	257
Frozen lava of Ka	Other	1,300 gp	268
Mindfog mist	Poison	1,000 gp	250
Potion of flying, greater	Potion	1,000 gp	259
Scroll of 8th-rank spell	Scroll	1,300 gp	262
Potency crystal, major	Talisman	1,300 gp	266
15th-level Permanent Items	**Category**	**Price**	**Page**
Crystal ball, selenite[U]	Held	7,000 gp	273
Eternal eruption of Ka	Held	6,500 gp	273
Antimagic[U]	Rune	6,500 gp	226
Astral, greater	Rune	6,000 gp	236
Corrosive, greater	Rune	6,500 gp	237
Decaying, greater	Rune	6,500 gp	237
Flaming, greater	Rune	6,500 gp	237
Frost, greater	Rune	6,500 gp	237
Shock, greater	Rune	6,500 gp	238
Thundering, greater	Rune	6,500 gp	239

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Cold iron buckler, high-grade	Shield	5,000 gp	233
Cold iron shield, high-grade	Shield	5,500 gp	233
Silver buckler, high-grade	Shield	5,000 gp	234
Silver shield, high-grade	Shield	5,500 gp	234
Wand of 7th-rank spell	Wand	6,500 gp	282
Wand of continuation 6th	Wand	6,500 gp	282
Countering charm, greater	Worn	5,500 gp	287
Earthglide cloak	Worn	6,500 gp	289
16th-level Consumables	**Category**	**Price**	**Page**
Eagle-eye elixir, major	Elixir	2,000 gp	247
Brimstone fumes	Poison	1,500 gp	248
Truesight potion	Potion	1,500 gp	261
Alloy orb, high-grade	Talisman	1,500 gp	263
Ghost dust	Talisman	1,800 gp	265
16th-level Permanent Items	**Category**	**Price**	**Page**
Crystal ball, moonstone[U]	Held	7,500 gp	273
+3 weapon potency	Rune	8,935 gp	236
Quickstrike[R]	Rune	10,000 gp	238
Reinforcing, major	Rune	8,000 gp	232
Slick, major	Rune	9,000 gp	227
Adamantine buckler, high-grade[U]	Shield	8,000 gp	233
Adamantine shield, high-grade[U]	Shield	8,800 gp	233
Dawnsilver buckler, high-grade[U]	Shield	8,000 gp	233
Dawnsilver shield, high-grade[U]	Shield	8,800 gp	233
Duskwood buckler, high-grade[U]	Shield	8,000 gp	233
Duskwood shield, high-grade[U]	Shield	8,800 gp	233
Duskwood tower shield, high-grade[U]	Shield	11,200 gp	233
Floating shield, greater[U]	Shield	9,000 gp	234
Sturdy shield, major	Shield	10,000 gp	235
Staff of arcane might, greater[R]	Staff	10,000 gp	279
Staff of healing, true	Staff	9,200 gp	280
Wand of widening 7th	Wand	10,000 gp	283
+3 greater striking weapon	Weapon	10,000 gp	240
Cold iron weapon, high-grade	Weapon	9,000+ gp	240
Icicle	Weapon	10,000 gp	242
Silver weapon, high-grade	Weapon	9,000+ gp	240
+3 greater striking handwraps of mighty blows	Worn	10,000 gp	290
Aeon stone, amplifying[U]	Worn	9,750 gp	284
Aeon stone, peering[U]	Worn	8,500 gp	284
17th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition VIII	Ammunition	3,000 gp	256
Acid flask, major	Bomb	2,500 gp	244
Alchemist's fire, major	Bomb	2,500 gp	244
Dread ampoule, major	Bomb	3,000 gp	245
Glue bomb, major	Bomb	2,500 gp	245
Frozen lava of Sakalaya	Other	3,000 gp	268
Hemlock	Poison	2,250 gp	249
Energy breath potion, greater	Potion	3,000 gp	259
Scroll of 9th-rank spell	Scroll	3,000 gp	262
Dispelling sliver	Talisman	2,400 gp	264
17th-level Permanent Items	**Category**	**Price**	**Page**
Belt of long life	Apex	15,000 gp	270
Bracers of strength	Apex	15,000 gp	270
Cloak of swiftness	Apex	15,000 gp	270
Crown of intellect	Apex	15,000 gp	270
Headwrap of wisdom	Apex	15,000 gp	270
Necklace of allure	Apex	15,000 gp	271
Impenetrable scale[U]	Armor	12,800 gp	230
Crystal ball, peridot[U]	Held	12,500 gp	273
Eternal eruption of Sakalayo	Held	15,000 gp	273
Shadow, major	Rune	14,000 gp	227
Vorpal[R]	Rune	15,000 gp	239
Orichalcum buckler, high-grade[R]	Shield	12,000 gp	233
Orichalcum shield, high-grade[R]	Shield	13,200 gp	233
Wand of 8th-rank spell	Wand	15,000 gp	282
Wand of continuation 7th	Wand	15,000 gp	282
Wand of shardstorm 7th	Wand	15,000 gp	283
Adamantine weapon, high-grade[U]	Weapon	13,500+ gp	240
Dawnsilver weapon, high-grade[U]	Weapon	13,500+ gp	240
Duskwood weapon, high-grade[U]	Weapon	13,500+ gp	240
Searing blade, greater	Weapon	13,800 gp	243
Accolade robe, greater	Worn	13,500 gp	284
Armbands of athleticism, greater	Worn	13,000 gp	285
Daredevil boots, greater	Worn	14,000 gp	288
Dread blindfold	Worn	15,000 gp	289
Entertainer's cincture, greater	Worn	13,000 gp	289
Humbug pocket, greater	Worn	12,500 gp	290
Messenger's ring, greater	Worn	13,500 gp	292
Shining symbol, major	Worn	13,500 gp	295
Voyager's pack[U]	Worn	14,800 gp	297
18th-level Consumables	**Category**	**Price**	**Page**
Oil of unlife, major	Oil	5,000 gp	258
Healing potion, major	Potion	5,000 gp	259
Potion of undetectability	Potion	4,400 gp	260
Alloy orb, exquisite high-grade[U]	Talisman	4,500 gp	263
18th-level Permanent Items	**Category**	**Price**	**Page**
+3 greater resilient armor	Armor	24,000 gp	229
Cold iron armor, high-grade	Armor	20,000+ gp	228
Silver armor, high-grade	Armor	20,000+ gp	229
Maestro's instrument, greater	Held	19,000 gp	275
Marvelous medicines, greater	Held	19,000 gp	275
Possibility tome	Held	22,000 gp	276
Thurible of revelation, greater	Held	19,000 gp	277
+3 armor potency	Rune	20,560 gp	226
Brilliant, greater	Rune	24,000 gp	236
Fortification, greater	Rune	24,000 gp	226
Indestructible shield[R]	Shield	24,000 gp	235
Reflecting shield[U]	Shield	18,000 gp	235
Wand of widening 8th	Wand	24,000 gp	283
Orichalcum weapon, high-grade[R]	Weapon	22,500+ gp	240
Storm flash, greater	Weapon	21,000 gp	243
Countering charm, major[U]	Worn	20,000 gp	287
Crown of witchcraft, greater	Worn	21,000 gp	288
Inexplicable apparatus	Worn	19,000 gp	291
Living mantle, greater	Worn	21,000 gp	292
Obsidian goggles, major	Worn	20,000 gp	293
Symbol of conflict, major[U]	Worn	19,000 gp	296
19th-level Consumables	**Category**	**Price**	**Page**
Spellstrike ammunition IX	Ammunition	8,000 gp	256
Elixir of life, true	Elixir	8,000 gp	247
Oil of potency, major	Oil	8,000 gp	257
Frozen lava of Barrowsiege	Other	8,000 gp	268

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19th-level Consumables (cont.)	Category	Price	Page
Black lotus extract	Poison	6,500 gp	248
Scroll of 10th-rank spell	Scroll	8,000 gp	262
19th-level Permanent Items	**Category**	**Price**	**Page**
Adamantine armor, high-grade[U]	Armor	32,000+ gp	228
Dawnsilver armor, high-grade[U]	Armor	32,000+ gp	228
Duskwood armor, high-grade[U]	Armor	32,000+ gp	228
Lion's armor, greater	Armor	30,500 gp	230
Crystal ball, obsidian[U]	Held	32,000 gp	273
Eternal eruption of Barrowsiege	Held	40,000 gp	273
Reinforcing, supreme	Rune	32,000 gp	232
Striking, major	Rune	31,065 gp	236
Winged, greater	Rune	35,000 gp	227
Sturdy shield, supreme	Shield	40,000 gp	235
Wand of 9th-rank spell	Wand	40,000 gp	282
Wand of continuation 8th	Wand	40,000 gp	282
+3 major striking weapon	Weapon	40,000 gp	240
+3 major striking handwraps of mighty blows	Worn	40,000 gp	290
Third eye	Worn	40,000 gp	296
20th-level Consumables	**Category**	**Price**	**Page**
Antimagic oil[R]	Oil	13,000 gp	257
Tears of death	Poison	12,000 gp	250
20th-level Permanent Items	**Category**	**Price**	**Page**
+3 major resilient armor	Armor	70,000 gp	229
Elven chain, high-grade[U]	Armor	52,000 gp	228
Life-saver mail, greater	Armor	52,500 gp	230
Orichalcum armor, high-grade[R]	Armor	55,000+ gp	228
Resilient, major	Rune	49,440 gp	226
Staff of arcane might, major[R]	Staff	90,000 gp	279
Wand of widening 9th	Wand	70,000 gp	283
Sky hammer	Weapon	70,000 gp	243
Bands of force, major	Worn	70,000 gp	286
Whisper of the first lie[R]	Worn	60,000 gp	297

GLOSSARY & INDEX

Page references preceded with "PC" refer to pages in Player Core. All others refer to this book.

Abadar (deity) 161
Abaddon (plane) 179
aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.
Absalom 143, **146**
access You can select an uncommon rules element if you meet the criteria listed in its access entry. 23
accomplishment XP 56, 57
acid (damage type) *PC* 409
acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.
activity A category of action that typically takes more than a single action. Activities on your turn take 2 actions (◆◆) or 3 actions (◆◆◆). Exploration and downtime activities can take minutes, hours, or days.
exploration activities 39–42, *PC* 438–439
adamantine (material) 228, 233, 240, **253**
adjudicating rules 15–17
adjudicating actions 27–28
advancement speeds 57
adventure A single narrative—including the setup, plot, and conclusion. The player characters play through an adventure over the course of one or more game sessions, and the adventure might be part of a larger campaign.
adventure design 68–74
adventure recipes 68–71
Paizo's published adventures 9
preparing adventures 8–9
story arcs 73
threats 71–72
aeon (trait) These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, and they hold a dichotomy of interests, though axiomites and inevitables don't. Aeons other than axiomites and inevitables communicate via a strange telepathic hodgepodge of sensory sending called envisioning.
aerial combat 30, *PC* 437
affliction An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. 86–89, *PC* 430–431
Age of Lost Omens 143–181
agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.
air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air. 173
Akiton 145
alchemical (trait) **221**, 244–251 (items)
bombs 244–245
elixirs 246–247
poisons 248–250
tools 251
alchemical (vehicle propulsion trait) 211
alghollthu 160
Alkenstar 151
ammunition (magic item) 255–256
amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.
Anastasia 154
Andoran 153, 155, **167**

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angel (trait) This family of celestials is native to the plane of Nirvana. Most angels are holy, have darkvision, and have a weakness to unholy.
animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.
apex (trait) 270
apex item (magic item) 270–271
aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.
aquatic combat 30–31
AR (Absalom reckoning) 144
Arazni 151
Arcadia 145
Arcadian Ocean 150
arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical.
archetype A special additional theme for your character that you can choose using your class feats. *PC* 215–223
free archetype variant 84
archon (trait) Members of this family of celestials are the protectors of Heaven and are holy. They have darkvision and a weakness to unholy.
Arclords of Nex 151
Armies of Exploration 155
armor (magic item) 226–231, *PC* 271–273
Aroden 143, 144, 148
art objects & gems 298–299
artifact (trait) **300**, 300–303 (items)
Asmodeus (deity) 153, **161**, 180
aspect relic aspect 308
Aspis Consortium (faction) 152, **164**
astral (trait) Astral creatures are natives of the Astral Plane. They can survive the basic environmental effects of the Astral Plane.
Astral Plane (plane) 177
atheism 163
attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.
Aucturn 145
auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.
aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.
automatic bonus progression (variant) 83
avalanche (natural disaster) 96
Axis (plane) 179
azata (trait) This family of celestials is native to Elysium. They are typically holy and have darkvision and a weakness to cold iron and unholy.
Azlant 145
Baba Yaga 154
beast (trait) A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.
Bellflower Network (faction) 164
bleed (damage type) A type of persistent damage. *PC* 409
blizzard (natural disaster) 96
Bloodcove 152
bludgeoning (damage type) A type of physical damage. *PC* 409
bomb (trait) **244**, items (244–245)
Boneyard (plane) 179
Brevoy 147
Bright Lions 152
Broken Lands 147
Broken Threshold (BT) When an object's HP reaches this number, it becomes broken. 252, *PC* 269
Calistria (deity) 161
campaign A serialized story focusing on a single party of characters and taking place over multiple adventures. 64–67
campaign structures 65
ending the campaign 67
Casmaron 144
Castrovel 143, 145
catfolk 157
Cayden Cailean (deity) 161
celestial (trait) Creatures that hail from or have a strong connection to the holy planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.
character creation 9
chase (subsystem) A short-term subsystem wherein the PCs progress through various situations and obstacles. 192–195
cheating 18
Cheliax 153, 155
cities 168–171
city (trait) 170
civilization (building worlds) 136–139
climate 95
cold (climate) 95
cold (damage type) *PC* 409
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
cold iron (material) 228, 233, 240, **253**
collaboration 8, **19–20**
collapse (natural disaster) 96
common (trait) Anything that doesn't list another rarity trait (uncommon, rare, or unique) automatically has the common trait. This rarity indicates that an ability, item, or spell is available to all players who meet the prerequisites for it.
companion (trait) 272
companion item (magic item) 272
complex (trait) A hazard with this trait takes turns in an encounter.
concentrate (trait) An action with this trait requires a degree

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of mental concentration and discipline.
construct (trait) A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they're immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they might have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.
consumable (trait) **221**, (items) 244–251, 255–269
contact (trait) 248
cosmology 140–141
cost of living 50, *PC* 295
Craft DCs 53
Creation's Forge (plane) 175
creature An active participant in the story and world. This includes monsters and nonplayer characters (played by the Game Master) and player characters (played by the other players).
building creatures 112–129
building NPCs 128–129
creature trait abilities 126–127
designing abilities 123–125
road map for creature building 115
road map for NPC building 129
critical specialization *PC* 283
Crown of the World 145
curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses. 86
cursed items 306–307
cursed (trait) 306
daemon (trait) A family of fiends spawned on the desolate plane of Abaddon, most daemons are unholy. They typically have darkvision and weakness to holy.
daily preparations During your morning preparations, you ready your gear, prepare spells, and otherwise get ready for your adventuring day. 35
Darklands 143, **145**
dawnsilver (material) 228, 233, 240, **253–254**
days of the week 145
DC (Difficulty Class) *See also* Difficulty Class 52–55, *PC* 401
deadly (weapon trait) *PC* 282
death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.
Deception DCs 55
deities 139–140, **161–163**
demon (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision. 160
Deskari 147
Desna (deity) 161
Detect Magic (exploration activity) 41, *PC* 438
detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.
devil (trait) A family of fiends from Hell, most devils are irredeemably unholy. They typically have greater darkvision, immunity to fire, and telepathy. 160
difficult terrain 92, *PC* 423
Difficulty Class (DC) The number you need to succeed at a check. To generate a DC from a modifier (like Perception DC), add 10 to the modifier. 52–55, *PC* 401
Dimension of Time (dimension) 181
dimensions 181
dinosaur (trait) These reptiles have survived from prehistoric times.
Diplomacy DCs 55
disabilities 21–22
disaster natural disasters 95–97
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. 88–89
divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.
doors, gates, and walls 92–94
downtime A mode of play in which characters aren't adventuring. Days pass quickly at the table, and characters engage in long-term activities.
downtime events 46–48
long-term rest 50
money 49–50
retraining 50–51, *PC* 440–441
running downtime 44–51
dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis. 160
dream (trait) Creatures native to the Dimension of Dreams can possess a diverse array of abilities, although those associated with the nightmare realm of Leng are almost always unholy and immune to that realm's freezing temperatures.
Dreamlands (dimension) 181
Druma 155
duels (subsystem) A subsystem for a one-on-one combat or spellcasting competition wherein the participants abide by specific rules agreed upon before the duel begins. 202–203
dungeon (environment) 94
duskwood (material) 228, 233, 240, **254**
dwarf 157
Eagle Knights (faction) 164
Earn Income DCs 53–54
earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth. 173
Earthfall 143, 144
earthquake (natural disaster) 96
electricity (damage type) *PC* 409
electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.
elemental (trait) Elementals are creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.
elf 158
elixir (trait) **246**, 246–247 (items)
Elysium (plane) 179
emotion (trait) This effect alters a creature's emotions.

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Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.
encounter A mode of play in which time is measured in 6-second rounds and participants use precise actions. Combat takes place in encounters.
bypassed encounters 32
encounter design 75–81
ending the encounter 32
initiative 24, *PC* 435
running encounters 24–33, *PC* 435–437
social encounters 31–32, 80, 81
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage. *PC* 409
enhanced magic planar phenomenon 175
environment 90–97
environmental (trait) A hazard with this trait is something dangerous that's part of the natural world, such as quicksand or harmful mold. 102–107
difficult and hazardous terrain 92
doors, gates, and walls 92–94
environmental damage 90
environmental details 39
Erastil (deity) 161
erratic (trait) 172
Esoteric Order of the Palatine Eye (faction) 149, **164**
ethereal (trait) Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.
Ethereal Plane (plane) 177
expandable (trait) 269
Experience Points (XP) Points that measure a player character's progress, accrued during play. Typically a PC gains a new level upon reaching 1,000 XP. 56–57, *PC* 6, 29
encounter budget 75–76
hazard XP 99
exploration A mode of play used for traveling, investigating, and otherwise exploring. The GM determines the flow of time.
running exploration 34–43, *PC* 438–439
exploration (trait) An activity with this trait takes more than a turn to use and can usually be used only during exploration mode.
extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it's removed.
extreme (encounter threat) 75
Eye of Abendego 150
Eye of Dread 148
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
fey (trait) Creatures of the First World are called the fey.
fiend (trait) Creatures that hail from or have a strong connection to unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.
final blades 155
finite (trait) 172
fire (damage type) *PC* 409
fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire. 173
Firebrands (faction) 164
First World (plane) 143, **177–178**
Five Kings Mountains 155
flood (natural disaster) 96
flourish (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.
flowing (trait) 172
flying combat *See also* aerial combat 30, *PC* 437
focused (trait) 221
fog (climate) 95
Follow the Expert (exploration activity) 41, *PC* 438
force (damage type) *PC* 409
force (trait) Effects with this trait deal force damage or create objects made of pure magical force.
Force Open 93, *PC* 234
forceful (weapon trait) *PC* 282
fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. *PC* 401
free archetype (variant) 84
Free Captains of the Shackles (faction) 152, **164–165**
fungus (trait) Fungal creatures have the fungus trait. They're distinct from normal fungi.
Galt 153
Gargantuan (size) This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid) but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they're tall, or 15 feet if they're long, but larger ones could have a much longer reach.
Garund 149
gates, doors, and walls 92–94
Gather Information DCs 54
Geb 151
gems & art objects 298–299
genie 160
giant (trait) Giants are massive humanoid creatures. 160
gift relic gift 309–319
Glorious Reclamation 153
gnome 158
goblin 158
Goblinblood Wars 153
Goka 145
Golarion Golarion is the most important world in the Lost Omens campaign setting. 143
maps 142, 144
Golden Road 149
Gorum (deity) 162
Gozreh (deity) 162
Gravelands 148
Great Beyond The collective name for all of the planes of existence of the known multiverse. 145
Green Faith 163
grids and miniatures 25, **28**, 30

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group composition 20–21
XP for different party sizes 56–57
halfling 158
Hardness A statistic representing an object's durability. 252, *PC* 269
haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time. 100–107
hazard 35–36, **98–108**
building hazards 109–111
hazards by level 101
hazardous terrain 38, **92**
healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.
heat (climate) 95
Heaven (plane) 180
held item (magic item) 273–277
Hell (plane) 180
Hellknights (faction) 165
Hermea 150
Hero Point These points last only within a session. You can spend 1 Hero Point to reroll a check, or all your Hero Points to avoid dying. 12, **57–58**, *PC* 413
hexploration (subsystem) A subsystem for exploration using an overland map divided into hexagonal sections. 206–209
high gravity (trait) 172
High Seas 150
Hold of Belkzen 148
holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.
house rules 17
Huge (size) A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.
human ethnicities 156-157
humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.
Hurricane Queen 150
Identify Alchemy DCs 54
Identify Magic DCs 54
Ilizmagorti 150
illusion (trait) Effects and magic items with this trait involve false sensory stimuli.
immeasurable (trait) 172
impeded magic planar phenomenon 175
Impossible Lands 151
incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.
incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it's slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.
infiltration (subsystem) A subsystem providing a framework for a party to achieve objectives through subtlety rather than direct confrontation. 196–199
influence (subsystem) A short-term subsystem wherein the PCs accumulate Influence Points during a social encounter with an NPC to represent their increasing influence. 187–189
ingested (trait) 248
inhaled (trait) 248
initiative At the start of an encounter, all participants involved roll for initiative to determine the order in which they act. 24-25, *PC* 10, 435
in social encounters 31
injury (trait) 248
Inner Sea This sea cradled between Avistan and Garund was created by the reshaping of the region during Earthfall. 144 map 142
intelligent (trait) 304
intelligent item (magic item) 304–305
Intimidation DCs 55
invested (trait) **219**, 221
Investigate (exploration activity) 41, *PC* 439
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Iomedae (deity) 162
Irori (deity) 162
Irrisen 154
Isger 153
Isle of Kortos 143, **146**
Isle of Terror 148
Issia 147
item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.
activating items 220–221
alchemical bombs 244–245
alchemical elixirs 246–247

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Large (size) A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.
Lastwall 148, 165
leadership (subsystem) A long-term subsystem wherein one or more PCs establish a fledgling organization and accumulate followers over time. 204–205
Learn a Spell DCs 54
leshy 158
level A number that measures something's overall power. A character has a level from 1st to 20th, and other aspects of the game also have levels.
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leveling up 56–57, *PC* **29**
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light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.
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magical (vehicle propulsion trait) 211
Mana Wastes 151
manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.
maps and miniatures 25, **28**, 30
materials 252–254
mechanical (trait) A hazard with this trait is a constructed physical object. **98-99**, 101-108
Mediogalti Island 150
Medium (size) A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.
Mendev 147
mental (damage type) *PC* 409
mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.
metagaming 13
metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal. 173
metamorphic (trait) 173
metropolis (trait) 170
microgravity (trait) 172
mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are –5. They're immune to all mental effects.
miniatures and maps 25, **28**, 30
minimum proficiency 53
misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. *PC* 401
moderate (encounter threat) 75
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monitor (trait) Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.
months and days 145
Mordant Spire 150
morph (trait) Effects that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a morph effect are magical. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described in that trait).
Your morph effects might also end if you're polymorphed and the polymorph effect invalidates or overrides your morph effect. The GM determines which morph effects can be used together and which can't.
mounted combat 29–30
move (trait) An action with this trait involves moving from one space to another.
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Nidal 153
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Nirvana (plane) 180–181
noisy (armor trait) *PC* 272
non-combat level 31
nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.
nonplayer character (NPC) A character controlled by the GM. 13–14, 128–129
Norgorber (deity) 162
NPC (nonplayer character) A character controlled by the GM.
building NPCs 128–129
roleplaying NPCs 13–14
Numeria 147
Obari Ocean 151
occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.
oil (trait) **257**, 257–258 (items)
Old Cheliax 153
Old-Mage Jatembe 152
ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.
Oprak 148
orc 159
orichalcum (material) 228–229, 233–234, 240, **254**
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Pathfinder Society running games for the organized play program 8, 20
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Pharasma (deity) 162
physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. *PC* 409
piercing (damage type) A type of physical damage. *PC* 409
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plane A vast or infinite realm that embodies some foundational aspect of reality, existing beyond and in addition to the physical Universe. 172–181
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Plane of Metal (plane) 176
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plant (trait) Vegetable creatures have the plant trait. They're distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.
poison (damage type) *PC* 409
poison (trait) **248**, 248–250 (items)
polymorph (trait) *PC* 301
Port Peril (settlement) 171
potion (magic item) 259–261
precious (trait) Valuable materials with special properties have the precious trait. They can be substituted for base materials when you Craft items. 252–253
precipitation (climate) 95
precision (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount. *PC* 409
preparations 35
primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical.
proficiency A measure of a character's aptitude at a specific task or quality, with five ranks: untrained, trained, expert, master, and legendary. Proficiency gives a proficiency bonus. Being untrained adds a +0 bonus. Being trained, expert, master, or legendary adds your level plus 2, 4, 6, or 8, respectively. *PC* 11, 400
minimum proficiency for checks 53
proficiency without level variant 85
Promise 150
protean (trait) A family of monitors spawned within the

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Maelstrom, these creatures are guardians of disorder. They typically have darkvision, an amorphous anatomy.
psychopomp (trait) A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they're immune to death effects.
pulled (vehicle propulsion trait) 211
Quest for Sky 143, 148
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rarity How often something is encountered in the game world. The rarities are common, uncommon, rare, and unique. Anything that doesn't list a rarity is common. 22–23
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Razmiran 147
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Realms of the Mammoth Lords 154
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reckless (trait) 212
Red Mantis (faction) 150, **165**
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reputation (subsystem) A mid- to long-term subsystem wherein the *PC*s accumulate or lose Reputation Points with a particular group of people. 200–201
research (subsystem) A short-term subsystem used when the party needs to discover information within a time limit or other restrictions. 190–191
resolving problems 17–19
resting 42–43, *PC* 439
long-term rest 50
retraining 50–51, *PC* 440–441
revelation (trait) Effects with this trait see things as they truly are.
rewards 56–61
experience points (XP) 56–57
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Sargava 152, 153
Sarkoris 147
Sarusan 145
scroll (trait) 262 (trait and items)
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
Sczarni (faction) 165
Search (exploration activity) 41–42, *PC* 439
secret (trait) The GM rolls the check for this ability in secret. *PC* 405
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shade (trait) Shades are mortal souls who have been judged and then transformed into creatures native to other planes. Petitioners can survive the basic environmental effects of their home plane.
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Shining Kingdoms 155
Shory 152
silver (material) 229, 234, 240, **254**
Silver Ravens 153
simple DCs 52–53
slashing (damage type) A type of physical damage. *PC* 409
sleep (trait) This effect can cause a creature to fall asleep or get drowsy.
Small (size) A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.
snow (climate) 95
social encounters 31–32, 80, 81
social skill DCs 55
Sodden Lands 152
sonic (damage type) *PC* 409
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
special battles mounted, aerial, and aquatic combat 29–31, *PC* 437
spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. You must use a spellshape action directly before casting the spell you want to alter. If you use any action (including free actions and reactions) other than casting a spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.
spirit (damage type) *PC* 409

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spirit (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.
splash (trait) 244
staff (trait) **278**, 278–281 (items)
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starvation and thirst 43
static (trait) 173
strange gravity (trait) 172
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Subsist DCs 55
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subtle (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.
sun orchid elixir 149
surprise attacks 38, 43
swarm (trait) A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms, the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.
sweep (weapon trait) *PC* 283
Taldor 155
talisman (trait) **263**, 263–267 (items)
Tanglebriar 155
Tar-Baphon Whispering Tyrant 148, 153, 155, 163
teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation doesn't usually trigger reactions based on movement.
temperature (climate) 95
tengu 159
Thassilon 154
thirst and starvation 43
Thrune 153, 155
Thuvia 149
Tian Xia 145
time (trait) Time creatures are natives of the Dimension of Time. They don't age, and while some might be driven by supernatural hungers, they don't need to eat or drink to survive. They can survive the basic environmental effects of the Dimension of Time.
time measuring time on Golarion 145
timeless (trait) 172–173
Tiny (size) A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.
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Torag (deity) 163
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total party kill (TPK) 33
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TPK (total party kill) 33
Track DCs 55
Train an Animal DCs 55
trap (trait) A hazard or item with this trait is constructed to hinder interlopers. 100–108
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trivial (encounter threat) 75
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uncommon (rarity)
undead (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy and don't benefit from healing vitality effects.
underwater combat *See also* aquatic combat 30–31
unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.
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Universe (plane) 145, **174–175**
Urgathoa (deity) 163
Usaro 152
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vehicles (subsystem) Vehicles are various means of transportation, often with specific purposes, that come into play during encounters and exploration. 210–217
Victory Points (VP) (subsystem) A flexible point-based subsystem for tracking progress toward a goal. 184–186
Vidrian 152
village (trait) 170
virulent (trait) Afflictions with the virulent trait are harder to remove. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.
visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.
vitality (damage type) Energy damage drawn from Creation's Forge, which damages only creatures with void healing (such as undead). *PC* 409
vitality (trait) 173
void (damage type) Energy damage drawn from the Void, which damages only living creatures. *PC* 409

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water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water. 173
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weapon (magic item) 236–243, *PC* 275–286
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werecreature (trait) These shapechanging creatures either are naturally able to shift between animal, humanoid, and hybrid forms or are afflicted with a curse that forces them to shift involuntarily.
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Whispering Tyrant Tar-Baphon 148, 153, 155, 163
Whispering Way 163
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wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood. 173
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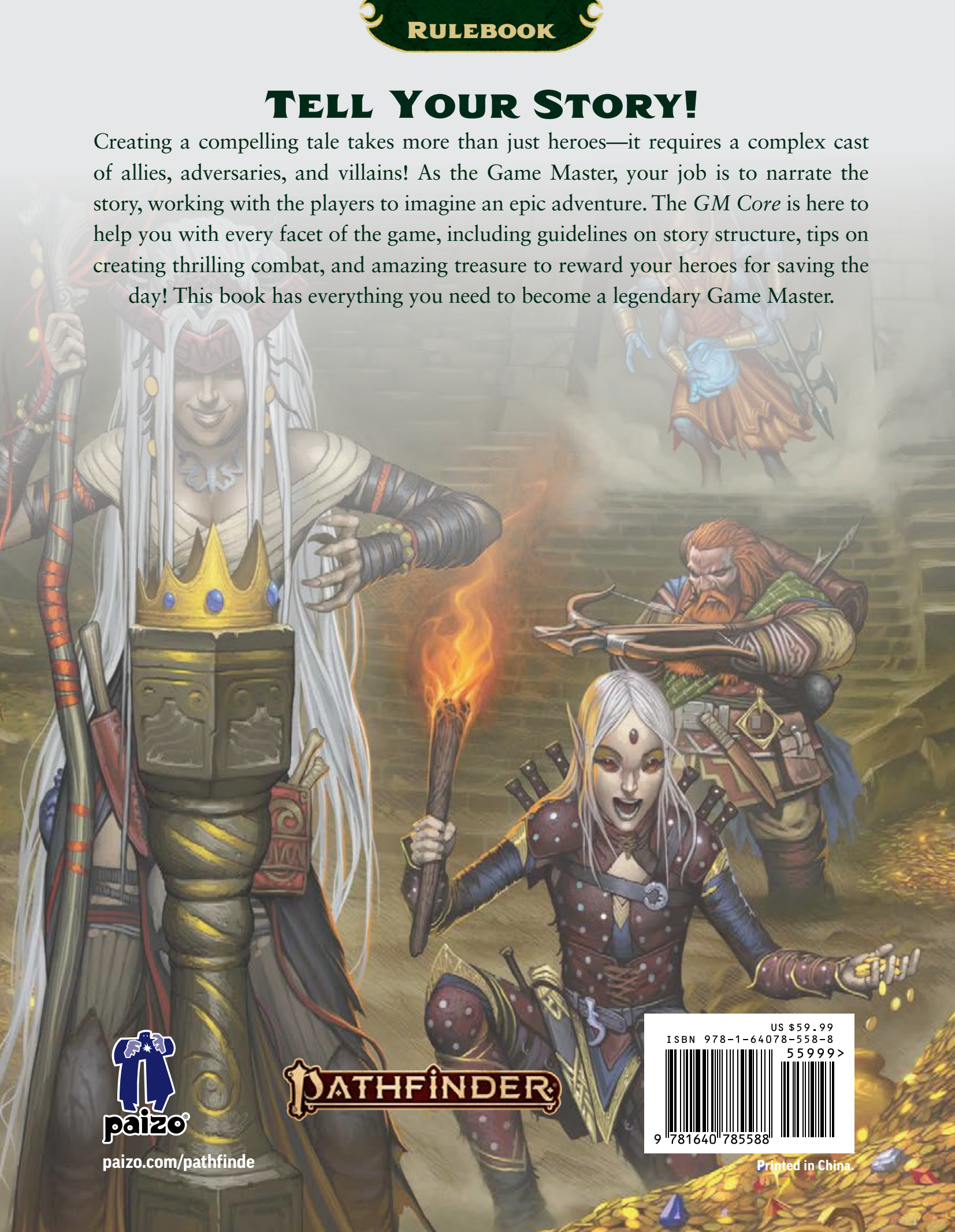
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