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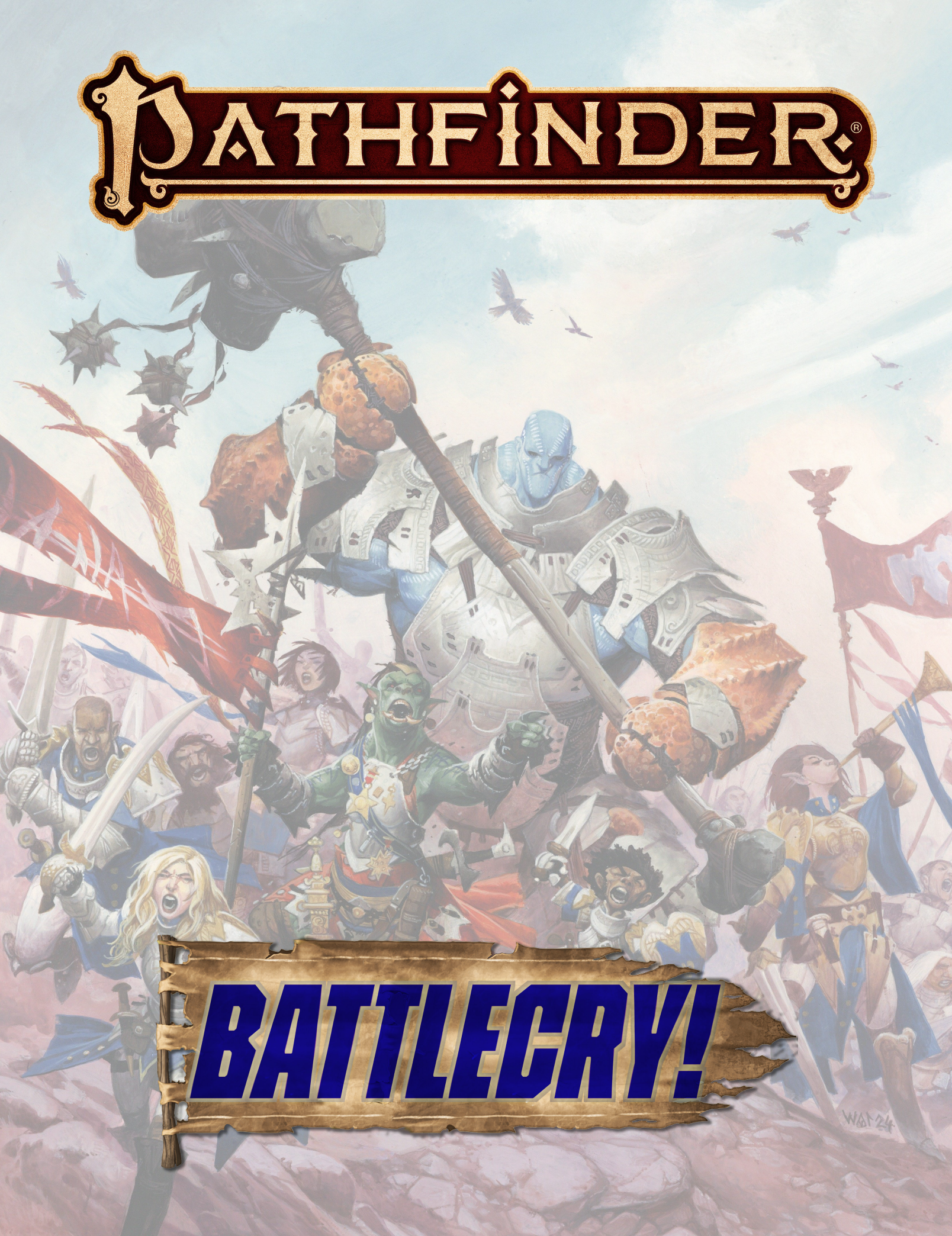


BATTLECRY!

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W&A 24

PATHFINDER[®]



BATTLECRY!

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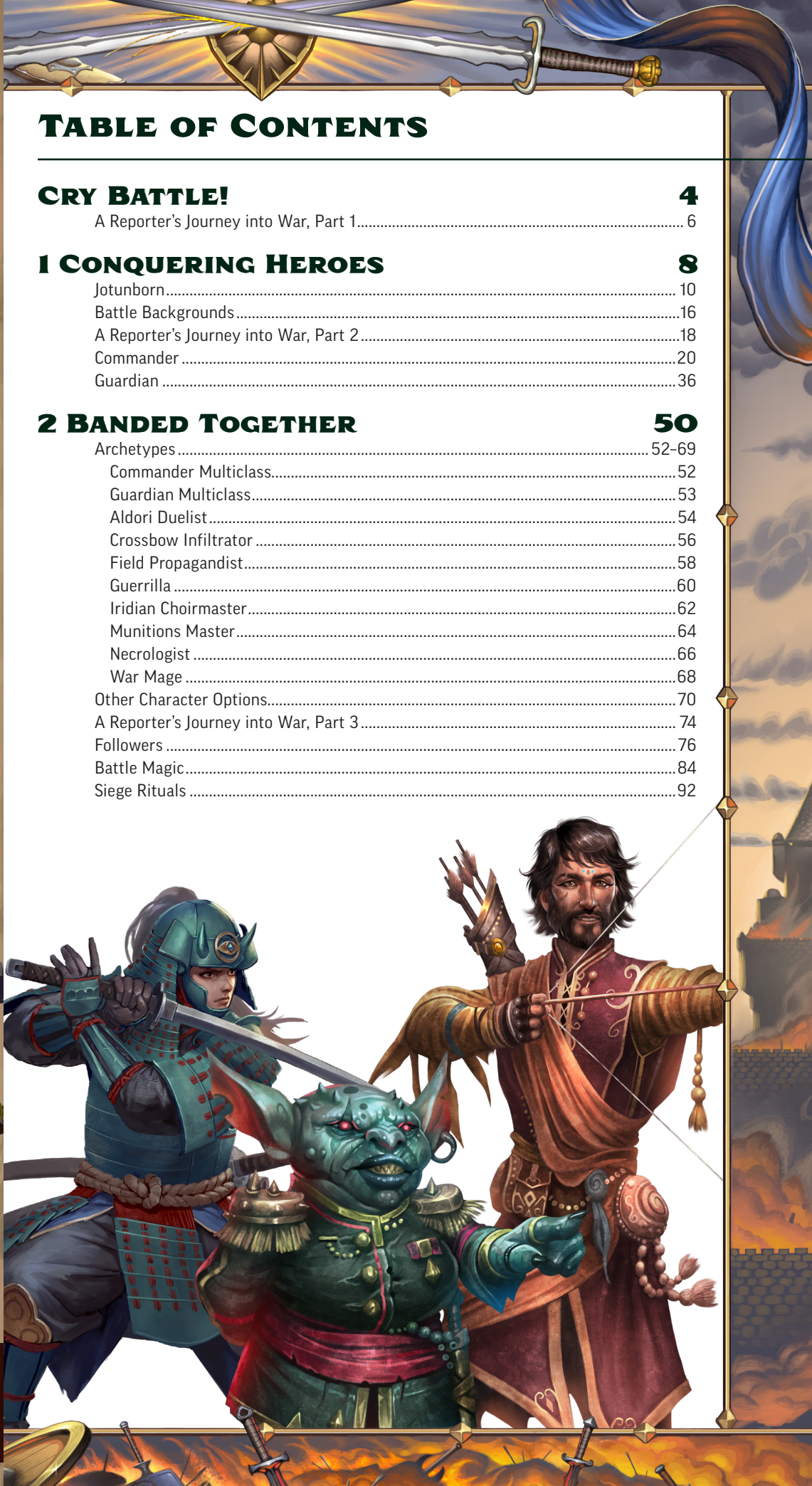
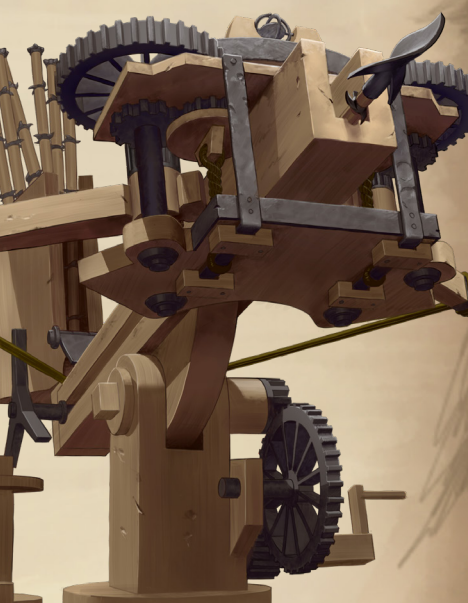
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CRY BATTLE!

Though Gorum, the god of war, is dead, that doesn't mean the Universe has been rid of war! The rain of his divine blood and chunks of his armor has sparked all manner of conflicts across Golarion as nations and organizations both vile and virtuous rush to collect this celestial bounty. Now, the time has come for heroes and villains alike to answer the cry of battle and take up arms to fight for their causes!

From small skirmishes between independent groups over patches of land to clashes between nations' armies over ideals and morals, such events will shape the future of Golarion. Players can use the options presented in this book to create characters who are more than ready to take part in these major turning points or hone their martial prowess of their current characters to vanquish the next ferocious monster they meet.

WHAT'S IN THIS BOOK

War can affect any type of character, whether they have participated in a massive battle, felt the aftermath of the march of armies, or are preparing for bloodshed on the horizon. This book presents a plethora of options for just

about any martial-minded character. Two new classes—the **commander** and the **guardian**—introduce pivotal ways to affect combat encounters, while archetypes like the crossbow infiltrator and guerrilla allow for different combat styles. Outfit your character with mundane gear, magic weapons and armor, as well as new types of magical items: banners and whetstones. Of course, the clever use of magic can be a surprise factor in any fight, so this book contains new battle-focused spells and rituals that either side of a siege might want, as well as new spellcaster-focused archetypes like the horde necromancer and war mage.

The book also presents a new ancestry: jotunborn. Created by the gods, and among the first beings to act as custodians for the mortal Universe, jotunborn were relegated to areas of interplanar space just “beneath” reality. Today, jotunborn are making their presence known across Golarion to help clean up the messes left behind by Gorum's death. With the blood of titans in their veins, jotunborn are imposing presences on the battlefield, but are also linked to planar magic in unique ways.

Skirmish Warfare

What's a war without troops? A troop as a single creature, similar to a swarm, is a concept that's been in the game for some time. Remastered troop stat blocks appear in *NPC Core* and *Monster Core 2*, but this book introduces a new way to use them. Skirmish encounters put player characters in charge of troops, fighting alongside them against other troops possibly led by NPCs. The heroes can still use the same abilities and tactics as they would in a standard combat encounter, but now they have the might of dozens of soldiers, rangers, or war mages behind them! This easy-to-learn subsystem is perfect for when you want to simulate larger-scale battles.

Following that section is a garrison full of new troop stat blocks to help any combat encounter feel like it's part of a larger war. Many of these troops are usable as PC allies in skirmish encounters, and the section includes advice for creating your own troop stat blocks in case you need to recruit your own armies.

The Inner Sea War

While Golarion is peppered with wars, both major and minor, *Battlecry!* sets the stage for a world-shaking event whose story will be told across several Pathfinder products over the course of the next year.

Rumors of a powerful warshard of Gorum's deceased body cause strife in Isger when Hellknights occupy the town of Breachill and assassinate a semi-retired Eagle Knight general. Andoran and Chelias declare open hostilities while freedom fighters within Isger struggle to gain their country's independence. How many other nations around the Inner Sea will be drawn into this conflict? How far will Abrogail Thrune go to hold on to her vassal state? And will heroes rise on the fields of battle?

Two such stalwart heroes introduced in this book are **Ulka Oathshriek** (stern female orc commander) and **Grimmyr** (sincere male jotunborn guardian). Though their first meeting was contentious, they eventually join forces to make their way toward Chelias and lend their strength of arms to the fight against the devil-worshipping nation. Their story is told throughout *Battlecry!* in the form of an investigative journalist's reports as she learns everything about these surprisingly influential figures.

The story of the Inner Sea War will be continued in *Pathfinder Lost Omens Hellfire Dispatches*, which details the war's various fronts and related conflicts, as well as including more options for players who want to fight on one side or another. This resource will be invaluable for GMs looking to set campaigns and adventures in and around this massive event, but GMs who are more strapped for time should check out the Hellbreakers Adventure Path. These adventures place the heroes on the side of Isgeri revolutionaries as they battle threats from both within and without their country.

Finally, there will be several Pathfinder Society scenarios showcasing various important incidents throughout the war, as the Society strives to provide humanitarian aid to all those affected by the fighting. To continue our proud tradition of telling exciting stories of Golarion, we will soon be presenting *Operation Hellmouth*, an exciting new novel by fan-favorite author Chris Jackson!

Future products, including higher-level adventures and other Lost Omens books, will focus on the later stages of the war and the world-shaking outcome!

BRINGING WAR TO YOUR CAMPAIGN

An ongoing war can be an engaging backdrop to a campaign. The heroes might start as enlisted soldiers who rise through the ranks due to their valor on the battlefield. They could be special operatives working in the shadows to steal valuable information or take out a leading general. Maybe they find themselves stranded behind enemy lines and have to fight their way back to freedom and safety. No matter the arc of your campaign, *Battlecry!* presents pages of GM advice on how to structure and execute it.

Content Warning

In real life, war is a nasty, brutish circumstance that has no real winners. People on both sides die or are permanently wounded, whether or not they agreed to participate. Lives are ruined, both during the conflict and from the aftermath. In short, war isn't always an appropriate topic for what is supposed to be a fun roleplaying game.

Battlecry! aims to present the concept of war in its most heroic sense. The player characters can affect major changes over the course of a war with the swing of a sword or the casting of a spell. Death and danger are, of course, still present, but the overall outcome of a war should see good triumphing over evil. There is usually a "right side" and a "wrong side," and the PCs are on the right side.

However, this doesn't mean that the subject of war in Pathfinder is completely free from all issues. Players might have personal difficulties with the topic that they might not want to confront during the game. As always, it's best to discuss these boundaries with your group before embarking on a war-themed campaign. Consult the tools for responsible play found in *GM Core* for more information on how to talk about this and other difficult subjects in your game.

If you aren't playing in such adventures, many of the options presented in this book are still a great fit for any campaign that contains encounters that require martial prowess, whether your hero is delving into a dark, dank dungeon or exploring the wilds of a mist-shrouded island that is home to vicious dinosaurs.

Cry Battle!

A Reporter's
Journey into
War, Part 1

Conquering Heroes

Banded Together

Instruments of
Battle

The Art of War

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A Reporter's Journey into War

Anon & Afar/8 Pharast, 4725

Reported by Arianna Dreth

ABSALOM, INNER SEA—Since the momentous event known as the Godsrain, conflicts across the globe have continued to grow in number and intensity. Some are new struggles over the divine resources that fell from the skies, while others that were already extant have intensified. From continued skirmishes along the Nirmathas-Molthune border to the rumors of growing civil unrest in the Padishah Empire of Kelesh, the players on the world's stage have never been more primed to descend into bloody war in recent memory.

Such is the case for the so-called Third Corsair War occurring between the Free Captain pirates of the Shackles and the Mbe'ke dwarves of the Terwa Uplands in the Mwangi Expanse. Less than a decade ago, in 4717 AR, the just-formed government of Vidrian decided to stop paying regular fees to the Free Captains for their protection against Chelaxian invasions, and they instead formed an alliance with nearby Senghor to keep any would-be attackers from both land and sea at bay. This has led to a surplus of freebooters eager for their next bit of treasure. Almost by tradition, these Shackles pirates turned their sights once again onto their dwarven neighbors.

To recognize where we are in these tumultuous times, we must first look at the road map

of history. Though it was not yet named as such, the First Corsair War began over a century ago in 4607 AR when the very first so-called

Hurricane King of the Shackles ordered raids targeting Mbe'ke ships, no doubt drawn by the wealth of trade goods they produced and transported up the Garundi coastline to Avistani ports. While Mbe'ke ships are known to be sturdy and heavily armed, the pirates who pledged allegiance to the Hurricane King could rely on sheer numbers to overwhelm their enemies.

Some Mbe'ke vessels benefited from the protection of Terwa cloud dragons, turning what would have been hit-and-run ambushes into devastating battles. From what historians tell us, both sides refused to give any ground (or sea, such as it was) in this conflict, which is not all that surprising.

During this time, civil war was raging in Chelax, ultimately leading to the legacy of House Thrune rule that we all know today. But that wouldn't occur for several more decades. However, Chelaxian ships transporting soldiers from what was then the colony of Sargava to their home country must have sailed through the area of conflict between the pirates and Mbe'ke dwarves, though whether this resulted in any casualties has not been recorded. But the presence of Chelax in this region will eventually spur more conflict.



After four years of death and destruction, the First Corsair War ended in 4611 with a tense peace that lasted for over eight decades. Historians aren't certain as to why the Hurricane King chose to agree to cease all hostilities, but many believe that they were offered a sizable amount of treasure, more so than they could have taken in plunder. Others have written that a powerful cloud dragon (or family of cloud dragons) must have dealt the pirates such a crushing defeat that they had no choice but to accept an end to the fighting. The nature of the armistice has been debated for some time now in the halls of academia, and unless new evidence is uncovered, this issue is unlikely to be settled soon.

As the years passed, many Shackles pirates, only some of whom paid fealty to the Hurricane Crown, began calling themselves Free Captains. Some scholars say that the name was established in defiance of Cheliix, whose navy, now loyal to House Thrune, would traverse the Fever Sea to reach and attempt to reclaim rebellious Sargava. In 4640, the ruler of Sargava, Baron Grallus, reached out to these Free Captains for protection against Cheliix, as he was no friend to the Thrunes. 4643 and 4660 both saw major victories by the Free Captains against Chelaxian fleets, events that likely have stuck in that nation's long memory.

These Free Captains, once a loose confederation of pirates who followed the same codes with no real leader to speak of, would go on to unify under the thirteenth Hurricane King, Kerdak Bonefist, in 4674. Kerdak considered himself a Free Captain before violently taking the Hurricane Crown from the previous king, Skavender Pitch. Those who have studied the region consider Kerdak's ascension to rulership to be the impetus of what has been called the Glorious Age of the Free Captains beginning in 4681. From one end of the Shackles to the other, those who sailed under a Free Captain's flag enjoyed unprecedented prosperity and near-constant plundering of the Fever Sea's shipping lanes.

Though such wealth seems not to have satisfied the bloodthirsty Kerdak Bonefist, who initiated

a second round of raids against Mbe'ke in 4695, which again lasted four years. Some scholars hypothesize that many of the pirates who flew under Bonefist's flag weren't enamored with the idea of providing protection to Sargavan merchants, so they attacked Mbe'ke ships more out of boredom than malice. Other sages of more salacious thinking have posited that Kerdak ordered the attacks to gather gold and treasure to pay some fiendish debt, accounting for his apparent lack of aging over his almost four-decade-long rule. Whatever the reason, many more pirates and sailors perished in this Second Corsair War.

But since that war's end, a Hurricane Queen—Tessa Fairwind—has taken the Free Captain throne. Hopes were high that the reputedly clever and cunning woman would usher in a less violent era of piracy along the Garundi coast. This dream was dashed in 4718, shortly after Vidrian's government declared its discontinuation of payment to the Free Captains. The pirates once again turned to raiding Mbe'ke vessels for their cargo, with the Mbe'ke sailors fighting back alongside draconic allies. Reports from the area claim that the Third Corsair War has been the "bloodiest" of the three conflicts. It has certainly been the longest so far, lasting the past seven years, and critics of Tessa Fairwind claim she is either benefiting from the raids or has lost all control of the Free Captains.

However, several trusted sources from the Shackles and nearby areas of the Mwangi Expanse say some other force is responsible for the continuation of the war. While they can't be certain as to specifics, all attest that an outside influence may have corrupted Tessa Fairwind or is working against her interests. Who could have the power and the money to overstep the authority of the Hurricane Crown?

In the coming weeks and months, this reporter will take the journey to the Fever Sea to gather first-hand accounts of the war's impact on the region and get the truth behind these rumors of conspiracy. With the help of certain long-distance magic that is the field reporter's best friend, these stories will appear exclusively here, in *Anon & Afar*, in a timely fashion.



CHAPTER 1: CONQUERING HEROES

Whether from a clash of ideologies, the greed or cruelty of their leaders, or the greater need of the many, nations sometimes go to war. No matter the reason, the individual soldiers on the front lines decide the outcome through their strength and cunning. You might be one of those soldiers, coming home after a life-changing battle or on your way to meet the enemy. Alternatively, you might be an everyday citizen affected by the realities of war in a different manner.

This chapter presents a new ancestry, new backgrounds, and two new classes.

ANCESTRIES

Millennia ago, the gods appointed a group of mortals, made from the remains of the rebellious titans, custodians of the newly made Universe, placing them in extraplanar hiding spaces to watch over mortalkind. Now, with the death of Gorum causing wars to flare up across Golarion, many descendants of these giants—known as jotunborn—have returned to the world to fulfill that promise.

BACKGROUNDS

War affects everyone it touches. Whether you are an

expert at repairing the vehicles necessary to transport an army and its supplies or an orphan whose parents were lost in a terrible tragedy, the backgrounds in this section give you the starting basics of your character before their adventuring life. This section contains both common and uncommon backgrounds, starting on page 16.

CLASSES

Battles both small and large require competent combatants to win the day. The two new classes presented in this section—the commander and the guardian—help lead their allies to victory and protect them from enemy attacks.

Ancestry	Classes	
JOTUNBORN	COMMANDER	GUARDIAN
		
Jotunborn were forged from the blood of an ancient group of giants called titans, tasked to watch over the Universe. Page 10.	The commander is a battlefield leader whose clever use of tactics and knowledge of war can turn the tide of any fight. Page 20.	The guardian is a defensive combatant who focuses on squeezing every last drop of protection from their armor. Page 36.
Attribute Boosts	Key Attribute*	
Strength, Wisdom, Free	Intelligence	Strength
Attribute Flaw	Secondary Attributes	
Charisma	Strength or Dexterity, Charisma	Constitution, Wisdom

*A character receives an attribute boost to their class's key attribute.

Cry Battle!

Conquering Heroes

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JOTUNBORN

According to their oldest stories, the first jotunborn were the direct creations of the earliest gods. Having just completed the majority of the creation of Golarion, these gods created several groups of people to act as stewards for this new world. Among these groups were jotunborn, beings who were formed from the remains of titans who dared rebel against the gods in the earliest days of existence. Rather than give jotunborn the full power they gave the titans, the gods instead instilled the first jotunborn with the faintest spark of creation and gave them slighter forms. These new servitors would be just as capable at helping to shape the rest of Golarion but would also be weaker and easier to strike down should they rebel like their progenitors.

Fortunately for the gods, jotunborn saw no reason to rebel and dedicated themselves outright to their duties. These first jotunborn used their abilities to grow

mountains, carve out rivers, and more as they continued to mold Golarion at the behest of the gods. When the task was done, the gods took the first jotunborn and placed them in the space between the mortal Universe and the Ethereal Plane. This sub-planar space sat “beneath” the surface of the Universe and served as the new home for jotunborn. The gods commanded the jotunborn to remain in this realm, watch over their creation from afar, and return to the “surface” of the Universe to tend to it during times of great need.

Now, jotunborn remain mysterious beings whose existence is only briefly mentioned in scattered points throughout history. They are tasked to return to Golarion only when a major disaster—natural or otherwise—changes the world. Jotunborn then appear to assess the issue and determine what steps to take to return the world to a more stable state. This typically only draws a handful of jotunborn to the world. Earthfall caused a mass arrival of jotunborn, though their visit was brief. In the wake of the Godsrain, hundreds of jotunborn have appeared once more. Unlike past visitors, these jotunborn can’t easily return to their home. Now these gigantic humanoid must learn to adapt to life among the people of Golarion.

If you want to play a character who is a towering being with the potential of creation and has a unique connection to planar powers, you should play a jotunborn.

You might...

- Rely more on your size and might to accomplish your goals.
- Have a desire to take care of others or specific natural sites.

Others probably...

- Assume you descend from the likes of fire giants, stone giants, and so on.
- Think you are a lumbering sort based on your appearance.

Physical Description

Jotunborn are large humanoids, roughly twice the size of the average human, with most jotunborn growing to be about 12 feet in height and weighing upwards of 1,500 pounds. Their bodies are particularly thick and muscular, with particularly large shoulder and neck muscles. Skin tones across jotunborn are generally pale purples, blues, and light grays. Despite their large frames, jotunborn are surprisingly agile and can make use of their particularly powerful legs to move at great speeds. Most jotunborn reach adulthood at the age of 20 and can live to be up to 200 years old. Jotunborn continue to grow slowly as they age, with particularly old jotunborn growing to 20 feet tall.

Beyond their size, the most notable feature of a jotunborn are the threads woven along the surface of their skin.



Jotunborn raise planar, insectile creatures called iivlars. An iivlar's silk has minor magical properties and, when woven into skin, allows a jotunborn to directly tap into these magical effects. A jotunborn can use the magic to cause their weaving to glow with light, which is particularly helpful in keeping track of fellow jotunborn within sub-planar locales. While initially a magical effect, the weaving becomes so connected to a jotunborn's body that the effect eventually becomes purely biological, allowing a jotunborn to make use of their weaving even in areas where magic doesn't function. Some jotunborn can make greater connections with their weaving, allowing them to develop magical abilities.

Society

Most jotunborn live in small, semi-nomadic clans consisting of upwards of 100 members. Each clan has several key roles important to the well-being of the entire group. These include iivlar keepers, clan chroniclers, guards, scouts, and weavers. These groups don't have definite leaders, instead looking to the most senior person among these key roles in the clan for overall guidance. If disagreements or a need for decision rises among the group, the key members come together to determine a resolution, usually through a vote. At times, these senior members of the community will declare a fellow jotunborn the new senior in their given role and step down to apprentice status. This usually occurs when a younger jotunborn has proven themselves capable or even more skilled than the current senior. It's not uncommon for a given member to rise to senior status and return to apprentice status multiple times throughout their life.

The nomadic jotunborn lifestyle developed from their time in the sub-planar realm between the mortal Universe and the Ethereal Plane known as the Fray. Access to food is somewhat limited within the realm, as there are very few native plants in the Fray. Though there are strange, ethereal copies of many objects and creatures from the mortal Universe within the Fray, their partial nature means that they provide limited sustenance. Jotunborn clans must keep moving to follow migratory patterns or to forage within "in-season" regions. Clans also migrate to follow iivlars as necessary. Jotunborn used to travel into the Universe occasionally to maintain sites of great importance to a given individual or clan, but with the advent of the Godsrain, most jotunborn find their ability to return to the Fray disrupted and have reduced their planar travel as of late. Jotunborn still in the mortal Universe try to remain close with their fellow jotunborn or attempt to make strong bonds with other mortals.

Jotunborn names generally consist of rough, guttural sounds. They derive surnames from clan roles or associations with given sites from the Universe. These site names are used in full, so a jotunborn's surname could be longer names like "Mordant Spire" or "of the Grove in the Diamond Clearing." When introducing themselves, jotunborn typically share their name and personal surname, adding the names of their parents when speaking with fellow jotunborn.

Sample Names: Bronric, Clarden, Gremm, Hilgrid, Ingard, Jorynn, Kromari, Rodro, Tatro, Yraldis

Beliefs

Jotunborn tend to be loyal people, dedicating themselves to their clan or their family outright. The nature of life within the Fray made this loyalty necessary, as lone jotunborn rarely survive the realm. Most jotunborn are also naturally patient, preferring to listen to the grievances of others and taking time to determine resolutions to these issues for the betterment of their community. This patience can be difficult for non-jotunborn to deal with as the long spans of quiet listening can be uncomfortable.

Many jotunborn have an innate desire to protect and maintain specific sites among the mortal Universe. As they travel, jotunborn eventually find themselves drawn to a site, as if the jotunborn and the site shared some kind of supernatural

RARITY

Rare

HIT POINTS

10

SIZE

Large

SPEED

25 feet

ATTRIBUTE BOOSTS

Strength

Wisdom

Free

ATTRIBUTE FLAW

Charisma

LANGUAGES

Common

Jotun

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Cyclops, Dwarven, Empyrean, Fey, Orcish, Petran, Shadowtongue, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Giant

Humanoid

Jotunborn

IIVLAR WEAVING

Planar thread produced by creatures called iivlars is woven into your skin. This thread glows with dim light in a 10-foot emanation. You can Sustain to extinguish, reactivate, or adjust the coloration of this light.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

bond. Once a jotunborn finds their bonded site, they tend to spend several months or even years learning the site intimately. They attempt to repair any serious damage or remove hazards from the site but will generally leave the site as is since natural wear and disrepair are part of the location as well. A jotunborn isn't absolutely tied to their site, and most jotunborn eventually leave the location once they're satisfied with its state.

Iivlars are important creatures to jotunborn society. Not only do they produce the silk woven into jotunborn skin, their carapaces are also particularly tough, and jotunborn fashion pieces of armor from the shells of dead iivlars. Jotunborn weave iivlar silk into their skin a few years before reaching adulthood during a coming-of-age ceremony, and a jotunborn without weaving is a sign of a person cast out from their society before this ceremony.

Within the Fray, iivlars are migratory creatures, and

jotunborn clans tend to move alongside these migrations. As iivlars generally move to feed, they also end up being guides toward new sources of food for a jotunborn clan. In addition to iivlars, jotunborn hold giant gods like Fandarra, Skode, and Yrmidar in high regard. They also worship gods with connections to the natural world, such as Erastil and Gozreh. Beyond these, dedication to Desna and Soralyon are also somewhat common among jotunborn.

Popular Edicts dedicate yourself to a site or a group of people, guard barriers between planes, visit natural sites in need of help

Popular Anathema directly lead to the destruction of a natural site, harm an iivlar on purpose, refuse to uphold your role in your society or family without good reason

JOTUNBORN HERITAGES

Most jotunborn take their societal roles seriously, honing their bodies and skills for their particular occupation. Choose one of the following jotunborn heritages at 1st level.

Keeper Jotunborn

Your work as an iivlar keeper has granted you a greater understanding of these sacred creatures and the ability to track them, as elusive as they may be. You are trained in Survival, and you gain the Survey Wildlife skill feat. You gain a +1 circumstance bonus to Track animals.

Plane-Hopper Jotunborn

You were chosen for your smaller size that allows you to move between planar thresholds with ease. You generally serve as a messenger or scout, and planar exposure has granted you a spark of magical power. Instead of Large, your size is Medium. You gain one cantrip from the occult spell list. You can cast this spell as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Sage Jotunborn

You were tasked with keeping oral and stitched histories for your family, your clan, or even an entire settlement. You are trained in Society. You also gain the Additional Lore general feat for a lore skill of your choice.

Warrior Jotunborn

Your hardier body made you a perfect recruit for combat. The damage die for your fist increases to 1d6. You don't take a penalty when making a lethal attack with your fist.

Weaver Jotunborn

You've mastered the art of iivlar silk weaving, a technique that requires a fine attention to detail. You are trained in Crafting. You gain a +1 circumstance bonus to Perception checks to Seek when searching for hidden details like secret doors or traps.



ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a jotunborn, you select from among the following ancestry feats.

1ST LEVEL

CARETAKER'S INTUITION

FEAT 1
JOTUNBORN

Your forebears had a deep understanding of the natural world around them, and you've learned some of their knowledge and techniques. You are trained in Nature. If you would automatically become trained in Nature (from your background or class, for example), you instead become trained in a skill of your choice.

Additionally, while outdoors, you can spend 10 minutes to read the sky and determine upcoming weather. You get a general impression of weather up to 8 hours in advance. You can use this to determine that clear skies or a rainstorm are ahead, but you can't determine specifics like wind speeds and direction, or that a tornado would be occurring later.

CARETAKER'S RESTORATION

FEAT 1
JOTUNBORN

Frequency once per day

Trigger An item you're holding, wearing, or wielding becomes broken but not destroyed.

The stewarding abilities of your forebears allows you to repair objects important to you. The triggering item is restored to a number of Hit Points that is 1 higher than its Broken Threshold. For example, a steel shield with a Broken Threshold of 10 is restored to 11 Hit Points.

JOTUN'S EYES

FEAT 1
JOTUNBORN

Prerequisites low-light vision

Your vision has adapted to the darkness between planes. You gain darkvision.

JOTUNBORN GRAPPLER

FEAT 1
JOTUNBORN

Wrestling is a common pastime for jotunborn, and you've done your fair share. You are trained in Athletics. If you would automatically become trained in Athletics (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Titan Wrestler skill feat.

JOTUNBORN LORE

FEAT 1
JOTUNBORN

You were taught the history of your people's planar travels as well as the skills necessary to thrive in sub-planar environments. You become trained in Occultism and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Jotunborn Lore.

JOTUNBORN ADVENTURERS

The brawny frames of jotunborn make them natural barbarians, champion, fighters, guardians, and monks. Many of these jotunborn take on roles as caravan defenders or local guards. Others become druids and rangers, especially those that prefer to maintain their nomadic lifestyle or those that have found their bonded site. While jotunborn are no more or less capable of spellcasting than others, most jotunborn tend to favor the occult tradition, with occult sorcerers, summoners, and witches being most prevalent in jotunborn societies.

Special If you have the sage jotunborn heritage, you gain the Additional Lore feat a second time for a lore of your choice.

JOTUNBORN WEAPON FAMILIARITY

FEAT 1
JOTUNBORN

You gain access to all uncommon weapons with the jotunborn trait. You have familiarity with weapons with the jotunborn trait plus the bola, greataxe, halberd, maul, longspear, and war flail—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

PLANE-STEPPING DASH

FEAT 1
JOTUNBORN OCCULT TELEPORTATION

Frequency once per day

You move with magical swiftness, treading between planar boundaries to shorten your journey. Stride once; this Stride does not trigger reactions normally triggered by movement. Once this Stride is complete, you gain a +5-foot status bonus to your Speed until the start of your next turn.

5TH LEVEL

CALL THE FIRST TOOLS

FEAT 5
CONCENTRATE JOTUNBORN MANIPULATE OCCULT

Frequency once per day

You can call upon the ancient powers bestowed on you by the gods to create any tools you might need at a moment's notice. You conjure forth a simple tool, such as a shovel or hammer, into your hands. This tool remains conjured until your next daily preparations so long as it's on your person. If the tool leaves your possession for more than 1 minute, it falls apart into a pile of silk that then dissolves into nothingness.

At 9th level, you can use this ability once per hour instead of once per day. When using it in this way, you can maintain only one tool at a time; any previous tool you conjured dissolves into nothingness.

JOTUN'S BATTLE STANCE

FEAT 5
JOTUNBORN STANCE

You emulate the battle stance of your forebears, allowing you to use mighty weapons to attack distant foes. While in this

JOTUNBORN ENCLAVES

Jotunborn rarely maintain permanent settlements due to their generally nomadic lifestyles. The only proper jotunborn settlement within the Fray is the town of livlar's Hold. This settlement is home to over 5,000 jotunborn and manages to successfully grow crops due to its planar proximity to the Universe. livlar's Hold lies near a thinner boundary within the Fray, just "beneath" the Verduran Forest. Unfortunately, the town can't sustain all jotunborn, so most of them continue with their nomadic lifestyle. No jotunborn settlements currently exist within the mortal Universe, so most jotunborn tend to live within the settlement closest to their bonded site. Since some people fear jotunborn, confusing them with dangerous giants, it's not uncommon for jotunborn within the Universe to simply live among nature.

stance, when you wield a melee weapon that requires two hands and doesn't have reach, the weapon gains a reach of 10 feet.

JOTUN'S GRASP

FEAT 5

JOTUNBORN

Prerequisites expert in Athletics

You've mastered a technique that allows you to close the gap on foes and wrestle them into submission. You Step and attempt an Athletics check to Grapple a creature.

PLANAR RESILIENCE

FEAT 5

JOTUNBORN

Your body has adapted to the variety of harsh climes that you encounter in your travels. You treat temperature-based environmental effects as if they were one step less extreme (incredible cold or heat becomes extreme, extreme cold or heat becomes severe, and so on).

Additionally, the planar energies that move through you allow you to further adapt your body with some concentration and effort. During your daily preparations, choose either cold or fire. You gain resistance to that damage equal to half your level (minimum 1).

POUNDING LEAP

FEAT 5

JOTUNBORN

Prerequisites warrior jotunborn heritage

You use the momentum of your massive fists to launch yourself through the air. Strike with your fist unarmed attack and then attempt a High Jump or Long Jump; you count as having a running start and do not need to Stride before this activity to avoid failure. You can attempt this Strike against an unattended object or unoccupied flat surface, and you gain a +2 circumstance bonus to your Athletics check to High Jump or Long Jump when you do so.

9TH LEVEL

BUILD THE FIRST WALLS

FEAT 9

CONCENTRATE | EARTH | JOTUNBORN | MANIPULATE | OCCULT

Frequency once per day

The powers of creation that run through you allow you to conjure a temporary wall. You create a wall of dirt with the effects of *wall of stone* with the following exceptions. The wall can be up to 60 feet long and 10 feet high and must stand vertically, preventing you from building other structures with it. Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. The wall remains for 1 hour or until Dismissed.

IIVLAR'S DEFLECTION

FEAT 9

JOTUNBORN

Prerequisites keeper jotunborn heritage

Trigger You are struck by a critical hit that deals physical damage.

You're able to use the silk woven into your skin to deflect attacks, reducing the deadliness of grievous blows. Attempt a DC 17 flat check. If you are successful, the attack becomes a normal hit.

JOTUN'S BOOST

FEAT 9

JOTUNBORN | MANIPULATE

Requirements You have at least one hand free and are adjacent to an ally.

Your giant might allows you to pick up your allies and hurl them across the battlefield. Pick up an adjacent willing ally who is smaller than you and toss them to an unoccupied space you can see within 25 feet; if you have two hands free, you can instead toss them into a space within 30 feet. Your ally's movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall. If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach as a reaction.

PLANE STEP

FEAT 9

CONCENTRATE | JOTUNBORN | MOVE | OCCULT | TELEPORTATION

You temporarily move just beyond the threshold of the current plane, granting you concealment until the end of your next turn. You remain clearly visible while stepping outside of a plane in this way and you can't use this concealment to Hide or Sneak.

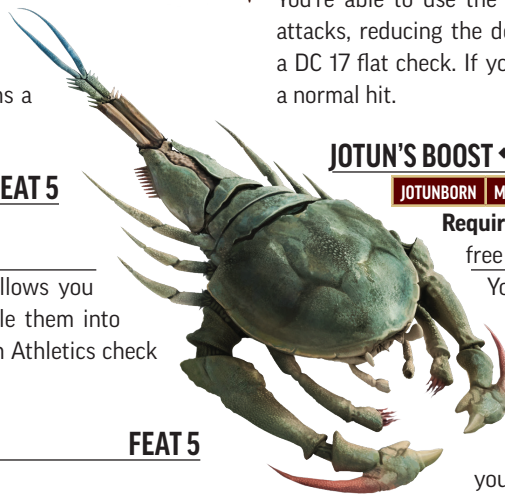
13TH LEVEL

IIVLAR'S BOUNDARY BREAK

FEAT 13

JOTUNBORN

You can bend the boundary between planes with the natural skill of an iivlar. You can cast *flicker* as a 4th-rank occult innate spell once per day. When you Sustain the spell, increase the distance you teleport to 15 feet.



JOTUN'S RESTORATION

FEAT 13

JOTUNBORN

Prerequisites Caretaker's Restoration

You've mastered how to tap into your restorative powers at a higher frequency. You can use Caretaker's Restoration once per hour instead of once per day.

PLANE HOP ◆◆

FEAT 13

JOTUNBORN TELEPORTATION

Prerequisites Plane-Stepping Dash**Frequency** once per 10 minutes

The spaces between planes are obvious to you, and you can use them to move in unexpected ways. You instantly teleport to any point you could reach with your Speed.

SMOOTHING STOMP ◆◆

FEAT 13

JOTUNBORN MANIPULATE OCCULT

You stomp and unleash a wave of the magic of creation in a 30-foot emanation that transforms non-magical difficult terrain and greater difficult terrain into normal terrain. This terrain transformation remains in place for 1 minute, after which the terrain returns to its original state.

Your stomp can also counteract magical difficult terrain and magical greater difficult terrain. Your stomp's counteract rank equals half your level (rounded up), and for the roll, use either your class DC - 10 or your spellcasting attribute modifier plus your spellcasting proficiency bonus. If you successfully counteract the triggering effect, you suppress the effect for 1 minute, after which the effect returns if its duration hasn't expired.

17TH LEVEL

JOTUN'S HEART

FEAT 17

JOTUNBORN

Prerequisites Jotun's Battle Stance

You have unlocked the power of a true giant within you. Your size becomes Huge. You have a 10-foot reach. Your maximum Hit Points increase by your level.

Special When you enter Jotun's Battle Stance, instead of its previous effects, it now increases the reach of any weapon you are wielding, or your fist unarmed attack, by 5 feet.

JOTUN'S TRANSPPOSITION

FEAT 17

UNCOMMON JOTUNBORN

You've learned to fully move across planes, beginning with the Ethereal Plane. You can cast *interplanar teleport* twice per week as an occult innate spell that can target only yourself. Your body serves as the locus for the spell and allows you to travel between the Ethereal Plane, the Universe, or the space between the planes known as the Fray without needing a planar key. You can use these castings to travel to other planes if you have the appropriate planar keys, as normal.

PLANAR TRAVELER ◆

FEAT 17

JOTUNBORN

Prerequisites Plane Hop

ON JOTUNS

The origins of the term "jotun" is generally unclear to non-giants. In the tongue of giants, jotun refers to any giant progenitors. Specifically, this refers to titans and gigases, the first giants. The word jotun roughly translates to "free ones," referring to how titans rebelled against the gods and become an independent people, eventually creating the first gigases. The Jotun language came about in the wake of Earthfall. As the language was born when the Cyclops language was forcibly mixed with Thassilonian during the height of the runelords' rule, the remaining giants who now spoke this language decided to name it in honor of the free ones as a way to reclaim the tongue for themselves. Jotunborn refer to themselves as vahndyrs, a word that roughly translates to "descendants" and was transformed into "jotunborn" in other languages.

Frequency once per hour**Trigger** Your turn begins.

You concentrate on the spaces between planes, allowing you to enhance your movement for a short period. Your Strides become augmented until the end of your turn, allowing you to instantly teleport to any point you could reach with your Speed instead of traversing normally to the location. While augmented, your Strides gain the teleportation trait. Your augmented Strides don't trigger reactions that can be triggered by move actions or upon leaving or entering a square, unless those reactions are specifically triggered by teleportation.



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BATTLE BACKGROUNDS

When war marches across the landscape, it leaves its terrible impression on everything and everyone it touches. Both soldiers in an army and villagers affected by that army's battles can attest to the power of war.

BATTLE MECHANIC

BACKGROUND

All vehicles eventually break down, from both wear and tear and through contact with the enemy, and someone needs to fix them. You have experience repairing air, land, and sea vehicles of all types, and you are knowledgeable about how they function and what specialized tools they require.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill and the Vehicle Lore skill. You gain the Quick Repair skill feat.

COMBAT CARPENTER

BACKGROUND

You have spent countless hours selecting lumber, drafting designs, and constructing all manner of wooden buildings, shields, weapons, and tools. You can readily identify the weak spots in wooden fortifications and determine the best ways to bolster or attack them.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Specialty Crafting skill feat.

COMBAT CHAPLAIN

BACKGROUND

As a member of the clergy, you have been responsible for tending to the spiritual and moral well-being of soldiers and their families. While you may have been a follower of a specific deity, you acted as an ambassador of the church overall, providing religious support in a religiously pluralistic and diverse setting. You provided counsel and took on the role of critical friend, mediator, and reconciler for those under your charge. You may have been called to lead worship, perform weddings, and conduct funerals in both nearby villages as well as remote locales.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Religion skill and the Lore skill associated with the deity you worship. You gain the Recognize Spell skill feat.

CONSCRIPT

BACKGROUND

Like many others in your settlement, you readily performed your duty and served in the army once you came of age. Much to the chagrin of the grizzled lifers that sought to train it out of you, you managed to retain a modicum of your naivete even as you faced the gruesome horrors of war. You've learned just enough strategy and tactics to make you dangerous.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Society skill and the Warfare Lore skill. You gain the Dubious Knowledge skill feat.

PLAGUE DOCTOR**BACKGROUND**

Plagues often spring from mass deaths and the vermin that multiply after such tragedies. Cities under siege can grow ill without proper nutrition and clean water. Your expertise with medicine allows you to help those afflicted by disease, and your view of the world is likely colored by seeing so much misfortune.

Choose two attribute boosts. One must be in Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Herbalism Lore skill. You gain the Inoculation skill feat (*Player Core 2 232*).

QUARTERMASTER**BACKGROUND**

An army marches on its stomach, and you have been on the forefront of ensuring your troops were properly fed and supplied. Through your logistical expertise, you understand that it can be vital to keep a tight fist around necessary supplies. And when soldiers ask for items without the proper clearance, you know how to turn them away with a withering look.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Legal Lore skill. You gain the Intimidating Glare skill feat.

REPORT RUNNER**BACKGROUND**

During times of war, armies might venture far from the seats of government that send them out or get separated from their commanders by the terrain. Thanks to your riding skill and affinity with the animals that serve as mounts, you were tasked with carrying reports of an ongoing war from one place to another. Speed was of utmost importance, and sometimes you would need to spend days in the saddle.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Nature skill and the Stabling Lore skill. You gain the Express Rider skill feat (*Player Core 2 230*).

VETERAN**BACKGROUND**

You have seen more battles than you can remember and have managed to make it through them mostly intact. Nothing surprises you anymore, except maybe when things actually go as planned. You are always pleasantly surprised when you manage to survive another day.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Athletics skill and the Warfare Lore skill. You gain the Armor Assist skill feat (*Player Core 2 227*).

WAR ORPHAN**BACKGROUND**

The horrors of war have left you orphaned and alone, forcing you to fend for yourself until you were taught the ways of the world by a group of similarly affected youths. They were like a new family to you, but you had to live outside the law in order to survive. Those days are behind you now, but there are certain tricks you'll never forget.

Choose two attribute boosts. One must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Dirty Trick skill feat (*Player Core 2 229*).

Uncommon Backgrounds**AERONAUT****BACKGROUND****UNCOMMON**

You have mastered the techniques for piloting all manner of airships—balloons, dirigibles, winged vehicles, or something altogether more fantastical. You have developed expertise in using these vehicles for transport, exploration, and battle. You live for the majestic view these vehicles provide high above the fray and can harness the winds that fill the skies.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Athletics skill and the Piloting Lore skill. You gain the Assurance skill feat with Piloting Lore.

ARCANE REVOLUTIONARY**BACKGROUND****UNCOMMON**

You have fought against oppressive leaders and governments, harnessing ancient magical energies to help liberate your community from much larger, better-resourced armies. Using magical methods to harass and sabotage your oppressors, you've learned to take advantage of their blind spots and use their own resources against them.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Arcana skill and the Lore skill related to the settlement you liberated. You gain the Quick Identification skill feat.

BATTLEFIELD SCROUNGER**BACKGROUND****UNCOMMON**

You've spent years rummaging through the corpses of armies and their equipment as soon as battles were won, seeking items from the dead that you can craft into something of value. While you've left that life behind, you've learned about warfare as well as how to create useful items from scavenged goods.

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Warfare Lore skill. You gain the Improvise Tool skill feat (*Player Core 2 231*).

MARTIAL MUSICIAN**BACKGROUND****UNCOMMON**

Before you were old enough to join the actual fighting forces, you found your way onto the battlefield playing bagpipes, bugles, or drums. With these instruments of war, you helped direct troops in speed and direction, providing a pulsing cadence to push troops forward and keep them motivated.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Warfare Lore skill. You gain the Impressive Performance skill feat.

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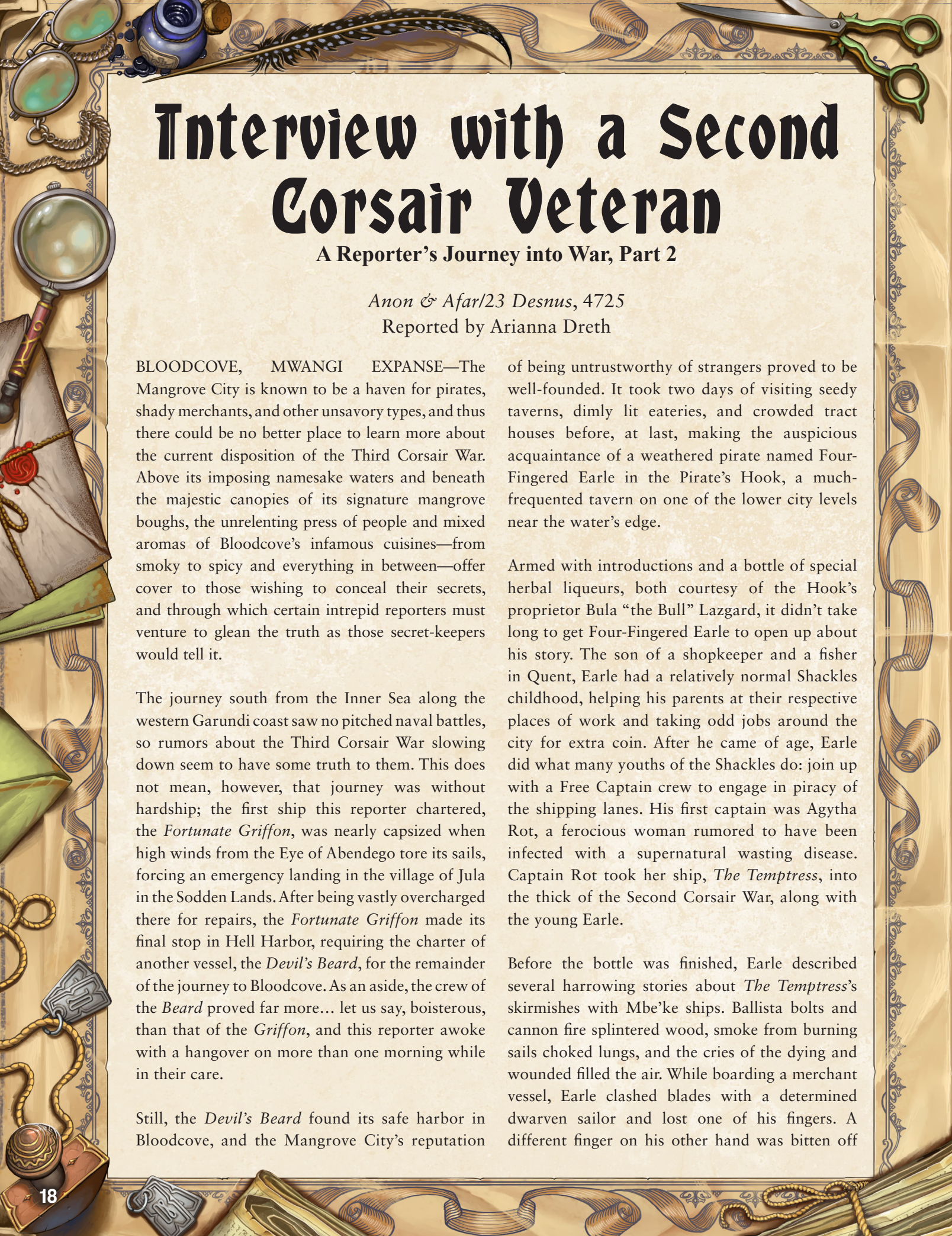
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Interview with a Second Corsair Veteran

A Reporter's Journey into War, Part 2

Anon & Afar/23 Desnus, 4725

Reported by Arianna Dreth

BLOODCOVE, MWANGI EXPANSE—The Mangrove City is known to be a haven for pirates, shady merchants, and other unsavory types, and thus there could be no better place to learn more about the current disposition of the Third Corsair War. Above its imposing namesake waters and beneath the majestic canopies of its signature mangrove boughs, the unrelenting press of people and mixed aromas of Bloodcove's infamous cuisines—from smoky to spicy and everything in between—offer cover to those wishing to conceal their secrets, and through which certain intrepid reporters must venture to glean the truth as those secret-keepers would tell it.

The journey south from the Inner Sea along the western Garundi coast saw no pitched naval battles, so rumors about the Third Corsair War slowing down seem to have some truth to them. This does not mean, however, that journey was without hardship; the first ship this reporter chartered, the *Fortunate Griffon*, was nearly capsized when high winds from the Eye of Abendego tore its sails, forcing an emergency landing in the village of Julia in the Sodden Lands. After being vastly overcharged there for repairs, the *Fortunate Griffon* made its final stop in Hell Harbor, requiring the charter of another vessel, the *Devil's Beard*, for the remainder of the journey to Bloodcove. As an aside, the crew of the *Beard* proved far more... let us say, boisterous, than that of the *Griffon*, and this reporter awoke with a hangover on more than one morning while in their care.

Still, the *Devil's Beard* found its safe harbor in Bloodcove, and the Mangrove City's reputation

of being untrustworthy of strangers proved to be well-founded. It took two days of visiting seedy taverns, dimly lit eateries, and crowded tract houses before, at last, making the auspicious acquaintance of a weathered pirate named Four-Fingered Earle in the Pirate's Hook, a much-frequented tavern on one of the lower city levels near the water's edge.

Armed with introductions and a bottle of special herbal liqueurs, both courtesy of the Hook's proprietor Bula "the Bull" Lazgard, it didn't take long to get Four-Fingered Earle to open up about his story. The son of a shopkeeper and a fisher in Quent, Earle had a relatively normal Shackles childhood, helping his parents at their respective places of work and taking odd jobs around the city for extra coin. After he came of age, Earle did what many youths of the Shackles do: join up with a Free Captain crew to engage in piracy of the shipping lanes. His first captain was Agytha Rot, a ferocious woman rumored to have been infected with a supernatural wasting disease. Captain Rot took her ship, *The Temptress*, into the thick of the Second Corsair War, along with the young Earle.

Before the bottle was finished, Earle described several harrowing stories about *The Temptress's* skirmishes with Mbe'ke ships. Ballista bolts and cannon fire splintered wood, smoke from burning sails choked lungs, and the cries of the dying and wounded filled the air. While boarding a merchant vessel, Earle clashed blades with a determined dwarven sailor and lost one of his fingers. A different finger on his other hand was bitten off

by Captain Rot after she succumbed to her disease and rose as an undead creature before the crew could bury her at sea. Earle was at sea for only 3 years before giving up the pirate life and returning to Quent.

More than a decade later, Earle witnessed the rise of Tessa Fairwind as governor of Quent firsthand when she sieged the port with a fleet of her own ships. After a week of cannon bombardment, the former governor (and Free Captain) surrendered the city to her. Earle recounted how Tessa disembarked from her sloop, *Luck of the Draw*, met the governor in the town square, and casually ran him through with her blade. Later, Earle learned that the previous governor had been plotting against Kerdak Bonefist, the notorious and long-lived pirate who was Hurricane King at the time.

Earle portrayed Fairwind as “a damn fine governor.” According to him, Quent was more prosperous than ever thanks to her influence on the Pirate Council and the proliferation of taverns and inns that brought in wealthy buccaneers looking to spend their ill-gotten coin. He was “right happy” when Fairwind took the title of Hurricane Queen and considered taking to the waves once more despite his advancing years. However, when Free Captains began attacking Mbe’ke ships once again, beginning the Third Corsair War, Earle decided to remain in Quent.

Despite the need for Fairwind to govern and meet with the Pirate Council in Port Peril, Earle says he would still see her from time to time in Quent’s taverns. She made merry with the locals, but Earle “saw a look in her eyes” that was all too familiar. The war, and her seeming inability to tamp down the pirates’ thirst for blood, was “weighing on her.” That’s why, earlier this year, Earle approached the Hurricane Queen to offer his perspective on the matter and, to his surprise, she took him into her confidence. According to his exclusive testimony, Fairwind believes agents of the Aspis Consortium are encouraging certain Free Captains to continue their attacks on Mbe’ke vessels. Their purpose in (allegedly) doing so is unknown to Earle, and



Four-Fingered Earle

Fairwind could only speculate their intent to advance some Aspis agenda and increase their yearly profits.

In an extraordinary turn of events, Hurricane Queen Fairwind then tasked Earle with traveling to Bloodcove and gathering more information about the Aspis Consortium’s actions. He has spent several months doing so, and while he did not directly confirm to this reporter that Fairwind’s suspicions were correct, he did let slip an interesting statement in his drunkenness, mentioning that “rotten snakes” were keenly curious about a place called Smuggler’s Shiv.

A small uninhabited island in Desperation Bay off the coast of Vidrian, Smuggler’s Shiv has long been rumored to be a popular place for pirates to bury their treasure. Due to its dangerous reefs and unpredictable currents, many refuse to sail too close to the isle. Could the Aspis Consortium know something more about the island and have inflamed the conflict between the Free Captains and Mbe’ke dwarves to keep the coast’s attention off any of their machinations there? This reporter will follow this lead to Vidrian’s capital, Anthusis, for more information.

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COMMANDER

You approach battle with the knowledge that tactics and strategy are every bit as crucial as brute strength or numbers. You might have trained in classical theories of warfare and strategy at a military academy, or you might have refined your techniques through hard-won experience as part of an army or mercenary company. Regardless of how you came by your knowledge, you have a gift for signaling your allies from across the battlefield and deploying commands to rout even the most desperate conflicts, empowering your squad to exceed their limits and claim victory.

KEY ATTRIBUTE

Intelligence

At 1st level, your class gives you an attribute boost to Intelligence.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You look for an advantageous position to survey the battlefield, shouting out instructions to your allies or signaling them with your personal banner based on the tactics you've trained and drilled beforehand.

During social encounters...

You leverage your keen intellect and knowledge of warfare to watch for hostile political ploys and ferret out information your rivals would rather keep hidden.

While exploring...

You use your keen perception, trained across multiple battlefields, to watch for ambushes and plan tactics that are useful for your current environment.

In downtime...

You make connections with soldiers and aristocrats alike, leveraging your connections to find promising prospects for work. You might enjoy board games like chess, draughts, go, imperial conquest, or other games of tactics as ways to keep yourself sharp in times of peace.

You might...

- Take the lead in discussions or negotiations instinctively, trusting your keen mind to prevail and turn negotiations to your advantage.
- Constantly strive to learn more about your allies so you can bring out the best in them.
- Hold yourself to an incredibly high standard of personal responsibility, chastising yourself for small mistakes that others don't even notice.

Others probably...

- Respect your knowledge and opinion, especially when taking the broad view of a situation.
- Sometimes consider you to be too bossy or demanding.
- Underestimate your cunning, especially if they're a scholar or other academic unfamiliar with the rigorous study required to obtain your tactical knowledge.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Society and Warfare Lore

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in all armor

Trained in unarmored defense

CLASS DC

Trained in commander class DC

COMMANDER ADVANCEMENT

Your Level Class Features

1	Ancestry and background, attribute boosts, initial proficiencies, commander's banner, tactics, drilled reactions, Shield Block, commander feat
2	Commander feat, skill feat
3	General feat, skill increase, warfare expertise
4	Commander feat, skill feat
5	Ancestry feat, attribute boosts, military expertise, skill increase
6	Commander feat, skill feat
7	Expert tactician, general feat, skill increase, weapon specialization
8	Commander feat, skill feat
9	Ancestry feat, fortitude expertise, skill increase
10	Attribute boosts, commander feat, skill feat
11	Armor expertise, commanding will, general feat, skill increase
12	Commander feat, skill feat
13	Ancestry feat, skill increase, perception mastery, weapon mastery
14	Commander feat, skill feat
15	Attribute boosts, battlefield intuition, general feat, greater weapon specialization, master tactician, skill increase
16	Commander feat, skill feat
17	Ancestry feat, armor mastery, skill increase
18	Commander feat, skill feat
19	General feat, legendary tactician, skill increase
20	Attribute boosts, commander feat, skill feat

CLASS FEATURES

You gain these abilities as a commander. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level you gain a number of proficiencies that represent your basic training. These are noted at the start of this class.

Commander's Banner

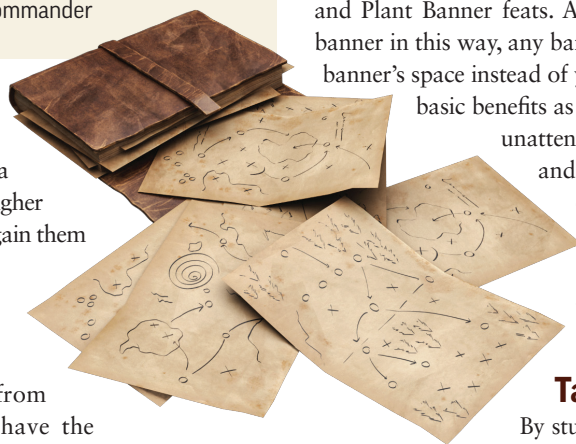
A commander needs a battle standard to help guide their allies on the field. You start play with a custom banner that you can use to signal allies when using tactics (see below) or to deploy specific abilities. Your banner can be affixed to a weapon or shield you are wielding, attached to a simple pole or handle and held in one hand, or worn affixed to a pole alongside your backpack. Your banner might be a literal flag or pennant, a decorated fan, a personalized totem, or some other highly visible and item of negligible or light Bulk. Your banner requires customization and influences your allies' morale, so you can have only one banner at a time designated as your commander's banner; designating a new banner or standard as your commander's banner takes 1 minute.

As long as your banner is visible and in your possession, it provides an aura that gives you and all allies in a 30-foot emanation a +1 status bonus to Will saves and DCs against fear effects. You can pause or resume this effect as part of any action you would typically use to stow or retrieve your banner. If your banner is destroyed or stolen, allies currently benefiting from its bonuses become frightened 1. This effect has the aura, emotion, mental, and visual traits.

Some abilities allow you to place your banner in a specialized manner, such as the Commander's Companion and Plant Banner feats. As long as you have placed your banner in this way, any banner abilities originate from your banner's space instead of your own, and you gain the same basic benefits as when it is in your possession. An unattended banner has the base Hardness and Hit Points of a standard item of its type (usually cloth, thin leather, or thin wood; *GM Core* 252) or the Hardness and Hit Points of the object it is affixed to, whichever is greater.

Tactics

By studying and practicing the strategic arts of war, you can guide your allies to victory. You begin play with a folio containing five tactics from the list on pages 25–29. These are combat techniques and coordinated maneuvers you can instruct your allies in, enabling them to respond to your signals in combat. As you increase in level, you gain the ability to learn more potent tactics. When you gain the expert tactician class feature, you gain the ability to add expert tactics to your folio; when you gain the master tactician class feature, you can add master tactics to your folio; and when you gain the legendary tactician class feature, you can add legendary tactics to your folio.



Preparing and Changing Tactics

Each day during your daily preparations, you prepare three tactics from your folio and drill in them alongside your allies, enabling you to use these tactics until your next daily preparations. When you drill, you can instruct a total number of allies equal to 2 + your Intelligence modifier, enabling these allies to respond to your tactics in combat. These allies are your squadmates. A squadmate always has the option not to respond to your tactical signal if they do not wish to. You count as one of your squadmates for the purposes of participating in or benefiting from a tactic (though you do not count against your own maximum number of squadmates). The tactics trait is explained in more detail in the key terms sidebar on this page.

You can change which tactics you have prepared from those in your folio by spending 10 minutes to drill, replacing all previously prepared tactics and squadmates. This does not prevent your allies from performing their own activities during this time frame. Some tactics have a limited usage, such as the Valkyrie's Charge tactic, which can be used once per day. These tactics can never exceed their indicated use limit even if you replace them with a different tactic and then prepare them again later that same day, but you can replace a tactic whose limited use has been expended with another tactic you know any time you are able to change your prepared tactics.

Gaining New Tactics

You add additional tactics to your folio and increase the number of tactics you can prepare when you gain the expert tactician, master tactician, and legendary tactician class features. You can also add tactics to your folio with the Tactical Expansion feat, though this does not change the number you can have prepared. Because tactics folios use shorthand and signals unique to each commander, there is typically no benefit to using (or stealing) another commander's folio, though you can train with another commander to retrain one tactic in your folio to another that they know.

Drilled Reactions

Your time spent training your allies allows them to respond quickly and instinctively to your commands. Once per round when you use a tactic, you can grant one ally of your choice benefiting from that tactic an extra reaction. This reaction has to be used for that tactic and is lost if not used.

Shield Block

You gain the Shield Block general feat (found on page 262 of *Player Core*), a reaction that lets you reduce damage with your shield.

Commander Feats

At 1st level and every even-numbered level, you gain a commander class feat. These begin on page 30.

KEY TERMS

You'll see the following new key terms in many commander class features.

Banner: References to your banner refer to the banner granted by your commander's banner class feature, which gives a constant bonus to all allies within its aura and affects the range and area of many of your tactics.

Brandish: The brandish trait indicates an ability that involves you waving or otherwise actively displaying your banner. To use an ability that has the brandish trait, you must be holding your banner in one hand or wielding a weapon it is attached to. Since you have to be actively signaling with your banner to direct your squadmates while using a tactic with the brandish trait, you cannot use free actions or reactions granted as part of a brandish tactic unless specifically noted otherwise.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Tactic: Tactics are special abilities that involve you signaling your allies to perform predetermined maneuvers. To use a tactic ability, you must have one or more willing allies you have instructed beforehand during your daily preparations, called squadmates. Your squadmates must also be able to perceive your signal, either when you speak or shout it (in which case the tactic action gains the auditory trait), or by physically signaling them, typically by waving your banner (in which case it gains the visual trait). While you can use multiple tactic actions in a round, a character cannot respond to more than one tactic per round, regardless of source. You can't Ready a tactic.

Tactics often grant actions or abilities that can be used as a free action; these can be used outside the squadmate's turn just like reactions.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

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Warfare Expertise

Your knowledge of war and strategy grows and guides your decisions in battle. You gain expert proficiency in Warfare Lore. You can use Warfare Lore to Recall Knowledge about most creatures regardless of type, but typically only to determine whether they can be reasoned with, their most notable offensive abilities, and whether one of their saving throws is particularly weak. In addition, as long as you are observing at least one opponent when initiative is rolled, you can use Warfare Lore for your initiative roll.

3rd

Ancestry Feats

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

5th

Military Expertise

5th

You've studied in a wide variety of weapons and learned to apply their principles in combat. Your proficiency rank for martial weapons, simple weapons, and unarmed attacks increases to expert. When you critically succeed at an attack roll with

a weapon you are at least an expert with, you apply the weapon's critical specialization effect.

Expert Tactician

7th

Your time spent leading and training others on battlefield tactics has improved your combat acumen. Your proficiency rank for your commander class DC increases to expert, and you add two new tactics from those on page 25 to your folio; these can be any mobility or offensive tactics you don't already know, or you can choose from expert tactics you have access to. The total number of tactics you can have prepared increases to four. In addition, your proficiency rank in Warfare Lore increases to master.

Weapon Specialization

7th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Fortitude Expertise

9th

Your physique has grown hardy in your adventures. Your proficiency rank for Fortitude saves increases to expert.

Armor Expertise

11th

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

Commanding Will

11th

You know that if you break, so too will those who follow you, and so you have cultivated a will that bends to no outside force. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Perception Mastery

13th

You've developed the ability to see a scenario from every side. Your proficiency rank for Perception increases to master.

Weapon Mastery

13th

You've drilled extensively in your weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

Battlefield Intuition

15th

Your experience across a wide array of battlefields gives you a preternatural ability to predict and



avoid damaging effects. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Greater Weapon Specialization 15th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Master Tactician 15th

You are among the greatest tacticians to have ever led forces on the field of battle. Your proficiency rank for commander class DC increases to master, and you add two new tactics to your folio; these can be any mobility or offensive tactics you don't already have in your folio, or you can choose from expert tactics or master tactics you have access to. The total number of tactics you can have prepared increases to five. In addition, you gain legendary proficiency in Warfare Lore.

Armor Mastery 17th

Your skill with armor improves, helping you avoid more blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

Legendary Tactician 19th

You are an unrivaled legend in your use of battlefield tactics. Your proficiency rank for your commander class DC increases to legendary, and you add two new tactics to your folio; these can be any mobility or offensive tactics you don't already have in your folio, or you can choose from expert tactics, master tactics, or legendary tactics you have access to. The total number of tactics you can have prepared increases to six.

TACTICS

The fundamental strategies of war used by many commanders are recorded below. When you first gain your commander's folio at 1st level, choose five mobility or offensive tactics from the list below; as you increase in level (or if you take the Tactical Expansion feat), you will gain additional tactics. Mobility tactics are basic tactics that make it easier for your party to move across the battlefield or negotiate unusual terrain, while offensive tactics are basic tactics that help you attack enemies, control enemy positioning, or endure enemy attacks.

Mobility Tactics

These tactics enable your squad to move around the battlefield more efficiently.

DEFENSIVE RETREAT

BRANDISH COMMANDER TACTIC

You call for a careful retreat. Signal all squadmates within the aura of your banner; each can immediately Step up to three times as a free action. Each Step must take them farther away from at

least one hostile creature they are observing and can only take them closer to a hostile creature if doing so is the only way for them to move toward safety (such as if they're surrounded).

GATHER TO ME!

COMMANDER TACTIC

You signal your team to move into position together. Signal all squadmates; each can immediately Stride as a reaction, though each must end their movement inside your banner's aura, or as close to your banner's aura as their movement Speed allows.

Squadmates can use Gather to Me! while Burrowing, Climbing, Flying, or Swimming instead of Striding if they have the corresponding movement type.

MOUNTAINEERING TRAINING

COMMANDER TACTIC

Your instructions make it easier for you and your allies to scale dangerous surfaces. Signal all squadmates; until the end of your next turn, you and each ally gain a climb Speed of 20 feet.

Special If you have this tactic prepared, you can use Warfare Lore in place of Athletics for checks you make to Climb.

NAVAL TRAINING

COMMANDER TACTIC

Your instructions make it easier for you and your allies to swim through dangerous waters. Signal all squadmates; until the end of your next turn, you and each ally gain a swim Speed of 20 feet.

Special If you have this tactic prepared, you can use Warfare Lore in place of Athletics for checks you make to Swim.

PASSAGE OF LINES

COMMANDER TACTIC

You command your allies to regroup, allowing endangered units to fall back while rested units press the advantage. Signal all squadmates within the aura of your commander's banner; each can swap positions with another willing ally adjacent to them. An ally can't swap into a space it can't fit into, and if one of the allies occupies more squares than the other, the smaller ally can move into any part of the larger ally's space as long as the two remain adjacent after the swap.

PROTECTIVE SCREEN

BRANDISH COMMANDER TACTIC

You've trained your allies in a technique designed to protect war mages. Signal one squadmate; as a reaction, that squadmate Strides directly toward any other squadmate who is within the aura of your banner. If the first squadmate ends their movement adjacent to another squadmate, the second squadmate does not trigger reactions when casting spells or making ranged attacks until the end of their next turn or until they are no longer adjacent to the first squadmate, whichever comes first. If the first squadmate ends their movement adjacent to more than one other squadmate, the first squadmate must choose which of the adjacent squadmates gains this benefit.

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Offensive Tactics

These tactics help your allies attack, reposition, or resist enemy forces.

COORDINATING MANEUVERS

BRANDISH COMMANDER TACTIC

Your team works to slip enemies into a disadvantageous position. Signal one squadmate within the aura of your banner; that squadmate can immediately Step as a free action. If they end this movement next to an opponent, they can attempt to Reposition that target as a reaction.

DOUBLE TEAM

COMMANDER TACTIC

Your team works together to set an enemy up for a vicious attack. Signal one squadmate who has an opponent within their reach. That ally can Shove or Reposition an opponent as a free action. If their maneuver is successful and the target ends their movement adjacent to a different squadmate, the second squadmate can attempt a melee Strike against that target as a reaction.

END IT!

BRANDISH COMMANDER INCAPACITATION TACTIC

Requirements You and your allies currently outnumber enemies on the battlefield, and you or a squadmate have reduced an enemy to 0 Hit Points since the start of your last turn.

At your proclamation that victory is already at hand, your allies march forward with an authoritative stomp, scattering your enemies in terror. Signal all squadmates within the aura of your banner; you and each ally can Step as a free action directly toward a hostile creature. Any hostile creatures within 10 feet of a squadmate after this movement must attempt a Will save against your class DC; on a failure they become fleeing for 1 round, and on a critical failure they become fleeing for 1 round and frightened 2. This is an emotion, fear, and mental effect.

PINCER ATTACK

COMMANDER TACTIC

You call for an aggressive formation designed for exploiting enemies' vulnerabilities. Signal all squadmates; each can Step as a reaction. If any of your allies ends this movement adjacent to an opponent, that opponent is off-guard to melee attacks from you and all other squadmates who responded to Pincer Attack until the start of your next turn.

RELOAD!

COMMANDER TACTIC

Your drill instruction kicks in, and your allies rapidly reload their weapons to prepare for the next volley. Signal all squadmates; each can immediately Interact to reload as a reaction.

Special When leading a siege weapon crew (page 98), you can use this tactic to command your squadmates to Load a siege weapon instead.

SHIELDS UP!

COMMANDER TACTIC

You signal your allies to ready their defenses. Signal all squadmates within the aura of your commander's banner; each can immediately Raise a Shield as a reaction. Squadmates who are wielding a parry weapon can instead position that weapon defensively as a reaction.

Special If one of your squadmates knows or has prepared the *shield* cantrip, they can cast it as a reaction instead of taking the actions normally granted by this tactic.

STRIKE HARD!

BRANDISH COMMANDER TACTIC

You command an ally to attack. Signal a squadmate within the aura of your commander's banner. That ally immediately attempts a Strike as a reaction.

TACTICAL TAKEDOWN

COMMANDER TACTIC

You direct a coordinated maneuver that sends an enemy tumbling down. Signal up to two squadmates within the aura of your commander's banner. Each of those allies can Stride up to half their Speed as a reaction. If they both end this movement adjacent to an enemy, that enemy must succeed at a Reflex save against your class DC or fall prone.

Expert Tactics

If you have the expert tactician class feature, you can choose from among these tactics when you add a new tactic to your folio.

ALLEY-OOP

COMMANDER TACTIC

Your team excels at sharing resources and delivering them exactly where they need to be. Signal a squadmate within the aura of your banner who is holding or wearing a consumable that can be activated as a single action. That squadmate can toss their consumable to any other squadmate within the aura of your banner as a free action, and the receiving squadmate can catch and activate the consumable as a reaction. If the receiving squadmate chooses not to catch the consumable or if they don't have a free hand to catch it with, it lands on the ground in their space.

Special If the consumable is a piece of activated ammunition and the receiving squadmate is wielding a compatible weapon that takes 1 or fewer actions to reload, they can load the ammunition into their weapon as part of the reaction used to catch and activate it. The ammunition remains activated until the end of their next turn.

BUCKLE-CUT BLITZ

BRANDISH COMMANDER TACTIC

Your squad dashes past enemies, slicing their boot laces and breaking their belt buckles. Signal up to two squadmates within the aura of your commander's banner; these squadmates can Stride up to their Speed as a reaction. Each enemy they are

adjacent to at any point during this movement must attempt a Reflex save against your class DC or become clumsy 1 for 1 round (clumsy 2 on a critical failure).

DEMORALIZING CHARGE ♦♦

BRANDISH | COMMANDER | TACTIC

Your team's coordinated assault strikes fear into your enemies' hearts. Signal up to two squadmates within the aura of your commander's banner; as a free action, those squadmates can immediately Stride toward an enemy they are observing. If they end this movement adjacent to an enemy, they can attempt to Strike that enemy as a reaction. For each of these Strikes that are successful, the target enemy must succeed at a Will save against your class DC or become frightened 1 (frightened 2 on a critical failure); this is an emotion, fear, and mental effect. If both Strikes target the same enemy, that enemy attempts the save only once after the final attack and takes a -1 circumstance penalty to their Will save to resist this effect (this penalty increases to -2 if both Strikes are successful or to -3 if both Strikes are successful and either is a critical hit.)

SLIP AND SIZZLE ♦♦

COMMANDER | TACTIC

Your team executes a brutal technique designed to knock down an opponent and blast them with magical devastation. Signal up to two squadmates within the aura of your commander's banner; one of these squadmates must be adjacent to an opponent and the other must be capable of casting a spell that deals damage. The first squadmate can attempt to Trip the adjacent opponent as a reaction. If this Trip is successful, the second squadmate can cast a ranged spell that deals damage and takes 2 or fewer actions to cast. This spell is cast as a reaction and must either target the tripped opponent or include the tripped opponent in the spell's area.

If the second squadmate cast a spell using slots or Focus Points as part of this tactic, they are slowed 1 until the end of their next turn and do not gain a reaction when they regain actions at the start of their next turn.

STUPEFYING RAID ♦♦

BRANDISH | COMMANDER | TACTIC

Your team dashes about in a series of maneuvers that leave the enemy befuddled. Signal up to two squadmates within the aura of your commander's banner; these squadmates can Stride up to their Speed as a reaction. Each enemy they are adjacent to at any point during this movement must attempt a Will save against your class DC or become stupefied 1 for 1 round (stupefied 2 on a critical failure); this is a mental effect.

TAKE THE HIGH GROUND ♦

COMMANDER | TACTIC

Your ally leaps to secure the high ground with a little help from the squad. Signal a squadmate within the aura of your commander's banner; as a free action, that squadmate can Stride directly toward any other squadmate you are both observing. If the first squadmate ends this movement adjacent

to another squadmate, the first squadmate can immediately Leap up to 25 feet horizontally or 15 feet vertically as a reaction, boosted by the other squadmate. This distance increases to 40 feet horizontally or 25 feet vertically if you have legendary proficiency in Warfare Lore.

Master Tactics

If you have the master tactician class feature, you can choose from among these tactics when you add a new tactic to your folio.

THE BIGGER THEY ARE ♦

BRANDISH | COMMANDER | TACTIC

Regardless of your individual strengths, collectively your squad has the power to move mountains and topple giants. Signal a squadmate within the aura of your commander's banner. That squadmate can attempt to Reposition, Shove, or Trip a target within their reach. Each other squadmate who is adjacent to the original squadmate or the target can attempt to assist with the maneuver as a reaction. For each squadmate who assists in this way, the original squadmate increases the maximum size of creature they can target (for example, if a total of two squadmates participated in this maneuver, the initial squadmate could target a creature up to two sizes larger than them.) The original squadmate gains a circumstance bonus on their check to Reposition, Shove, or Trip equal to the number of additional squadmates who assisted in the maneuver (maximum +4).

MIRRORED WALL ♦♦

COMMANDER | TACTIC | VISUAL

Frequency once per 10 minutes

Requirements At least one of your squadmates is in bright light or has a focused light source available, such as a bull's-eye lantern.

Your squadmates have polished their shields to a reflective sheen and now position them to reflect a blinding light into your enemy's eyes. All of your squadmates can Raise a Shield or cast *shield* as a reaction. Then, signal a squadmate within the aura of your commander's banner who currently has a shield raised (including spellcasting allies with an active casting of the *shield* cantrip), and choose an enemy within 60 feet. The formation bounces light off the raised shield and into the enemy's eyes; the target must succeed at a Fortitude saving throw against your class DC or become blinded for 1 round (on a critical failure, the creature remains dazzled for 3 rounds after the blindness ends).

You can signal additional allies with raised shields to participate in this tactic; the target takes a circumstance penalty on this save equal to the number of additional participating squadmates (to a maximum -4 circumstance penalty to the target's save).

PIRANHA ASSAULT ♦

COMMANDER | TACTIC

Frequency once per 10 minutes

You know that a thousand small bites can fell a large foe just as surely a single well-placed hit. Designate a creature within the

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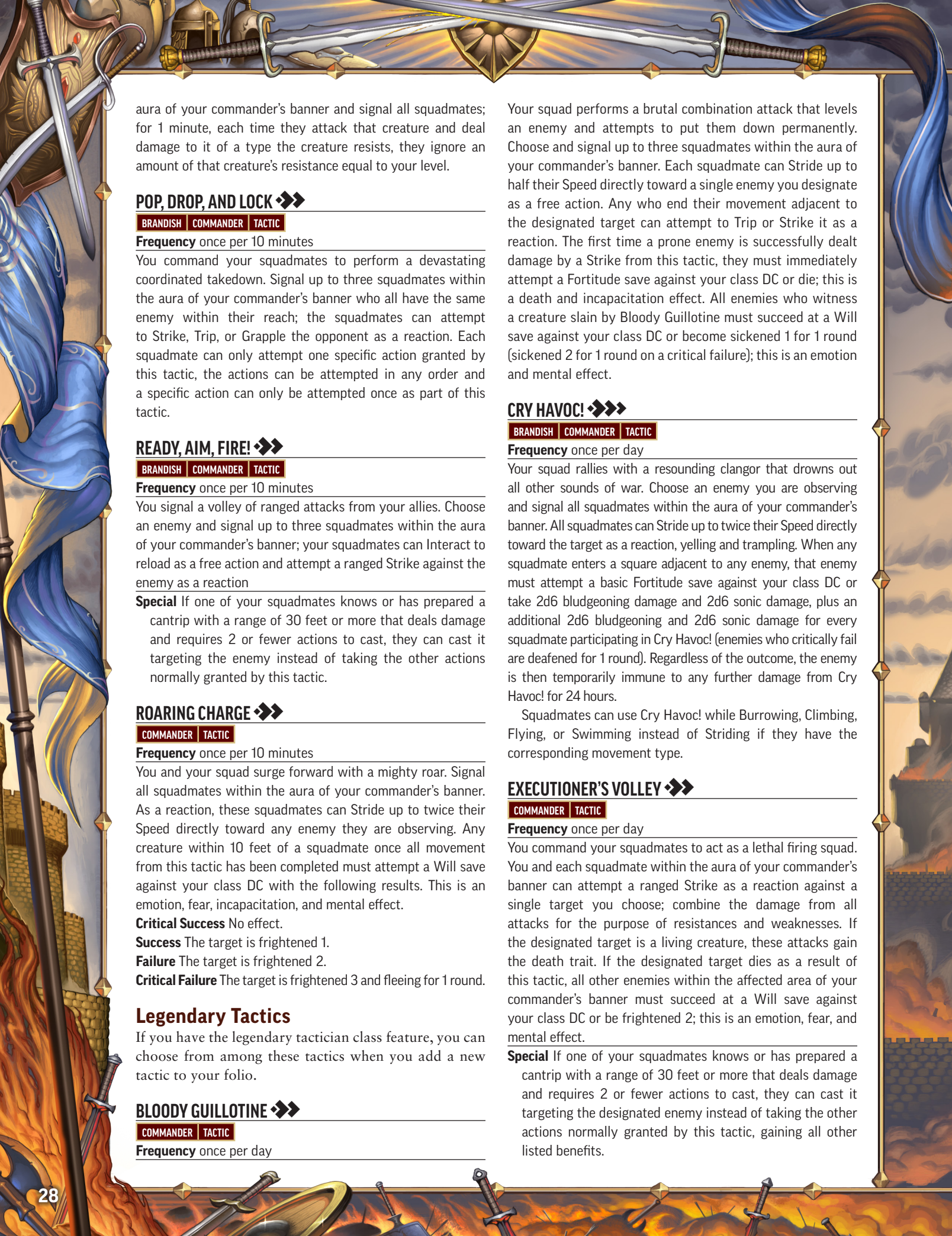
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aura of your commander's banner and signal all squadmates; for 1 minute, each time they attack that creature and deal damage to it of a type the creature resists, they ignore an amount of that creature's resistance equal to your level.

POP, DROP, AND LOCK ◆◆

BRANDISH | COMMANDER | TACTIC

Frequency once per 10 minutes

You command your squadmates to perform a devastating coordinated takedown. Signal up to three squadmates within the aura of your commander's banner who all have the same enemy within their reach; the squadmates can attempt to Strike, Trip, or Grapple the opponent as a reaction. Each squadmate can only attempt one specific action granted by this tactic, the actions can be attempted in any order and a specific action can only be attempted once as part of this tactic.

READY, AIM, FIRE! ◆◆

BRANDISH | COMMANDER | TACTIC

Frequency once per 10 minutes

You signal a volley of ranged attacks from your allies. Choose an enemy and signal up to three squadmates within the aura of your commander's banner; your squadmates can Interact to reload as a free action and attempt a ranged Strike against the enemy as a reaction

Special If one of your squadmates knows or has prepared a cantrip with a range of 30 feet or more that deals damage and requires 2 or fewer actions to cast, they can cast it targeting the enemy instead of taking the other actions normally granted by this tactic.

ROARING CHARGE ◆◆

COMMANDER | TACTIC

Frequency once per 10 minutes

You and your squad surge forward with a mighty roar. Signal all squadmates within the aura of your commander's banner. As a reaction, these squadmates can Stride up to twice their Speed directly toward any enemy they are observing. Any creature within 10 feet of a squadmate once all movement from this tactic has been completed must attempt a Will save against your class DC with the following results. This is an emotion, fear, incapacitation, and mental effect.

Critical Success No effect.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Legendary Tactics

If you have the legendary tactician class feature, you can choose from among these tactics when you add a new tactic to your folio.

BLOODY GUILLOTINE ◆◆

COMMANDER | TACTIC

Frequency once per day

Your squad performs a brutal combination attack that levels an enemy and attempts to put them down permanently. Choose and signal up to three squadmates within the aura of your commander's banner. Each squadmate can Stride up to half their Speed directly toward a single enemy you designate as a free action. Any who end their movement adjacent to the designated target can attempt to Trip or Strike it as a reaction. The first time a prone enemy is successfully dealt damage by a Strike from this tactic, they must immediately attempt a Fortitude save against your class DC or die; this is a death and incapacitation effect. All enemies who witness a creature slain by Bloody Guillotine must succeed at a Will save against your class DC or become sickened 1 for 1 round (sickened 2 for 1 round on a critical failure); this is an emotion and mental effect.

CRY HAVOC! ◆◆◆

BRANDISH | COMMANDER | TACTIC

Frequency once per day

Your squad rallies with a resounding clangor that drowns out all other sounds of war. Choose an enemy you are observing and signal all squadmates within the aura of your commander's banner. All squadmates can Stride up to twice their Speed directly toward the target as a reaction, yelling and trampling. When any squadmate enters a square adjacent to any enemy, that enemy must attempt a basic Fortitude save against your class DC or take 2d6 bludgeoning damage and 2d6 sonic damage, plus an additional 2d6 bludgeoning and 2d6 sonic damage for every squadmate participating in Cry Havoc! (enemies who critically fail are deafened for 1 round). Regardless of the outcome, the enemy is then temporarily immune to any further damage from Cry Havoc! for 24 hours.

Squadmates can use Cry Havoc! while Burrowing, Climbing, Flying, or Swimming instead of Striding if they have the corresponding movement type.

EXECUTIONER'S VOLLEY ◆◆

COMMANDER | TACTIC

Frequency once per day

You command your squadmates to act as a lethal firing squad. You and each squadmate within the aura of your commander's banner can attempt a ranged Strike as a reaction against a single target you choose; combine the damage from all attacks for the purpose of resistances and weaknesses. If the designated target is a living creature, these attacks gain the death trait. If the designated target dies as a result of this tactic, all other enemies within the affected area of your commander's banner must succeed at a Will save against your class DC or be frightened 2; this is an emotion, fear, and mental effect.

Special If one of your squadmates knows or has prepared a cantrip with a range of 30 feet or more that deals damage and requires 2 or fewer actions to cast, they can cast it targeting the designated enemy instead of taking the other actions normally granted by this tactic, gaining all other listed benefits.

COMMANDER FEATS BY NAME

Feat	Level
Adaptive Stratagem	2
Armored Regiment Training	1
Banner Twirl	4
Banner's Inspiration	4
Battle-Hardened Companion	10
Battle-Tested Companion	6
Claim the Field	6
Combat Assessment	1
Commander's Companion	1
Confusing Commands	16
Contact with the Enemy	14
Deceptive Tactics	1
Defensive Swap	2
Defiant Banner	8
Demand Surrender	18
Desperate Resuscitation	14
Drilled Reflexes	10
Efficient Preparation	6
Fortunate Blow	12
Glorious Banner	20
Guiding Shot	2

Mercenary Reversal	18
Observational Analysis	4
Officer's Education	8
Officer's Medical Training	1
Peerless Mascot Companion	16
Pennant of Victory	20
Perfected Evaluations	12
Plant Banner	1
Practiced Reflexes	18
Quickening Banner	14
Rallying Banner	8
Rapid Assessment	2
Reactive Interference	12
Reactive Strike	6
Set-Up Strike	2
Shield Warden	6
Shielded Recovery	4
Standard-Bearer's Sacrifice	10
Tactical Expansion	2
Targeting Strike	10
Unrivalled Analysis	8
Unsteady Strike	4

INSTA-BALLISTA

BRANDISH | COMMANDER | TACTIC

Frequency once per day

Your squad quickly assembles a special impromptu ballista and fires it to lethal effect. Signal all squadmates you previously chose to participate in this tactic (see Special); these squadmates must be within the aura of your commander's banner. They can all Stride as a free action to assemble into a close formation; as long as all the chosen squadmates end their movement no more than 10 feet away from any of the other chosen squadmates. They quickly assemble an impromptu ballista and fire it at an enemy of your choice within 200 feet.

This is a ranged Strike using your proficiency bonus with martial weapons and gets an item bonus to the attack roll you make with it equal to the number of assisting squadmates (maximum +4). It deals 10d12 piercing damage. Once the attack is completed, the pieces of the impromptu ballista fall apart.

Special You must choose all squadmates who will participate in this tactic at the time you prepare it. Those squadmates must carry the pieces of your impromptu ballista, which can be made out of easily scavenged materials; these pieces are 8 Bulk in total and can be divided in 1 Bulk increments among any number of the chosen squadmates.

SANGUINE REVITALIZATION

COMMANDER | TACTIC

Frequency once per day

Your squad is rejuvenated by the arterial spray of your enemies. Choose a creature within the aura of your commander's banner and signal all squadmates within the aura who are wielding a piercing or slashing melee weapon,

or who have a piercing or slashing melee unarmed attack. Those allies can Stride up to half their Speed as a free action. If they end this movement within reach of the designated target, they can Strike the target with the required weapon or unarmed attack as a reaction.

Once all Strikes are completed, if the target took damage and is not immune to bleed damage, it must succeed at a Fortitude saving throw against your class DC or take 10 points of persistent bleed damage. The target takes a circumstance penalty on their save equal to the number of successful Strikes made as part of this tactic (up to a maximum -4 circumstance penalty). Your squadmates are energized by the display of your enemy's imminent defeat; each squadmate in a 20-foot emanation is healed for 10d6 Hit Points.

VALKYRIE'S CHARGE

BRANDISH | COMMANDER | TACTIC

Frequency once per day

You and your allies defy death and defeat to make a glorious final charge. You restore 80 Hit Points to each squadmate within the aura of your commander's banner; this effect has the healing trait. If an affected ally was unconscious due to their Hit Points being reduced to 0, they can immediately Stand and pick up any dropped weapons as a free action. Then, each affected squadmate can, as a free action, Stride up to twice their Speed directly toward an enemy they are observing; if they end this movement with an enemy within their reach, they can attempt to Strike that enemy as a reaction.

Squadmates can use Valkyrie's Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if they have the corresponding movement type.

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COMMANDER FEATS

At every level that you gain a commander feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ARMORED REGIMENT TRAINING

FEAT 1

COMMANDER

You've trained for grueling marches in full battle kit. You treat heavy armor as being 1 Bulk lighter than it actually is, and you can rest normally while wearing armor of any type. In exploration mode, you and your allies use your normal Speeds without including your armors' Speed penalties to determine your travel Speed (GM Core 36).

COMBAT ASSESSMENT

FEAT 1

COMMANDER

You make a telegraphed attack to learn about your foe. Make a melee Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

COMMANDER'S COMPANION

FEAT 1

COMMANDER

You gain the service of a young animal companion (*Player Core* 206). You can affix your banner to your companion's saddle, barding, or a simple harness, determining the effects of your commander's banner and other abilities that use your banner from your companion's space, even if you are not currently riding your companion. A companion granted by this feat always counts as one of your squadmates and does not count against your maximum number of squadmates.

Special When you use Command an Animal to command the companion granted by this feat, it gains a reaction it can only use in response to your tactics. This reaction is lost if it is not used by the end of your turn.

DECEPTIVE TACTICS

FEAT 1

COMMANDER

Requirements You can prepare at least three tactics.

Your training has taught you that the art of war is the art of deception. You can use your Warfare Lore modifier in place of your Deception modifier for Deception checks to Create a Diversion or Feint, and can use your proficiency rank in Warfare Lore instead of your proficiency rank in Deception to meet the prerequisites of feats that modify the Create a Diversion or Feint actions (such as Lengthy Diversion). You gain the Lengthy Diversion feat (*Player Core* 258).

OFFICER'S MEDICAL TRAINING

FEAT 1

COMMANDER

Requirements You can prepare at least three tactics.

You received formal training in battlefield triage and wound treatment. You are trained in Medicine and can use your

Intelligence modifier in place of your Wisdom modifier for Medicine checks. If you are already trained in Medicine, you instead become trained in another skill of your choosing. You gain the Battle Medicine feat (*Player Core* 253).

PLANT BANNER

FEAT 1

COMMANDER | MANIPULATE

You plant your banner to inspire your allies to hold the line. Plant your banner in a corner of your square. Each ally within a 30-foot burst centered on your banner immediately gains 4 temporary Hit Points, plus an additional 4 temporary Hit Points at 4th level and every 4 levels thereafter. These temporary Hit Points last for 1 round; each time an ally starts their turn within the burst, their temporary Hit Points are renewed for another round. While your banner is planted, you must signal your tactics abilities using only auditory signals. If your banner is attached to a weapon, you cannot wield that weapon while your banner is planted. While your banner is planted, any effects that normally happen in an emanation around your banner instead happen in a burst that is 10 feet larger (so a 30-foot emanation becomes a 40-foot burst). The weapon or pole your banner is attached to gains an amount of additional Hardness equal to your level + your Intelligence modifier.

You can use this action again while adjacent to your banner to retrieve it. An enemy adjacent to the square you planted your banner in can remove your banner as an Interact action, ending this effect and preventing you and your allies from gaining any of your banner's other benefits until you have successfully retrieved it.

2ND LEVEL

ADAPTIVE STRATAGEM

FEAT 2

COMMANDER

Trigger You roll initiative.

Your constant training and strong bond with your allies allow you to change tactics on the fly. Replace one of your prepared expert, mobility, or offensive tactics with another tactic in your folio.

DEFENSIVE SWAP

FEAT 2

COMMANDER

Trigger You or an adjacent willing ally are the target of an attack. You and your allies work together selflessly to protect each other from harm. You and the required ally immediately swap positions with each other, and whichever of you was not the target of the triggering attack becomes the target instead.

GUIDING SHOT

FEAT 2

COMMANDER | FLOURISH

Requirements You are wielding a ranged weapon.

Your ranged attack helps guide your allies into striking your enemy's weak point. Attempt a Strike with the required weapon. If the Strike hits, the next creature other than you to attack the same target before the start of your next turn gains a +1 circumstance bonus to their roll, or a +2 circumstance bonus if your Strike was a critical hit.

RAPID ASSESSMENT ◆

FEAT 2

COMMANDER

Trigger You roll initiative.

You quickly evaluate your enemies. Attempt a check to Recall Knowledge against one creature you are observing.

SET-UP STRIKE ◆

FEAT 2

COMMANDER FLOURISH

Your attack makes it difficult for your enemy to defend themselves against your allies' attacks. Attempt a Strike against an enemy. If the Strike is successful, the target is off-guard against the next attack that one of your allies attempts against it before the start of your next turn.

TACTICAL EXPANSION

FEAT 2

COMMANDER

Your folio is filled with tactics and techniques you've devised based on study and experience. Add two additional tactics you qualify for to your folio.

Special You can take this feat multiple times, adding two new tactics to your folio each time.

4TH LEVEL

BANNER TWIRL ◆

FEAT 4

BRANDISH COMMANDER MANIPULATE

You spin your banner in an elaborate pattern that your enemies find inscrutable. You and any ally adjacent to you have concealment from ranged attacks until the start of your next turn.

BANNER'S INSPIRATION ◆

FEAT 4

BRANDISH COMMANDER EMOTION FLOURISH MENTAL VISUAL

You wave your banner, inspiring allies to throw off the shackles of fear. Each ally currently benefiting from your commander's banner reduces their frightened condition by 1 and can immediately attempt a new saving throw against any one mental effect currently affecting them. Regardless of the result, any ally that attempts this save is temporarily immune to Banner's Inspiration for 10 minutes.

OBSERVATIONAL ANALYSIS

FEAT 4

COMMANDER

Prerequisites Combat Assessment

You are able to rapidly discern relevant details about your opponents in the heat of combat. When you use Combat Assessment against a target that you or an ally has targeted with a Strike or spell since the start of your last turn, you get a +2 circumstance bonus to the Recall Knowledge check (+4 if the Strike from Combat Assessment is a critical hit.)

SHIELDED RECOVERY

FEAT 4

COMMANDER

Prerequisites Officer's Medical Training

You can bandage wounds with the same hand you use to hold your shield. You can use the same hand you are using to wield a shield to Treat Wounds or use Battle Medicine, and you are

considered to have a hand free for other uses of Medicine as long as the only thing you are holding or wielding in that hand is a shield. When you use Battle Medicine on an ally while wielding a shield, they gain a +1 circumstance bonus to AC and Reflex saves that lasts until the start of your next turn or until they are no longer adjacent to you, whichever comes first.

UNSTEADYING STRIKE ◆

FEAT 4

COMMANDER FLOURISH

Your attack makes your opponent more susceptible to follow-up maneuvers from your allies. Make a melee Strike against an enemy within your reach. If the Strike is successful, the enemy takes a -2 circumstance penalty to their Fortitude DC to resist being Grappled, Repositioned, or Shoved and a -2 circumstance penalty to their Reflex DC to resist being Disarmed. Both penalties last until the start of your next turn.

6TH LEVEL

BATTLE-TESTED COMPANION

FEAT 6

COMMANDER

Prerequisites Commander's Companion

Your companion is a tried and tested ally of unshakable reliability. The companion you gained with Commander's Companion is now a mature animal companion (*Player Core* 211). While your banner is affixed to this companion, the banner's aura is 10 feet greater than it normally is (typically this means the banner's 30-foot aura becomes a 40-foot aura).

CLAIM THE FIELD

FEAT 6

COMMANDER

Prerequisites Plant Banner**Requirements** Your banner is attached to a thrown weapon.

You hurl your banner forward with precision, claiming the battlefield for yourself and your allies. You Plant the Banner, but you can place it at any corner within the required weapon's first range increment, rather than the corner of your square. The calculated confidence of this brash maneuver unnerves your enemies; any enemy who attempts to damage or remove your banner while it is planted in this way must succeed at a Will save against your class DC or the attempt fails. On a critical failure, the enemy is fleeing for 1 round. This is an incapacitation and mental effect.

EFFICIENT PREPARATION

FEAT 6

COMMANDER

You've developed techniques for drilling your allies on multiple tactics in a succinct and efficient manner. Increase the number of tactics you can have prepared by 1.

REACTIVE STRIKE ◆

FEAT 6

COMMANDER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and

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Sample Commander

OFFICER

Your military training involved a formal officer's school and training in complicated battlefield tactics.

Attributes

Prioritize Intelligence for your tactics and class DCs and Dexterity to improve your attacks and defenses.

Skills

Acrobatics, Crafting, Diplomacy, Intimidation, Medicine, Society, Thievery, Warfare Lore

Starting Tactics

Double Team, Gather to Me!, Passage of Lines, Pincer Attack, Tactical Takedown

Starting Feat

Combat Assessment

Higher-Level Feats

Set-Up Strike (2nd), Observational Analysis (4th), Efficient Preparation (6th), Officer's Education (8th), Targeting Strike (10th)



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.

SHIELD WARDEN

FEAT 6

COMMANDER

Prerequisites Shield Block

When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

8TH LEVEL

DEFIANT BANNER

FEAT 8

BRANDISH COMMANDER FLOURISH MANIPULATE VISUAL

You vigorously wave your banner to remind yourself and your allies that you can and must endure. You and all allies within the aura of your commander's banner when you use this action gain resistance to bludgeoning, piercing, and slashing damage equal to your Intelligence modifier until the start of your next turn.

OFFICER'S EDUCATION

FEAT 8

COMMANDER

You know that a broad knowledge base is critical for a competent commander. You become trained in two skills you are not already trained in, become an expert in one skill you are currently trained in, learn one common language you do not already know, and gain any one general feat that you meet the prerequisites for.

Special You can take this feat twice, gaining its benefits each time.

RALLYING BANNER

FEAT 8

BRANDISH COMMANDER EMOTION HEALING MENTAL VISUAL

Frequency once per 10 minutes

Your banner waves high, reminding your allies that the fight can still be won. You restore 4d6 Hit Points to each ally within the aura of your commander's banner. This healing increases by an additional 1d6 at 10th level and every 2 levels thereafter.

Since this healing relies on drawing from your allies' morale and adrenaline, the healing it grants is halved when used outside of combat.

UNRIVALED ANALYSIS

FEAT 8

COMMANDER

Prerequisites Rapid Assessment

Your experience allows you to derive even more information about your opponents from a mere glance. When you use Rapid Assessment, you can attempt up to four checks to Recall Knowledge about creatures you are observing.

10TH LEVEL

BATTLE-HARDENED COMPANION

FEAT 10

COMMANDER

Prerequisites Battle-Tested Companion



Accompanying you across countless battlefields has allowed your companion to unleash its full potential. The companion you gained with Commander's Companion is now a nimble or savage animal companion (*Player Core* 211).

Your animal companion is more readily responsive to your will. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride or Strike. If it does, it also gains a reaction it can use to respond to your tactics, but that's all the actions it gets that round—you can't Command it later.

DRILLED REFLEXES

FEAT 10

COMMANDER

Prerequisites drilled reactions

You leave a lasting impression on your squadmates that makes them particularly adept at following your commands. When you use your drilled reactions ability, you can give an extra reaction to up to two allies instead of only one.

STANDARD-BEARER'S SACRIFICE

FEAT 10

BRANDISH | COMMANDER | MANIPULATE | VISUAL

Trigger An opponent targets an ally with a ranged attack, you are observing both of them, and you are also in range of the attack.

Requirements You are holding or wielding your banner.

Seeing an enemy take aim at your ally, you bravely flourish your banner to redirect their attention to you. The triggering opponent must attempt a Will save against your class DC.

Success The opponent completes its attack against your ally.

Failure The opponent targets you with the triggering attack instead.

Critical Failure As failure, and you gain a +2 circumstance bonus to your AC against the triggering attack.

TARGETING STRIKE

FEAT 10

COMMANDER

Prerequisites Guiding Shot or Set-Up Strike

Your attack creates an opening in your target's defenses for your allies to capitalize on. When you successfully damage an opponent with either Guiding Shot or Set-Up Strike, the next creature other than you to attack the same target before the start of your next turn deals an amount of additional precision damage equal to your Intelligence modifier.

12TH LEVEL

FORTUNATE BLOW

FEAT 12

COMMANDER | FORTUNE

Prerequisites Guiding Shot or Set-Up Strike

You set an enemy up for a devastating follow-through from your allies. When you successfully damage an opponent with either Guiding Shot or Set-Up Strike, the next creature other than you to attack the same target before the start of your next turn rolls twice on their attack roll and takes the higher result.

Sample Commander

STANDARD-BEARER

You gained your military training and leadership through direct combat experience, and now you march at the front with your banner held high.

Attributes

Prioritize Intelligence for your tactics and class DCs, Strength to improve your attacks, and then Charisma to improve your key skills.

Skills

Athletics, Deception, Diplomacy, Intimidation, Medicine, Society, Survival, Warfare Lore

Starting Tactics

Coordinating Maneuvers, Defensive Retreat, Mountaineering Training, End It!, Strike Hard!

Starting Feat

Armored Regiment Training

Higher-Level Feats

Rapid Assessment (2nd), Banner Twirl (4th), Reactive Strike (6th), Defiant Banner (8th), Standard-Bearer's Sacrifice (10th)



PERFECTED EVALUATIONS

FEAT 12

COMMANDER

Prerequisites Unrivaled Analysis

You instantly assess the strengths and weaknesses of the enemy forces. When you use Rapid Assessment, you can attempt up to six Recall Knowledge checks against enemies you are observing.

REACTIVE INTERFERENCE

FEAT 12

COMMANDER

Trigger An adjacent enemy begins to use a reaction.

Your own tactical expertise allows you to quickly identify and prevent enemy responses. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, make an attack roll against its AC. On a success, you disrupt the reaction.

14TH LEVEL

CONTACT WITH THE ENEMY

FEAT 14

COMMANDER

Prerequisites Adaptive Stratagem

You know that even the best-laid plans rarely survive contact with the enemy, and you have prepared your allies to adapt with a wide array of contingencies. When you use Adaptive Stratagem, you can replace any master tactics or legendary tactics you have prepared with any other tactics in your folio.

DESPERATE RESUSCITATION

FEAT 14

COMMANDER HEALING MANIPULATE

Prerequisites master in Medicine, Officer's Medical Training

Requirements You are holding a healer's toolkit or are wearing one and have a free hand; the target's body is mostly intact; the target was not killed by a death effect.

You can use your training in combat medicine to revive the recently deceased. Attempt a DC 40 Medicine check to revive a dead creature that has been dead for no more than 3 rounds. If you succeed, the target returns to life with the effects of *raise dead*, except it still has the wounded condition it had before dying, increased by 1 (or wounded 1 if it wasn't wounded before dying). Whether you succeed or fail, the target is temporarily immune to Desperate Resuscitation for 1 day.

QUICKENING BANNER

FEAT 14

BRANDISH COMMANDER VISUAL

Frequency once per 10 minutes

The sight of your banner urges your allies to strike now. Each ally within the aura of your commander's banner is quickened for 1 round and can use this extra action to Strike or Stride.

16TH LEVEL

CONFUSING COMMANDS

FEAT 16

AUDITORY COMMANDER MENTAL

Prerequisites Deceptive Tactics

You shout out bewildering but authoritative commands while imitating the voices, linguistic quirks, and speech patterns of your

opponents. Each enemy within the aura of your commander's banner must succeed at a Will save against your class DC or become confused for 1 round (2 rounds on a critical failure).

Targets who succeed at their saving throw are temporarily immune to Confusing Commands for 1 day.

PEERLESS MASCOT COMPANION

FEAT 16

COMMANDER

Prerequisites Battle-Hardened Companion

As veterans of countless battles, you and your companion share an indomitable strength. The companion you gained with Commander's Companion is now a specialized animal companion (Player Core 211). You can select one of the usual specializations or the peerless mascot specialization. A commander's companion with the peerless mascot specialization gains the following benefits.

- It gains a 30-foot aura that grants the same benefits as your banner, effectively acting as a second banner. If you have your actual banner affixed to your companion, the aura is a single 60-foot aura (this includes the increased aura benefit from Battle-Tested Companion). If you later gain the Glorious Banner feat, your banner has a 100-foot aura while it is affixed to your peerless mascot companion.
- It gains the beast trait.
- Its Intelligence modifier increases by 2 and its Wisdom modifier increases by 1.
- It is an expert in Warfare Lore.
- It can speak one language that you also speak (chosen at the time you gain this feat).
- Its maximum Hit Points increase by 20, increasing to 25 at 18th level, and 30 at 20th level.
- Its mastery of all kinds of battlefields grants it a climb Speed and swim Speed equal to its land Speed; if it already had a Speed that was greater than its land Speed, then it has a climb Speed, swim Speed, and land Speed that are all equal to the highest Speed it has.

18TH LEVEL

DEMAND SURRENDER

FEAT 18

AUDITORY COMMANDER INCAPACITATION MENTAL

Requirements You and your allies currently outnumber enemies on the battlefield, and you or an ally has either restrained an opponent or reduced an opponent to 0 Hit Points since the start of your last turn.

Confident in your victory, you command your opponent's surrender. Choose one opponent you are observing. You command that opponent to surrender in a strong voice. They must attempt a Will save against your class DC, with the following results.

Critical Success The creature is unaffected.

Success The creature cannot take any hostile actions that include you as a target for 1 round.

Failure As success, and the target is fleeing for 1 round.

Critical Failure The creature drops any weapons or items it is holding, lies prone on the ground, and does not take any hostile actions against you or your allies for 1 minute, or until you or one of your allies attacks it.

MERCENARY REVERSAL

FEAT 18

AUDITORY COMMANDER CONCENTRATE INCAPACITATION MENTAL

Requirements You and your allies are currently outnumbered by enemies on the battlefield.

Even though the fight seems to be surging against you and your compatriots, you know that a key ally can always turn the tide. Choose a target you are currently observing. You assail it with a list of reasons why it should join you and why its defeat if it does not is surely inevitable. The target attempts a Will save against your class DC with the following results.

Critical Success The target is uninterested in joining you and is temporarily immune to further uses of this ability for 24 hours.

Success The target is stunned 1 as it is forced to consider the merits of your offer.

Failure The target swaps sides and joins you for the duration of the battle. It gains the controlled condition, but it can attempt a Will save whenever it takes damage or whenever you direct it to take an action that goes against its nature. On a success, the effect ends and it rejoins its former allies.

Critical Failure As a failure, but the target is so impressed by your leadership that it thanks you for the privilege of fighting alongside you; if it is still alive at the end of combat, it turns over any coins, wealth or other monetary possessions it has as tribute.

PRACTICED REFLEXES

FEAT 18

COMMANDER

Prerequisites Drilled Reflexes

You snap out a quick series of signals or commands that urge your allies to act with alacrity. When you use your drilled reactions ability, you can give an extra reaction to up to four allies.

20TH LEVEL

GLORIOUS BANNER

FEAT 20

COMMANDER

Your banner is an awesome sight to behold. Your commander's banner now affects a 60-foot emanation (or an 80-foot burst if you are using Plant Banner); the status bonus to Will saves and DCs against fear effects granted to your allies increases to +2; and you and affected allies gain a +1 status bonus to AC, Fortitude saves, and Reflex saves. Enemies within the aura of your commander's banner take a -2 status penalty to Will saves as long as they can see your banner.

PENNANT OF VICTORY

FEAT 20

BRANDISH COMMANDER VISUAL

Frequency once per 10 minutes

You wave your banner in victory, signaling to your allies that the fight is won. You and all allies within the aura of your commander's banner gain a +4 status bonus to attack and damage rolls, a +10-foot status bonus to all your Speeds, and 40 temporary Hit Points. These benefits last until the start of your next turn.

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GUARDIAN

Death and danger from all manner of enemies threaten all that you and your companions hold dear. But you are the shield, the steel wall that holds back the tide of opposition. You're clad in armor you wear like a second skin and can angle it to protect yourself and your allies from damage and keep foes at bay. Allies look to you to safeguard them, whether they stand beside you on the battlefield or remain on the back lines, and enemies see you for the imposing threat you are. Be it to friend or foe, your presence is difficult to ignore.

KEY ATTRIBUTE

Strength

At 1st level, your class gives you an attribute boost to Strength.

HIT POINTS

12 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You're unparalleled in your use of armor, squeezing every last drop of protection it offers. You take hits meant for your most vulnerable allies. You can also taunt your foes, drawing their ire and attention so they attack you instead of others.

During social encounters...

Depending on your background, you might be friendly or coercive during negotiations. You usually feel more comfortable on the field of battle when you can more easily tell friend from foe, but that doesn't mean you can't bond with other soldiers or those who have had experiences similar to yours.

While exploring...

You remain vigilant against possible threats, ready to step up at a moment's notice. Constantly wearing armor has made you stronger, allowing you to surmount physical challenges such as moving heavy objects or scaling walls.

In downtime...

Your armor and shield might have gotten damaged during your latest adventures, so you often spend time repairing and maintaining them. You might also earn some extra coin doing manual labor or extra work as a town guard.

You might...

- Stand firm in the face of seemingly insurmountable odds, trusting in the strength of your armor to pull you through.
- Good-naturedly joke about how the damage you've taken has effectively saved the lives of your companions.
- Be slow to trust the motives of anyone who isn't one of your allies, assuming they mean to do you harm.

Others probably...

- Appreciate the sturdiness of your armor, especially when it absorbs an attack meant for them.
- Don't understand why you'd want to put yourself in danger by taunting enemies.
- Feel safer when you're standing near them on the field of battle.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Athletics

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in all armor

Trained in unarmored defense

CLASS DC

Trained in guardian class DC

GUARDIAN ADVANCEMENT

Your Level Class Features

1	Ancestry and background, attribute boosts, initial proficiencies, guardian feat, guardian's armor, Shield Block, Taunt, guardian's techniques
2	Guardian feat, skill feat
3	General feat, skill increase, tough to kill
4	Guardian feat, skill feat
5	Ancestry feat, attribute boosts, skill increase, unbreakable expertise, weapon expertise
6	Guardian feat, skill feat
7	General feat, reaction time, reflex expertise, skill increase
8	Guardian feat, skill feat
9	Ancestry feat, battle hardened, guardian expertise, skill increase
10	Attribute boosts, guardian feat, skill feat
11	General feat, skill increase, unbreakable mastery, weapon specialization
12	Guardian feat, skill feat
13	Ancestry feat, skill increase, weapon mastery
14	Guardian feat, skill feat
15	Attribute boosts, general feat, skill increase, unbreakable legend
16	Guardian feat, skill feat
17	Ancestry feat, greater weapon specialization, skill increase, unyielding resolve
18	Guardian feat, skill feat
19	General feat, guardian mastery, skill increase
20	Attribute boosts, guardian feat, skill feat

CLASS FEATURES

You gain these abilities as a guardian. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers. At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Guardian Feats

At 1st level and every even-numbered level thereafter, you gain a guardian class feat. Guardian class feats are listed beginning on page 40.

Guardian's Armor

Even when you are struck, your armor protects you from some harm. While wearing medium or heavy armor, you gain resistance to physical damage equal to 1 + half your level. In addition, you can rest normally while wearing medium and heavy armor.

Shield Block

You gain the Shield Block general feat (*Player Core* 262), a reaction that lets you reduce damage with your shield.

Taunt

Often, the best way to protect your allies is to have the enemy want to attack you instead. You gain the Taunt action.

TAUNT

CONCENTRATE GUARDIAN

With an attention-grabbing gesture, noise, cutting remark, or threatening shout, you attempt to draw an enemy to you instead of your allies. Taunt gains the auditory trait, visual trait, or both, depending on how you draw the target's attention. Even mindless creatures are drawn to your taunts. Choose an enemy within 30 feet to be your taunted enemy. If your taunted enemy takes a hostile action that includes at least one of your allies but doesn't include you, they take a -1 circumstance penalty to their attack rolls and DCs for that action, and they also become off-guard until the start of their next turn.

Your enemy remains taunted until the start of your next turn, and you can have only one Taunt in effect at a time. Taunting a new enemy ends this effect on any current target.

Guardian's Techniques

As a guardian, you have learned certain techniques to help keep your allies safe.

Ever Ready

You always gain a reaction whenever you roll initiative for combat, but you can use it only for reactions from guardian feats or class features. The GM might still rule that you can use other reactions before your first turn based on the situation, as normal.

Intercept Attack

You keep your charges safe from harm, even if it means you get hurt yourself. You gain the Intercept Attack reaction.

INTERCEPT ATTACK

GUARDIAN

Trigger An ally within 10 feet of you takes physical damage.

You fling yourself in the way of oncoming harm to protect an ally. You can Step, but you must end your movement adjacent

to the triggering ally. You take the damage instead of the triggering ally. Apply your own immunities, weaknesses, and resistances to the damage, not the ally's.

Special You can extend this ability to an ally within 15 feet of you if the damage comes from your taunted enemy. If this ally is farther than you can Step to reach, you can Stride instead of Stepping; you still must end the movement adjacent to your ally.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Tough to Kill

3rd

The protectiveness of your armor ensures that even if you fall, you take longer to die. You gain the Diehard general feat (*Player Core* 254). If you already have the Diehard feat, you can retrain it when you get tough to kill. Additionally, the first time each day you'd be reduced to dying 3 or higher, you stay at dying 2 instead.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Unbreakable Expertise

5th

With training, you understand how to best block hits with your armor. Your proficiency rank with medium armor and heavy armor increases to expert.

Weapon Expertise

5th

Sometimes, the best defense is a good offense. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

Reaction Time

7th

You're always on the lookout for danger and can react to it in an instant. Your proficiency rank for Perception increases to expert. At the start of each of your turns, you gain an additional reaction that you can use only

WHAT DOES TAUNT APPLY TO?

Taunt penalizes certain hostile actions your taunted enemy takes. These include actions that target an ally (and don't also target you) or that create an area that affects your allies but doesn't include you. The GM might determine that other actions apply as well and might allow you to Taunt to protect a creature who is neither your ally nor enemy, such as an innocent bystander.

for reactions from guardian feats or class features (including Shield Block). If you have the ever ready class feature, you also gain this additional reaction when you roll initiative for combat.

Reflex Expertise

7th

Even in the heaviest of armors, you can brace yourself against widespread effects. Your proficiency rank for Reflex saves increases to expert.

Battle Hardened

9th

Your experience in battle helps protect you against magic and toxins alike. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Guardian Expertise

9th

Your armored form is more imposing. Your proficiency rank for your guardian class DC increases to expert.

Unbreakable Mastery

11th

When clad in steel, you fend off most attacks. Your proficiency rank with medium armor and heavy armor increases to master. Your proficiency rank with light armor and unarmored defense increases to expert.

Weapon Specialization

11th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Weapon Mastery

13th

Your hours of battlefield experience grant you greater prowess. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Unbreakable Legend

15th

You have become an almost-impenetrable bulwark. Your proficiency ranks for medium and heavy armor increase to legendary. Your proficiency ranks for light armor and unarmored defense increase to master.

Greater Weapon Specialization 17th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Unyielding Resolve 17th

Stalwart as your armor, you refuse to break. Your proficiency ranks for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Guardian Mastery 19th

You are known for your suit of armor more than the person inside. Your proficiency rank for your guardian class DC increases to master. While wearing armor, when you attempt a Reflex save to avoid a damaging effect, such as a *fireball*, you can add your armor's item bonus to AC instead of your Dexterity modifier; if your armor has the bulwark trait, increase this bonus by 1. If you get a success when you do this, you get a critical success instead.

GUARDIAN FEATS

At every level that you gain a guardian feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BODYGUARD

FEAT 1

GUARDIAN

You swear a vow to protect one of your allies at all costs, regardless of the risk this might pose to you. During your daily preparations, choose one of your allies as your charge. When you Taunt, the penalty your taunted enemy takes increases to -2 against your charge.

You can take 10 minutes to change who your charge is before your next daily preparations.

DEFENSIVE ADVANCE ♦♦

FEAT 1

FLOURISH GUARDIAN

With the protection of your shield, you dive into battle! You Raise your Shield and Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Defensive Advance while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.



GUARDIAN FEATS BY NAME

Feat	Level
Aggressive Block	2
Area Armor	4
Armor Break	12
Armored Counterattack	12
Armored Courage	4
Belly Flop	10
Blanket Defense	14
Bloody Denial	14
Bodyguard	1
Boundless Reprisals	20
Clang!	16
Clobber	16
Covering Stance	2
Defensive Advance	1
Demolish Defenses	18
Devastating Shield Wallop	12
Disarming Intercept	6
Energy Interceptor	4
Flying Tackle	4
Get Behind Me!	10
Great Shield Mastery	20
Group Taunt	8
Guarded Advance	6
Hampering Stance	2
Improved Reflexive Shield	16
Juggernaut Charge	8
Keep Up the Good Fight	14
Larger than Life	1
Lock Down	6
Long-Distance Taunt	1
Mighty Bulwark	8
Momentum Strike	10

Never!	16
Not So Fast!	4
Opening Stance	14
Paragon's Guard	12
Perfect Protection	18
Phalanx Formation	2
Proud Nail	4
Punishing Shove	1
Quick Vengeance	18
Raise Haft	2
Reactive Shield	1
Reactive Strike	6
Reflexive Shield	6
Repositioning Block	8
Retaliating Rescue	6
Right Where You Want Them	12
Ring Their Bell	6
Scattering Charge	12
Shield from Arrows	8
Shield from Spells	18
Shield Salvation	10
Shield Wallop	8
Shield Warfare	1
Shield Your Eyes	2
Shielded Attrition	4
Shielding Taunt	2
Shoulder Check	1
Stomp Ground	6
Sure-Footed	10
Taunting Strike	2
Tough Cookie	10
Unyielding Force	20
Weakening Assault	12

LARGER THAN LIFE

FEAT 1

GUARDIAN

When you're clad in the heaviest of armors, you have an outsized presence. Though you don't get any larger, you're treated as one size larger for the purposes of affecting other creatures with actions like Disarm, Grapple, Reposition, Shove, and Trip while wearing heavy armor. Similarly, you're treated as one size larger for the purposes of creatures affecting you with those same actions, as well as with Swallow Whole and similar actions, while wearing heavy armor.

LONG-DISTANCE TAUNT

FEAT 1

GUARDIAN

You can draw the wrath of your foes even at a great distance. When you use Taunt, you can choose a target within 120 feet.

PUNISHING SHOVE

FEAT 1

GUARDIAN

Prerequisites trained in Athletics

When you push a foe away, you put the entire force of your armored form into it. When you successfully Shove a creature,

that creature takes an amount of bludgeoning damage equal to your Strength modifier (or double that amount on a critical success). This damage increases by 2 when you become an expert in Athletics, 6 when you become a master, and 12 when you become legendary.

REACTIVE SHIELD

FEAT 1

GUARDIAN

Trigger An enemy hits you with a melee Strike.

Requirements You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

SHIELD WARFARE

FEAT 1

GUARDIAN

You know how to use shields offensively far better than most. Increase the weapon damage die of any shield bash, shield boss, or shield spikes you wield by one step.

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KEY TERMS

You'll see the following key terms in many guardian class features.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait and remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you use a stance action again, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

SHOULDER CHECK

FEAT 1

GUARDIAN

Requirements You are wearing medium or heavy armor.

You hit a foe with your armor to throw them off balance. Make a fist Strike even if you don't have a hand free; if you're wielding a gauntlet or spiked gauntlet, you can make a Strike with one of those weapons instead. The Strike gains the following additional results.

Critical Success The target is off-guard against melee attacks you attempt against it until the end of your next turn.

Success The target is off-guard against the next melee attack you attempt against it before the end of your current turn.

Critical Failure You are off-guard against melee attacks the target attempts against you until the end of your next turn.

2ND LEVEL

AGGRESSIVE BLOCK

FEAT 2

GUARDIAN

Trigger You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller.

You push back as you block, knocking your foe away or off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become off-guard until the start of your next turn. The triggering creature chooses whether to be moved or become off-guard. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become off-guard instead of being moved.

COVERING STANCE

FEAT 2

GUARDIAN STANCE

Your very presence on the field of battle protects nearby allies from harm. At the end of each of your turns while

you're in this stance, choose one ally adjacent to you to gain lesser cover until the start of your next turn. That ally loses this benefit if they move to a space that is no longer adjacent to you at any point during their move. If you Intercept an Attack that would harm the ally you're covering, that ally can Step as a free action after your reaction is complete.

HAMPERING STANCE

FEAT 2

AURA GUARDIAN STANCE

You make it difficult for enemies to move past you. While you are in this stance, squares in a 5-foot emanation are difficult terrain for your enemies.

PHALANX FORMATION

FEAT 2

GUARDIAN

You know how to clear a line of fire for your allies. You don't provide lesser cover to enemies against your allies' attacks.

RAISE HAFT

FEAT 2

GUARDIAN

You know how to use the haft of larger weapons to block your enemies' attacks. Two-handed weapons you wield gain the parry trait (*Player Core* 282). If the weapon already has the parry trait, you increase the circumstance bonus to AC it provides to +2.

SHIELD YOUR EYES

FEAT 2

GUARDIAN

You reflexively place your shield between your eyes and visual dangers. While your shield is raised, you gain a +2 circumstance bonus to all defenses against effects with the light or visual trait. If you critically fail your save against such an effect while your shield is raised, you fail instead. Likewise, if such an effect critically succeeds against your DC, it's a success instead.

SHIELDING TAUNT

FEAT 2

FLOURISH GUARDIAN

Requirements You are wielding a shield.

By banging loudly on your shield, you get the attention of even the most stubborn of foes. Raise a Shield, and then Taunt a creature. Your Taunt gains the auditory trait.

TAUNTING STRIKE

FEAT 2

FLOURISH GUARDIAN

The force of your blow causes your enemy to focus their attention on you. Make a Strike. Regardless of whether the Strike hits, you Taunt the target. Your Taunt gains the visual trait.

4TH LEVEL

AREA ARMOR

FEAT 4

GUARDIAN

The armor you wear protects you and shelters your allies against explosions and other large-scale assaults. While

you're wearing medium or heavy armor, allies adjacent to you gain a +1 circumstance bonus to Reflex saves against area effects. If you're a master in the armor, the bonus is +2 instead.

ARMORED COURAGE

FEAT 4

GUARDIAN

Frequency once per hour

Requirements You are wearing medium or heavy armor.

You take comfort in the safety of your armor. You gain a number of temporary Hit Points equal to your level that last for 1 minute, and you reduce your frightened condition value by 1 (to a minimum of 0).

ENERGY INTERCEPTOR

FEAT 4

GUARDIAN

Prerequisites Intercept Attack

Though other guardians understand how to anticipate the flow of martial combat, you predict blasts of magical lightning, blazing trap runes, and more. You can use Intercept Attack when an ally would take acid, cold, electricity, fire, or sonic damage, not only when they would take physical damage.

FLYING TACKLE

FEAT 4

FLOURISH GUARDIAN

Prerequisites trained in Athletics

You barrel forward, gathering enough momentum to take down a threatening foe. Stride and then Leap, or attempt to High Jump or Long Jump. If you end your movement adjacent to a foe, you can attempt to Trip that foe. If you succeed at the Athletics check to Trip, you get a critical success instead. You can use Flying Tackle while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

NOT SO FAST!

FEAT 4

GUARDIAN

Prerequisites Hampering Stance

Trigger A creature within your reach leaves a square during a move action it's using.

Requirements You are in Hampering Stance.

You lash out when foes try to get past you, possibly stopping them in their tracks. Make a melee Strike against the triggering creature. The Strike gains the following additional results.

Critical Success The target's movement is disrupted.

Success The target takes a -10-foot circumstance penalty to its Speed for the rest of its triggering movement. This penalty might cause the triggering creature's movement to end immediately based on its affected Speed.

Failure As success, but the target instead takes a -5-foot circumstance penalty to its Speed.

Critical Failure The target is unaffected.

PROUD NAIL

FEAT 4

FLOURISH GUARDIAN

Requirements Your taunted enemy is off-guard because it didn't target you or include you in an area effect.

When a foe ignores your taunts, you make them pay. Make a melee Strike against your taunted enemy. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

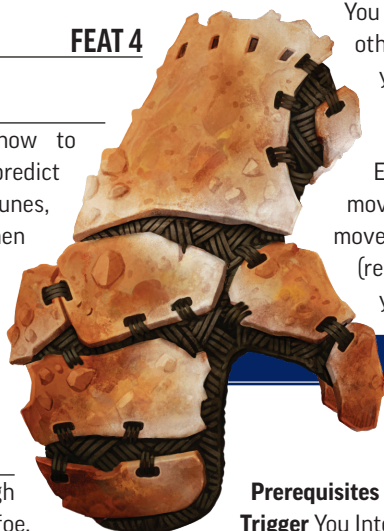
SHIELDED ATTRITION

FEAT 4

GUARDIAN

Requirements You are wielding a shield.

You provoke attacks from foes that might otherwise stop your allies from moving. Raise your Shield, then choose whether to Stride up to half your Speed. This movement triggers enemies' reactions as normal. Each enemy who could have reacted to your movement is unable to react to your allies' movement until the start of your next turn (regardless of whether it chose to react to your movement).



6TH LEVEL

DISARMING INTERCEPT

FEAT 6

GUARDIAN

Prerequisites Intercept Attack

Trigger You Intercept an Attack that was made with a melee weapon by a creature you're adjacent to.

When you catch a weapon in your armor, you can move your body to wrench it from your foe's grasp. After Intercepting the Attack, attempt to Disarm the weapon used for that attack. You don't need to have a hand free, and you gain an item bonus to the Athletics check equal to the value of your armor's potency rune.

GUARDED ADVANCE

FEAT 6

GUARDIAN

You slowly advance on the battlefield, taking utmost caution. You Raise a Shield and Step twice, in any order.

LOCK DOWN

FEAT 6

FLOURISH GUARDIAN

Prerequisites Hampering Stance

Requirements You are in Hampering Stance.

You attack an enemy to ensure they can't move beyond your reach. Strike an enemy within your reach. If you hit and deal damage, that enemy can't use move actions to move beyond the reach of the weapon or unarmed attack you used for the Strike. The enemy can still move to other squares within reach of that weapon or unarmed attack. This effect lasts until the beginning of your next turn, until you move, or until you use that weapon or unarmed attack to make another attack, whichever comes first.

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BODYGUARD

You've chosen a particular ally to protect and will go to extreme ends—even putting your own life on the line—to protect them.

Attributes

Constitution will maximize your health, and Strength will allow you to better retaliate against those who come for your charge. Wisdom will likely help you keep a clear mind when faced with certain magic.

Skills

Athletics, Medicine, Survival

Starting Feat

Bodyguard

Higher-Level Feats

Covering Stance (2nd), Area Armor (4th), Retaliating Rescue (6th), Get Behind Me! (10th), Bloody Denial (14th), Never! (16th)



REACTIVE STRIKE ↻

FEAT 6

GUARDIAN

Trigger A creature within your reach uses a manipulate action or move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe who leaves themselves open to retaliation. Make a melee Strike against the triggering creature. 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.

REFLEXIVE SHIELD

FEAT 6

GUARDIAN

You can use your shield to fend off explosions and the like. When you Raise your Shield, you gain your shield's circumstance bonus to Reflex saves.

Special If you have the Shield Block reaction, damage that you take as a result of a Reflex save can trigger that reaction, even if the damage isn't physical damage.

RETALIATING RESCUE ♦♦

FEAT 6

GUARDIAN

When an ally is in danger, you can hustle to reach them and punish the foe threatening them. Stride up to your Speed. You must end this movement adjacent to an ally who is within an enemy's reach. Then, you push your ally up to 5 feet (as normal for forced movement, this movement doesn't trigger reactions) and make a melee Strike against an enemy within your reach. If your ally was in that enemy's reach and your push moved them out of it, you gain a +2 circumstance bonus to your attack roll.

RING THEIR BELL ♦

FEAT 6

FLOURISH GUARDIAN

Requirements You are wearing medium or heavy armor, and your taunted enemy is off-guard because it didn't target you or include you in an area effect.

Using your armor, you pummel a foe that isn't focused on you in the head or face to stagger them. Make a fist Strike against your taunted enemy even if you don't have a hand free; if you're wielding a gauntlet or spiked gauntlet, you can make a Strike with one of those weapons instead. If the Strike hits and deals damage, the creature must attempt a Fortitude save against your class DC; this is an incapacitation effect.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

STOMP GROUND ♦♦

FEAT 6

GUARDIAN

You bring your booted foot down on the ground with enough force to rattle your foes. Each creature in a 5-foot emanation must attempt a Reflex saving throw against your class DC.

Critical Success The creature is unaffected.

Success The creature is off-guard until the end of your turn.
Failure The creature is knocked prone.
Critical Failure The creature is knocked prone and takes 1d6 bludgeoning damage from the fall.

8TH LEVEL

GROUP TAUNT

FEAT 8

GUARDIAN

Your taunts draw the attention of multiple enemies at once. When you use Taunt, you can choose up to three targets within range, and you can have up to three taunted enemies at a time. Each time you Taunt, you can choose which enemies remain taunted and which the effect ends for. You must remain at or below this limit.

JUGGERNAUT CHARGE

FEAT 8

FLOURISH GUARDIAN

Requirements You are wearing medium or heavy armor.
 As you move forward in a rush, you put the weight of your armor behind an attack that can drag a foe with you. You Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy, then Stride again. If your Strike hit and dealt damage, that enemy is pulled with you and is moved the same direction and distance as your second Stride.

MIGHTY BULWARK

FEAT 8

GUARDIAN

Thanks to the incredible connection you have forged with your armor, you can use it to shrug off an extensive array of dangers. Your bonus from the bulwark armor trait increases from +3 to +4, and it applies to all Reflex saves, not just damaging Reflex saves.

REPOSITIONING BLOCK

FEAT 8

GUARDIAN

Prerequisites Shield Block

Trigger You used Shield Block to prevent damage from an adjacent creature's attack.

As you absorb a blow from an enemy, you can use their attack's momentum against them. Attempt to Reposition the creature whose attack you used Shield Block against. You don't need to have a hand free to do so. You gain a +1 item bonus to the Athletics check if your shield is at least 4th level, a +2 item bonus if your shield is at least 10th level, and a +3 item bonus if your shield is at least 16th level.

SHIELD FROM ARROWS

FEAT 8

GUARDIAN

Trigger An adjacent ally is the target of a physical ranged Strike.

Requirements You can see the attacker, you are not off-guard, and you have Raised your Shield.

You place your shield in the path of an oncoming projectile. Your adjacent ally gains a +4 circumstance bonus to AC against

the triggering attack. If the attack misses, you have deflected it with your shield.

SHIELD WALLOP

FEAT 8

FLOURISH GUARDIAN

Requirements You are wielding a shield.

Attacks with your shield knock the sense out of your foes. Make a shield bash, shield boss, or shield spikes Strike. If you hit and deal damage, the target is stupefied 1 until the start of your next turn (stupefied 2 on a critical hit). If your shield is a tower shield, fortress shield, or another shield that grants a higher circumstance bonus to AC when you Take Cover behind it, the creature is instead stupefied 2 if you hit and deal damage to it (stupefied 3 on a critical hit).

10TH LEVEL

BELLY FLOP

FEAT 10

GUARDIAN

Requirements You are wearing medium or heavy armor and are standing adjacent to a prone enemy.

You crush an enemy under the enormous weight of your armor. You drop prone and make a fist Strike against the prone enemy. You don't take the penalty from being prone to this Strike's attack roll, nor do you need to have a free hand to make it. If you're wielding a gauntlet or spiked gauntlet, you can Strike with one of those weapons instead of your fist. If you hit, you immobilize the target, and you can add your armor's item bonus to your Athletics for the Escape DC. The immobilization ends automatically if you Stand or otherwise move from the spot where you dropped prone.

GET BEHIND ME!

FEAT 10

GUARDIAN

Prerequisites Intercept Attack

When saving your allies from harm, you push them behind you to better protect them. When you use Intercept Attack to protect an ally, you can move that ally up to 10 feet if they're willing. You can't move the ally to a position outside your reach, you can't move them into or through obstacles, and you must move them farther away from the source of the attack if possible. This movement doesn't trigger reactions.

MOMENTUM STRIKE

FEAT 10

FLOURISH GUARDIAN

Putting your weight behind your weapon's swing, you can push one enemy into another. Make a melee Strike against an enemy of your size or smaller. If you hit and deal damage, you can move the enemy up to 5 feet (up to 10 feet on a critical hit) in a direction of your choice. It must remain within your reach during this movement, and you can't move it into or through obstacles. You can move the target into another creature's space. If you do, the second creature takes bludgeoning damage equal to double your Strength modifier and is pushed away from the target until it's no longer in the same space.

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SHIELD EXPERT

Your shield is like an additional limb—you're never without it, and you understand how to use it almost instinctively.

Attributes

Strength will help you hit harder when you attack, and Constitution will allow you stay in battle longer. Intelligence will give you better ability to repair your shield between fights.

Skills

Athletics, Crafting, Society, Survival

Starting Feat

Reactive Shield

Higher-Level Feats

Shielding Taunt (2nd), Shielded Attrition (4th), Reflexive Shield (6th), Shield from Arrows (8th), Shield Salvation (10th), Improved Reflexive Shield (16th), Shield from Spells (18th)



If there's no room for the second creature to move, you can't move the target into it.

SHIELD SALVATION

FEAT 10

GUARDIAN

You can save your shield from total destruction, even after a devastating attack. If your shield would be destroyed due to damage taken during your Shield Block, the shield remains intact at 1 Hit Point instead. Its construction is weakened until you take the time to repair it thoroughly, preventing you from using Shield Salvation to save the same shield until your next daily preparations.

SURE-FOOTED

FEAT 10

GUARDIAN

Even if you're knocked off balance, your armor continues to protect you. You don't take a penalty to AC from the clumsy condition if you're wearing medium or heavy armor. Your clumsy condition still applies to other Dexterity-based checks and DCs, and this benefit is negated if the armor is broken.

TOUGH COOKIE

FEAT 10

GUARDIAN

Frequency once per day

Requirements Your current Hit Points are at half your maximum or less.

Though you've taken a lot of punishment, you aren't easily brought down. You gain a number of temporary Hit Points equal to half your maximum Hit Points that last for 1 minute.

12TH LEVEL

ARMOR BREAK

FEAT 12

GUARDIAN

Requirements You are wearing medium or heavy armor that doesn't have the broken condition, and your current Hit Points are at half your maximum or lower.

You flex your muscles to crack your damaged armor, blasting jagged shards into nearby enemies. Each enemy in a 10-foot emanation takes 11d6 piercing damage with a Reflex save against your class DC. You can push any enemy that fails its save 5 feet away from you (or up to 10 feet on a critical failure). The damage increases by 1d6 per level beyond 14th.

Your armor gains the broken condition. While your armor remains broken due to Armor Break, you don't take its penalty to Speed. In addition, if the broken armor has the bulwark trait, you retain its bonus to Reflex saves, but the bonus is reduced by 1.

ARMORED COUNTERATTACK

FEAT 12

GUARDIAN

Prerequisites Intercept Attack

Trigger You use Intercept Attack against a melee Strike and are adjacent to the creature that made the Strike.

With the might of your armor behind you, you hit back at a foe who would dare try to hurt your allies. After Intercepting the



Attack, make your own Strike against the triggering enemy. If your Strike hits, you Taunt the target; this Taunt gains the visual trait.

DEVASTATING SHIELD WALLOP

FEAT 12

FLOURISH | GUARDIAN

Prerequisites Shield Wallop

The impact of your shield sends foes tumbling to the ground. When you use Shield Wallop, after its other effects, the target attempts a Fortitude saving throw against your class DC. If your shield is a tower shield, fortress shield, or another shield that grants a higher circumstance bonus to AC when you Take Cover behind it, the target takes a -2 circumstance penalty to this saving throw.

Critical Success The target takes no additional effect.

Success The target is off-guard to you until the end of the current turn.

Failure The target is knocked prone.

Critical Failure The target is knocked prone and stunned 1.

PARAGON'S GUARD ◆

FEAT 12

GUARDIAN | STANCE

Requirements You are wielding a shield.

Once you've had a moment to set your stance, you always have your shield ready without a thought. While you are in this stance, you constantly have your shield raised as if you'd used the Raise a Shield action.

RIGHT WHERE YOU WANT THEM

FEAT 12

GUARDIAN

Prerequisites master in Athletics

Whether with a weapon or your bare hands, you keep your opponents in their place. Increase the maximum distance you can Reposition or Shove an opponent to 10 feet on a success or 15 feet on a critical success.

SCATTERING CHARGE ◆◆◆

FEAT 12

FLOURISH | GUARDIAN

Requirements You are wearing medium or heavy armor.

You charge into a group of enemies to send them flying. Stride up to your Speed. At the end of your movement, you can Shove up to three creatures within your reach. You don't need a hand free to do so. You attempt a separate Athletics check for each one; each attempt counts toward your multiple attack penalty, but the penalty doesn't increase until after you've made all the attempts. Regardless of your results, you can't Stride to follow any of the targets.

WEAKENING ASSAULT ◆◆

FEAT 12

GUARDIAN

With a barrage of blows, you diminish an enemy's strength. Strike an enemy affected by your Taunt twice. If either Strike hits, the target is enfeebled 1 until the beginning of your next turn. If both Strikes hit, the target is enfeebled 3 instead.

Sample Guardian

INTIMIDATING PROTECTOR

The mere sight of you sends chills down your enemies' spines, and your reputation for feats of martial prowess is well-earned.

Attributes

Prioritize Strength and Constitution for maximum effectiveness in a fight. In addition, a better Charisma will make you a more impressive presence.

Skills

Athletics, Deception, Intimidation, Performance

Starting Feat

Long-Distance Taunt

Higher-Level Feats

Taunting Strike (2nd), Stomp Ground (6th), Juggernaut Charge (8th), Tough Cookie (10th), Scattering Charge (12th), Bloody Denial (14th), Clobber (16th), Demolish Defenses (18th)



14TH LEVEL

BLANKET DEFENSE

FEAT 14

FLOURISH GUARDIAN

Requirements You are wielding a shield.

You become a bulwark against foes' attacks that target you and your allies. Raise a Shield. Until the start of your next turn or until you no longer have your shield raised, each ally that ends their turn adjacent to you gains the benefits of your raised shield. You can Shield Block a hit against any adjacent ally (each one costs you a reaction as normal). If you are wielding a tower shield, fortress shield, or another shield that grants a higher circumstance bonus to AC when you Take Cover behind it, any adjacent ally can Take Cover behind your shield to gain the increased bonus to Armor Class.

BLOODY DENIAL

FEAT 14

FLOURISH GUARDIAN

You strike a foe with force to prevent them from reacting. Make a Strike. If you hit, the target must attempt a Fortitude saving throw against your class DC. If your Strike was a critical hit, the result of the save is one degree of success worse.

Critical Success The creature is unaffected.

Success Choose an ally. Until the start of your next turn, the creature can't use reactions against that ally.

Failure The creature can't use reactions until the start of your next turn.

Critical Failure As failure, plus the creature is stunned 1.

KEEP UP THE GOOD FIGHT

FEAT 14

GUARDIAN

Frequency once per hour

Trigger An enemy reduces you to 0 Hit Points but doesn't kill you.

Your commitment to protecting others keeps you going, even against insurmountable odds. Instead of being knocked out, you're reduced to 1 Hit Point. You increase your wounded value by 1 and gain a number of temporary Hit Points equal to your level that last for 1 round.

OPENING STANCE

FEAT 14

GUARDIAN

Trigger You roll initiative.

At the first sign of trouble, often before you consciously realize the danger, you drop into a stance with a mere thought. Use a stance action.

16TH LEVEL

CLANG!

FEAT 16

GUARDIAN

Trigger An enemy critically misses a Strike or spell attack roll against your AC.

You make a foe pay for attacking you as its blow or spell glances off your armor. Either Strike the triggering

enemy or Stride up to your Speed toward the triggering enemy. If you Stride and end your movement adjacent to the triggering enemy, it's off-guard until the end of your next turn.

CLOBBER

FEAT 16

GUARDIAN

Requirements You are wearing medium or heavy armor. With a mighty blow, you send an enemy flying backward and onto the ground. Strike a foe. This Strike deals an extra die of weapon damage. If you hit and deal damage, you can automatically Shove the target, with the same benefits as the Shove action (including the critical success effect, if your Strike was a critical hit). The target then falls prone. This counts as two attacks when calculating your multiple attack penalty.

IMPROVED REFLEXIVE SHIELD

FEAT 16

GUARDIAN

Prerequisites Reflexive Shield
Your shield can help save nearby allies from danger. When you use Shield Block against damage resulting from a Reflex save, adjacent allies who would take damage due to Reflex saves against the same effect also benefit from the damage reduction.

NEVER!

FEAT 16

GUARDIAN

The idea that you would hurt your companions, even when you've lost your reason, is unthinkable. Each time you would attack an ally due to being confused or controlled, you can attempt another saving throw against the effect that caused you to be confused or controlled with a +4 circumstance bonus to the save. If you succeed, you don't make the attack, though you still expend any actions it would have taken. If your save ends the effect making you confused or controlled, you can take any remaining actions during your turn as normal. Failing or critically failing this additional save doesn't increase the effect's duration or otherwise worsen it.

18TH LEVEL

DEMOLISH DEFENSES

FEAT 18

GUARDIAN

With a powerful blow, you crack a foe's armor or tough hide, opening it up for further attacks. Make a melee Strike. This Strike deals one additional weapon die of damage; if the target is your taunted enemy, this increases to two additional weapon die of damage. This counts as two attacks for the purposes of calculating your multiple attack penalty. If you hit and deal damage, the target must attempt a Fortitude saving throw against your class DC.

Critical Success The target takes no additional effect.

Success The target is off-guard until the end of your next turn.

Failure The target is clumsy 2 until the end of your next turn. Once it loses this clumsy condition, it's off-guard for 1 round.

Critical Failure As failure, but the target is clumsy 3.

PERFECT PROTECTION

FEAT 18

GUARDIAN

Your armor protects you from the deadliest hits. Each time you're critically hit while wearing the medium or heavy armor, attempt a DC 14 flat check. On a success, it becomes a normal hit.

Special If your armor has a *fortification* rune, you roll only one flat check, but the DC is 12 (or 10 if it's a *greater fortification* rune).

QUICK VENGEANCE

FEAT 18

GUARDIAN

Prerequisites Intercept Attack or Shield Block
Indignant at any who would strike you or your allies, you get your revenge. When you use Intercept Attack or Shield Block, you are quickened on your next turn. You can use the extra action only to Stride closer to the enemy whose attack triggered that reaction or to Strike that enemy.

SHIELD FROM SPELLS

FEAT 18

GUARDIAN

Prerequisites Shield from Arrows
Your prowess with a shield allows you to block magic and more. You can use Shield from Arrows against ranged spell attacks and other ranged attacks, not just physical ranged Strikes.

20TH LEVEL

BOUNDLESS REPRISALS

FEAT 20

GUARDIAN

With a sixth sense for the flow of combat, you can quickly react to any situation as required. At the start of each enemy's turn, you gain a reaction you can use only during that turn for any reaction from a guardian feat or class feature.

GREAT SHIELD MASTERY

FEAT 20

GUARDIAN

You've learned how to maximize the defensive abilities of the largest shields. You continually benefit from Take Cover without needing to spend an action, as long as you have a shield raised and it's a tower shield, fortress shield, or other shield that grants a higher circumstance bonus to AC when you Take Cover behind it. This benefit ends only if you cease having the shield raised, not from the normal conditions that end Take Cover.

UNYIELDING FORCE

FEAT 20

GUARDIAN

Thanks to your armor, almost nothing can stop you. While you are wearing medium or heavy armor, the resistance you receive from guardian's armor increases to 6 + half your level.



CHAPTER 2: BANDED TOGETHER

When you're fighting alongside a fellow adventurer, you have to trust that they'll have your back, as they similarly put their trust in you. From taking down a foe that's about to strike an ally or supporting from the back lines with magic, each character has a part to play in the grand and bloody theater of war.

This chapter presents a plethora of character options, from archetypes to spells, allowing you to customize nearly any character for the rigors of battle. Whether you want to strike from the shadows to demoralize your foes, conjure fantastical creatures from beyond to fight with you, or influence the hearts and minds of the opposite side to your advantage, this chapter can help you achieve that goal.

ARCHETYPES

The archetypes presented in this section focus mainly on styles of fighting, especially standing alongside your allies or against large enemy forces. Some reference the rich lore of the Pathfinder setting, such as the Aldori duelist, who studies an art of the blade created by nobles from Brevo, and the Iridian choirmaster, who takes on a student to hone both their bodies and minds in a philosophy started in the Casmir nation of Karazh. Other archetypes focus on the use of a specific type of weapon, such as the crossbow infiltrator and the munitions master.

The full rules for archetype feats can be found on page 215 of *Player Core*. As a reminder, once you have taken an archetype's dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Multiclass Dedications and Class Archetypes

Some archetypes allow you to train in another class's features and have the multiclass trait. You can't select a multiclass archetype's dedication feat if you are already a member of that class.

Class archetypes modify your class's abilities as soon as 1st level but require that you take their dedication feat at 2nd level. You can never have more than one class archetype.

OTHER CHARACTER OPTIONS

This section contains feats for cavaliers and champions who want to get the most out of their loyal steeds, a new sorcerer bloodline for characters whose ancestor might have been an aesir, a new summoner eidolon comprised

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*This is a multiclass archetype.

**This is a class archetype.

of the primal energy of swarms, and a new protective thaumaturge implement. These new options begin on page 70.

FOLLOWERS

Followers are NPC companions who can fight alongside your character in the thick of battle, functioning like and advancing similarly to an animal companion. The rules for followers, as well as several follower types including a berserker, a medic, and a sharpshooter, begin on page 76. A character can gain the services of a follower (or two) with the captain archetype, presented on page 82.

BATTLE MAGIC

Not all wars are won with sword and arrow alone! A well-timed spell can devastate an opposing army or shape the battlefield to your side's advantage. New spells of all traditions, including incarnate spells that can briefly summon armies of celestials, fiends, undead, and more, can be found starting on page 84.

SIEGE RITUALS

Sometimes, one side of a conflict hunkers down within a city's walls, beginning the long and often arduous process of a siege. In a world filled with magic, these new rituals starting on page 92 have been created to both help break a siege and defend against besieging attackers. The rules for learning and casting rituals can be found on page 389 of *Player Core*.

COMMANDER

Your knack for battlefield strategy and command has been honed into a fine skill, and you can use your keen intellect to help lead your allies to decisive victories.

Multiclass Commander Characters

- Bard commanders are the ultimate leaders, enhancing and coordinating their allies to achieve peak effectiveness.
- Investigator commanders are highly intelligent and highly educated, capable of evaluating their opponents and their battlefield with unrivaled efficiency while determining the best way to secure a victory.
- Wizard commanders often studied at a school of battle magic that included practical combat training alongside their more specialized magical training.
- The exemplar commander grants access to great options for characters who want to help their party work together and maneuver around the battlefield effectively. It's particularly useful for characters looking to coordinate with their allies to set up powerful attacks.

COMMANDER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +2

You gain the tactics class feature like a commander (page 20)



and gain your own folio; this folio contains two common mobility or offensive tactics of your choosing. You can prepare one of these tactics whenever a commander would be able to prepare tactics. You gain a commander's banner that grants you a 30-foot aura for the purposes of using your tactics, but the banner does not grant the commander's banner bonus to Will saves and DCs against fear effects. You become trained in commander class DC and Warfare Lore; if you were already trained in Warfare Lore, you become trained in another Lore skill of your choice.

BASIC FIELD TRAINING

FEAT 4

ARCHETYPE

Prerequisites Commander Dedication

You gain a 1st- or 2nd-level commander feat.

TACTICAL EXCELLENCE

FEAT 4

ARCHETYPE

Prerequisites Commander Dedication

You add two new mobility or offensive tactics to your folio and increase your maximum number of tactics prepared by 1.

Special You can select this feat a second time at 8th level; when you do, you may choose your new tactics from either mobility or offensive tactics you do not already know or from any of the expert tactics on page 26 or other expert tactics you have access to.

ADVANCED FIELD TRAINING

FEAT 6

ARCHETYPE

Prerequisites Basic Field Training

You gain a commander feat. For the purpose of meeting its prerequisites, your commander level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another commander feat.

OFFICER'S EXPERTISE

FEAT 12

ARCHETYPE

Prerequisites Commander Dedication

Your proficiency in commander class DC increases to expert, and you become an expert in Warfare Lore. If you're already an expert in Warfare Lore, you instead become an expert in another Lore skill you're trained in or trained in another Lore skill of your choice.

OFFICER'S MASTERY

FEAT 18

ARCHETYPE

Prerequisites Commander Dedication

Your proficiency in commander class DC increases to master, and you become a master in Warfare Lore. If you're already a master in Warfare Lore, you instead become a master in another Lore skill you're an expert in, an expert in another Lore skill you're trained in, or trained in another Lore skill of your choice.

GUARDIAN

You've learned the advantages of wearing the sturdiest of armor and keeping your enemies' attention focused on you instead of your allies. You can eventually put yourself in harm's way to protect your friends.

Multiclass Guardian Characters

Characters who want to increase their defensive capabilities should consider the guardian archetype. They can eventually take less damage from physical attacks and stop attacks meant for others.

GUARDIAN DEDICATION

FEAT 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Strength +2, Constitution +2

You become trained in Athletics; if you were already trained in Athletics, you instead become trained in a skill of your choice. You become trained in guardian class DC.

You become trained in light armor and medium armor. If you already were trained in light armor and medium armor, you gain training in heavy armor as well. Whenever you gain a class feature that grants you expert or greater proficiency in any type of armor (but not unarmored defense), you also gain that proficiency in the armor types granted to you by this feat. If you have a class feature that grants you expert proficiency in unarmored defense and you're 13th level or higher, you also become an expert in the armor types granted to you by this feat.

You can use the Taunt action (page 38).

BASIC DEFENDER

FEAT 4

ARCHETYPE

Prerequisites Guardian Dedication

You gain a 1st- or 2nd-level guardian feat.

GUARDIAN RESILIENCY

FEAT 4

ARCHETYPE

Prerequisites Guardian Dedication, class granting no more Hit Points per level than 10 + your Constitution modifier

You gain 3 additional Hit Points for each guardian archetype class feat you have. As you continue selecting guardian archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED DEFENDER

FEAT 6

ARCHETYPE

Prerequisites Basic Defender

You gain one guardian feat. For the purpose of meeting its prerequisites, your guardian level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another guardian feat.

GUARDIAN'S INTERCEPT

FEAT 6

ARCHETYPE

Prerequisites Guardian Dedication

You can use the Intercept Attack reaction (page 38) once per 10 minutes.

ARMORED RESISTANCE

FEAT 8

ARCHETYPE

Prerequisites Guardian's Intercept

While you are wearing medium or heavy armor, you gain resistance to physical damage equal to half your character level when you use the Intercept Attack reaction to take damage instead of your ally.

IRONCLAD FORTITUDE

FEAT 12

ARCHETYPE

Prerequisites Guardian Dedication, expert in Fortitude saves
Your proficiency rank in Fortitude saves increases to master.



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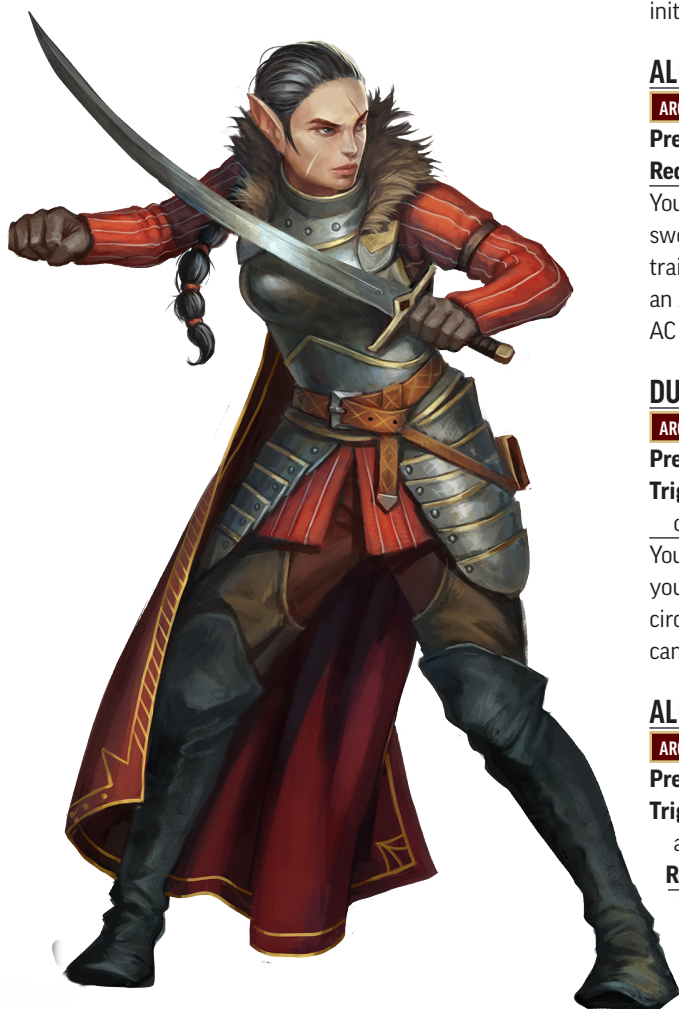
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ALDORI DUELIST

You have sworn the Aldori swordpact and studied the art of Aldori dueling, a famed school of bladecraft that has been passed down for over a millennium from the teachings of Baron Sirian Aldori. The Aldori Academy, widely regarded as the region's finest war college, is the pride and joy of Restov. You're filled with pride and determined to challenge yourself at every opportunity. One day, you hope to demonstrate your skill at swordplay to become acknowledged as a true swordlord.

Aldori duelists have much in common with swashbucklers, and many Aldori duelists have the swashbuckler class (*Player Core* 2 158) or archetype (*Player Core* 2 182). Much like a swashbuckler's daring deeds, classic Aldori duelist maneuvers are often showy feats intended to impress or intimidate.

Many feats in this section refer to being in a duel or dueling actions. For more information about duels and dueling actions, see the dueling subsystem (*GM Core* 202).



ALDORI DUELIST DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in martial weapons

Access You are from the Broken Lands region.

Your Aldori duelist training teaches you martial techniques and increases your dedication to the Aldori dueling sword. You become trained in your choice of Acrobatics or Athletics; if you were already trained in that skill, you become an expert instead. You gain the Additional Lore feat for Dueling Lore; if you were already trained in Dueling Lore, you also become trained in a Lore skill of your choice.

You have familiarity with Aldori dueling swords (page 118), treating them as martial weapons for the purposes of proficiency. You gain access to Aldori dueling swords.

DUELING ACUMEN

FEAT 2

ARCHETYPE SKILL

Prerequisites Aldori Duelist Dedication

You're always ready for a new duel, and you've been trained to start and end fights quickly. When you're in a duel or can see exactly one creature, you can always roll Dueling Lore for initiative. If you do so while in a duel, you must choose from either Deception, Intimidation, or Perception when you roll for initiative; you're considered to have rolled the chosen skill for initiative for the purpose of dueling actions.

ALDORI PARRY

FEAT 4

ARCHETYPE

Prerequisites Aldori Duelist Dedication

Requirements You are wielding only an Aldori dueling sword.

You can parry attacks against you with your Aldori dueling sword. Aldori dueling swords you're wielding gain the parry trait. If you have your other hand or hands free while wielding an Aldori dueling sword, you gain a +2 circumstance bonus to AC while parrying instead of the usual +1.

DUELIST'S EDGE

FEAT 4

ARCHETYPE

Prerequisites Aldori Duelist Dedication

Trigger You roll initiative, and you are observing at least one opponent.

You hone your reaction time through duels and learn to draw your weapon seamlessly as you begin a fight. You gain a +2 circumstance bonus to the triggering initiative roll, and you can immediately Interact to draw an Aldori dueling sword.

ALDORI RIPOSTE

FEAT 6

ARCHETYPE

Prerequisites Aldori Parry

Trigger An opponent within your reach critically fails a Strike against you.

Requirements You are using an Aldori dueling sword to parry.

You riposte with your Aldori dueling sword when your enemy leaves an opening. Make a melee Strike against or attempt to Disarm the triggering opponent using your Aldori dueling sword.

UNNERVING PROWESS

FEAT 6

ARCHETYPE

Prerequisites Aldori Duelist Dedication

Trigger You critically succeed at a Strike or Disarm with your Aldori dueling sword, or succeed at a Strike or Disarm attempt with your Aldori dueling sword against an opponent during your first turn of an encounter.

Your incredible skill with your blade unnerves your foes. You attempt to Demoralize the target of your Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor do you take a penalty to the check if the target doesn't understand your language.

SAVING SLASH

FEAT 10

ARCHETYPE

Prerequisites Aldori Duelist Dedication

Trigger An opponent critically hits you with a melee attack. You quickly whirl your blade, trying to deflect enough momentum to avoid the worst of the attack. Attempt a DC 15 flat check. If you succeed, the attack becomes a normal hit, instead of a critical hit.

ONE-ON-ONE

FEAT 12

ARCHETYPE

Prerequisites Aldori Duelist Dedication, trained in Deception
Frequency once per round

Your true skill can be seen in a one-on-one fight where you have room to dance around your opponent. You attempt to Feint and then Strike an adjacent creature with an Aldori dueling sword. The Feint attempt must be against the same target as your Strike.

ALDORI'S RETORT

FEAT 14

ARCHETYPE

Prerequisites Aldori Duelist Dedication

You can flow through combat reactions with graceful ease. At the start of each of your turns, you gain an additional reaction that you can use only for Aldori Riposte, Saving Slash, or any dueling action.

DUELIST'S FORM

FEAT 16

ARCHETYPE | STANCE

Prerequisites Aldori Duelist Dedication

Requirements You are wielding only an Aldori dueling sword and have your other hand or hands free; you are not fatigued.

Many assume that a duelist's habit of fighting with one hand behind their back or on their hip is an insult or self-restriction. This could not be further from the truth. Fighting with a single hand dictates mastery and heightens the duelist's focus by narrowing points of interest, allowing them to move and react to changing situations with unnatural speed. While in this stance, you are quickened. You can use this extra action only to Step or use a single-action activity gained from the Aldori duelist archetype. If you use your free hand for anything, this stance ends. When this stance

ends, you become fatigued until you rest for at least 10 minutes.

TEMPO DUELIST

FEAT 16

ARCHETYPE

Prerequisites Aldori Duelist Dedication

You move with an unpredictable tempo, shifting between unnervingly slow and rapid movements. You are concealed for 1 round. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.

DEVASTATING DUELIST

FEAT 18

ARCHETYPE | FLOURISH

Prerequisites Aldori Duelist Dedication

You pointedly note your enemy's deficiencies, filling them with fear and dismay. Strike an opponent with your Aldori dueling sword.

If the Strike is successful, attempt a Dueling Lore check against the target's Will DC. On a success, the target becomes frightened 2. This is an emotion, fear, and mental effect.

ALDORI SWORDLORD

FEAT 20

ARCHETYPE

Prerequisites Aldori Duelist Dedication; you have taken the last name of Aldori, sworn to the Aldori swordpact, and demonstrated skill at swordplay by winning a duel using only a sword in the presence of an Aldori swordlord.

You are an Aldori swordlord. You can always obtain free room and board at the Aldori Academy for yourself and your allies. You can use Dueling Lore instead of Diplomacy to Make an Impression or Request provided that the target you are Making an Impression on would be aware of the Aldori swordlords or your Request is related to your standing as a swordlord.

Whenever you successfully Strike a creature with an Aldori dueling sword, you gain 5 temporary Hit Points (or 10 temporary Hit Point on a critical success) that last for 1 round.

Special You can't take both this feat and Swordlord Exile.

SWORDLORD EXILE

FEAT 20

ARCHETYPE

Prerequisites Aldori Duelist Dedication; you have broken or forsaken the Aldori swordpact.

You are a swordlord exile. You have abandoned or been abandoned by the Aldori Academy. Aldori swordlords are honor-bound to challenge you on sight. Additionally, your unbridled skill strikes terror in those around you. You can use Dueling Lore instead of Intimidation to Coerce and Demoralize while your Aldori dueling sword is visible to the target of your attempt.

With broken pride, your blade is now a disgraced tool used to remove obstacles between you and your goals, whatever they may be. The first time you hit a creature with an Aldori dueling sword each round, you deal 5 additional precision damage.

Special You can't take both this feat and Aldori Swordlord.

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CROSSBOW INFILTRATOR

Crossbow infiltrators are typically highly trained members of specialized units or organizations who favor stealthy tactics and quiet weapons. Whether you were trained as an assassin, a spy, or for some other purpose related to espionage and infiltration, you specialize in using unobtrusive forms of crossbow weaponry to eliminate targets.

While all crossbow infiltrators learn to use the hand crossbow and gauntlet bow, some take part in more aggressive and dangerous infiltrations and request specialized equipment like the repeating hand crossbow or crescent cross—a unique weapon that combines a bladed gauntlet with an arm-mounted crossbow apparatus—to complete their objectives. It's also incredibly common for crossbow infiltrators to either have access to poisons and poison training from the organizations they serve, or to have their own supplier to supplement their tool sets.

The use of small, easily concealed or disposed-of weapons and tools makes it easy for crossbow infiltrators to slip into a location unnoticed, complete whatever objective they have been given, and then slip away without being detected, either climbing over a castle wall or blending into a crowded marketplace.

Crossbow Infiltrators in the Inner Sea

Most crossbow infiltrators in the Inner Sea region of Golarion come from either Ustalav, where the techniques started as a specialized form of vampire hunting, or the Five Kings Mountains, where dwarven ingenuity spurred the advancement of several kinds of specialized crossbows.

Other crossbow infiltrators typically come from nations close to one of these two locations, where the equipment and techniques spread along trade routes. Andoran and Taldor both include “special operations” units within their military and espionage hierarchies; the members of such units are supplied with specialized equipment from their nations’ dwarven allies that is then supplemented with deadly poisons that dwarven engineers didn’t consider implementing due to their own ancestral resistance to poisonous substances.

Additional Feats: 6th Dual-Weapon Reload (*Player Core* 2 196); 10th Skirmish Strike (*Player Core* 160)

CROSSBOW INFILTRATOR DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Stealth

You have mastered stealthy weapons that allow you to strike carefully from a distance far enough to avoid reprisal, yet close enough to confirm your kills. You have familiarity with the gauntlet bow (page 118), hand crossbow, and repeating hand crossbow (page 118), treating the repeating hand crossbow as a martial weapon for the purposes of proficiency and the gauntlet bow as a simple weapon for

the purposes of proficiency. If you're at least an expert in any of these weapons, you gain access to that weapon's critical specialization effect. You also gain the Infiltrator's Draw action.

Infiltrator's Draw ♦ **Frequency** once per round; **Effect**

You Interact to draw a gauntlet bow, hand crossbow, or repeating hand crossbow, then Strike with it. Alternatively, you can Strike with a loaded hand crossbow or repeating hand crossbow you're already holding and then Interact to stow it.

CRESCENT CROSS TRAINING

FEAT 4

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication

You have familiarity with the crescent cross (*Treasure Vault* 31), an ingenious weapon that combines an arm-mounted, multi-chamber crossbow with a crescent-shaped blade. For the purposes of proficiency, you treat both its configurations as simple weapons.

Feats and abilities from this archetype that normally work with a gauntlet bow also work with your crescent cross, treating the melee form of the crescent cross as a gauntlet where appropriate. You gain the Crescent Spray action.

Crescent Spray ♦♦ (flourish) **Requirements** You are wielding a crescent cross; **Effects** You Strike up to three times with the ranged version of your crescent cross. If it is currently in its melee configuration, you can swap it to its ranged configuration as a free action before attempting these Strikes. You must have a bolt already chambered for each Strike and can Interact to swap to a different capacity chamber as a free action between each Strike. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks.

REPEATING HAND CROSSBOW TRAINING FEAT 4

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication

The specific needs of your organization or mission warrant your use of the latest in ingenious crossbow technology. You gain access to repeating hand crossbows and repeater bandoliers (page 118-119).

If you have Running Reload or a similar feat that allows you to reload and perform another action or activity as a single action, you can use that action more efficiently with a repeating weapon. You can use the action as a 3-action activity to reload a magazine into a repeating weapon after you perform its other granted action, or as a 2-action activity if you use a magazine from a repeater bandolier.

INFILTRATOR'S RELOAD ♦ FEAT 6

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication, expert in Stealth

You specialize in reloading while preparing for the next step in your infiltration. Interact to reload a weapon you have

familiarity with from this archetype, then either Hide, Sneak, or Take Cover.

RELOADING TRICK ◆

FEAT 6

ARCHETYPE FLOURISH MANIPULATE

Prerequisites Crossbow Infiltrator Dedication

Requirements You're wielding an unloaded hand crossbow or an unloaded gauntlet bow.

You can fire off a single shot even when it seems like you are unprepared. You Interact to reload your hand crossbow or gauntlet bow and attempt a ranged Strike with it.

Special If you have the Repeating Hand Crossbow Training feat, you can use this feat with a repeating hand crossbow to load an entire magazine, but the speed means you can fire only one bolt before the magazine jams and becomes useless. You must fully replace a magazine as normal before firing with a repeating hand crossbow after using this ability.

LETHARGY POISONER

FEAT 8

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication, trained in Crafting

You've learned more than the use of hand crossbows. During your daily preparations, you can prepare a dose of lethargy poison (*GM Core* 250) from ordinary materials in a wilderness or urban area. If you're an expert in Crafting, you can instead craft a dose of stupor poison (*Treasure Vault* 71). You can prepare two doses (of either poison) if you're a master in Crafting and three doses if you're legendary in Crafting. The save DC for this poison is equal to your class DC. Only you can use these poisons, and they expire the next time you make your daily preparations. The GM might decide that the area you're in is too barren to provide the materials you need for this feat.

INFILTRATION ASSASSINATION ◆◆

FEAT 10

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication

Requirements You're wearing a loaded gauntlet bow.

With a high-priority target in reach, you quickly move to eliminate them. Make a melee Strike using your gauntlet bow as a gauntlet. If the Strike is successful, you automatically latch onto the target, giving them the grabbed condition, then make a ranged Strike against them with your gauntlet bow. This Strike does not trigger reactions normally triggered by ranged attacks. If you are holding or wearing an injury poison, you can apply it to the bolt used in the attack as a free action before making the ranged Strike.

UNSEEN SHOT

FEAT 14

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication

Your attacks are deadly, silent, and nearly untraceable. The first time each round that you attempt to Strike a target you are undetected or unnoticed by while using a weapon you

have familiarity with from this archetype, you are hidden from the target after the attack, as they cannot tell where the attack came from.

INFILTRATOR'S BLITZ ◆◆◆

FEAT 16

ARCHETYPE

Prerequisites Crossbow Infiltrator Dedication

Requirements You're not fatigued.

Though your training is meant to ensure you don't get caught by your enemies, your missions are often high risk, and sometimes the only option you have left when things go wrong is to unleash a blistering torrent of violence while running away as fast as possible.

You can attempt to Escape any effect that is currently immobilizing you. You gain a +10-foot circumstance bonus to your Speed and can Stride up to three times. At any point during each of these Strides, you can Strike with a weapon you have familiarity with from this archetype and can then immediately Interact to reload that weapon.

After using Infiltrator's Blitz, you become fatigued for 1 minute.



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FIELD PROPAGANDIST

Some might call you a journalist, while others might think of you as a town crier or deploy you as a herald. You know that you are so much more: the words you use and the stories you tell can sway the course of battles or turn the tides of war. You have studied the means to influence the beliefs and behaviors of those around you. You boost the morale of your allies, confound enemies, and influence neutral bystanders.

Whether you work as a journalist for a private organization, such as the Pathfinder Society, or are directly employed by a government body to reveal the best face of their actions, you've accepted a role that requires you to do more than just report events. You excel at inserting your own interpretation into the narrative and using that interpretation to sway the hearts and minds of your audience, for good or ill. Those whom you might speak against may not appreciate your words, referring to them as "lies" or "slander," but you have come to understand that truth can be as changeable as the winds.

FIELD PROPAGANDIST DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Charisma +2, trained in Deception and Diplomacy
Having devoted your life to crafting propaganda, you know that winning the hearts and minds of soldiers can be a deciding factor in securing the successful outcome of a war. You gain the Spread Propaganda exploration activity (see below).

While you are not immune to propaganda, you are resistant to it. You gain a +2 circumstance bonus to your Perception DC against attempts made by others to Lie to you. If you

have the Lie to Me skill feat, you gain a +2 circumstance bonus to your Deception DC.

You become trained in Society. If you were already trained, you become an expert instead.

Spread Propaganda (exploration, secret) You spread propaganda about a faction (which may include an army, organization, or other particular group of people). This takes as long as it would normally take for you to Gather Information (typically 2 hours). At the end of this time, the GM rolls a secret Deception check to see how effective you were at spreading propaganda.

Critical Success Your propaganda spreads effectively, and for the next month, creatures that succeed on checks to Gather Information learn your propaganda over facts about the subject. It cannot be traced back to you. You also learn information as if you succeeded at a Recall Knowledge check about the faction.

Success As critical success, but the propaganda persists for 1 week and can be traced back to you by a character who critically succeeds at the skill check to Gather Information.

Failure Your propaganda fails to take hold.

Critical Failure Your propaganda is stunningly ineffective, and you take a -4 circumstance penalty to Deception checks to spread propaganda about the same subject for 1 week. In addition, the subject and its enemies become aware that you attempted to spread propaganda.

FABRICATE TRUTH

FEAT 4

ARCHETYPE AUDITORY CONCENTRATE EMOTION LINGUISTIC MENTAL

Prerequisites Field Propagandist Dedication

You invent a false truth by fast talking, switching arguments, shifting the standard of evidence, and generally confounding others. Choose a creature within 30 feet that you're aware of. Attempt a Deception check against that target's Will DC. Regardless of your result, the target is temporarily immune to your attempts to Fabricate Truth for 10 minutes.

Critical Success The target becomes stupefied 2 for 1 round.

Success The target becomes stupefied 1 for 1 round.

PREDISPOSE SETTLEMENT

FEAT 4

ARCHETYPE DOWNTIME SKILL

Prerequisites Field Propagandist Dedication, expert in Deception

You spend 7 days of downtime seeding propaganda through a settlement with a population of 2,500 or fewer. At 10th level, this increases to a settlement with a population of 10,000 or fewer, and at 16th level, you can affect settlements of any size.

Select a faction or organization (such as the Pathfinder Society, the Hellknights, or the Firebrands) that this propaganda targets and whether you are improving or decreasing the settlement's attitude toward that faction. After this period, attempt a Deception or Diplomacy check against the hard DC of the level of the settlement. These



changes last for 1 week before the people return to their original attitudes.

Critical Success You adjust the starting attitude of the settlement's inhabitants toward the targeted faction by two steps. In addition, you gain a +1 circumstance bonus on initiative rolls made in encounters that include members of your targeted faction while in the settlement for 1 week.

Success As critical success, but the inhabitants' attitude is adjusted by one step.

Critical Failure The propaganda attempt backfires. The attitude of the settlement's inhabitants toward you decreases by one step.

INVENTED VULNERABILITY

FEAT 6

ARCHETYPE AUDITORY CONCENTRATE LINGUISTIC MENTAL

Prerequisites Field Propagandist Dedication

Frequency once per round

You list off the potential fears and weaknesses of an enemy you can see or hear, speaking with such certainty that they become real. Attempt a Deception check against the enemy's Will DC. Select bludgeoning, piercing, or slashing damage. Regardless of your result, the target is temporarily immune to Invented Vulnerability for 10 minutes.

Critical Success The target gains weakness to the selected type of damage equal to 3 + half your level for 1 round.

Success The target gains weakness 5 to the selected type of damage for 1 round.

INVINCIBLE ARMY

FEAT 6

ARCHETYPE AUDITORY CONCENTRATE LINGUISTIC MENTAL

Prerequisites Field Propagandist Dedication

Frequency once per round

You enumerate the many virtues and victories of your chosen allies, creating a story of their invincibility so convincing that it is as good as the truth. Choose an ally you can see and attempt a Deception or Diplomacy check against the hard DC for the target's level. On a success, the target gains resistance 5 to either bludgeoning, piercing, or slashing damage, chosen when you use this ability; the type of damage resisted is usually tied to the story you tell about the character, such as giving them piercing resistance after telling a story about the time they rushed through a rain of arrows to take on an enemy encampment.

You can instead attempt your check against a very hard DC for the target's level to give them resistance to two damage types, adding acid, fire, cold, electricity, and sonic to the damage types you can grant resistance to.

ORATOR'S FILIBUSTER

FEAT 8

ARCHETYPE AUDITORY CONCENTRATE LINGUISTIC MENTAL

Prerequisites Field Propagandist Dedication

When you seek to convince others of the worth of your cause, you are capable of unleashing such an entrancing torrent of rhetoric and metaphor that it is all but impossible to look away from you. When you begin a conversation or similar attempt with the goal of Making an Impression, all

creatures who are observing you become fascinated unless they succeed at a Will save against the higher of your class DC or spell DC. Creatures who are familiar with you and your verbal techniques, such as allies you've known for at least several days, are immune to this effect, though newer allies who have not heard one of your speeches before might still be affected.

Affected creatures remain fascinated for as long as you continue your filibuster, though they can attempt a new save to end the effect at the end of each minute while your filibuster lasts. A creature who succeeds at a saving throw to end the fascinated condition from your filibuster is also unaffected by your attempt to Make an Impression.

You can continue your filibuster indefinitely, but after every 10 minutes you must attempt a Fortitude saving throw against a hard DC for your level. Failing this save results in your filibuster ending and prevents you from attempting another filibuster for 1 hour.

A TALE TO BELIEVE IN

FEAT 8

ARCHETYPE AUDITORY CONCENTRATE LINGUISTIC MENTAL

Prerequisites Field Propagandist Dedication

You recite a tale of prowess that rewrites the combat unfolding around you. You can attempt a counteract check against a mental effect that's currently affecting an ally within 30 feet, using Deception for the counteract check and half your level as the counteract rank.

THE TRUTH AS I SEE IT

FEAT 10

ARCHETYPE

Prerequisites Field Propagandist Dedication

Your knack for spinning a believable reality from threads of story is so practiced that sometimes even you begin to believe what you're saying. When you use Deception to Lie, you can carefully structure your deceptions so that each individual statement you make is the truth, from a certain perspective. Once per day when using Deception to Lie, you can roll twice and take the better result. This is a fortune effect.

You don't take a penalty to Deception checks while subject to the *ring of truth* spell (*Player Core* 354) or similar effects. Whenever you are subject to *ring of truth* or a similar effect, you can attempt a Deception check when you first begin speaking to counteract the spell's effects, with a counteract rank equal to half your level (rounded up); succeeding at this check doesn't end the spell or effect, but it does cause it to indicate that you are speaking the truth, even when you are actually lying.

MASS DELUSION

FEAT 12

ARCHETYPE

Prerequisites Fabricate Truth

You wave around fabricated evidence that contradicts what your enemies know to be true. When you Fabricate Truth, you can affect all enemies within 30 feet of you. Compare your Deception check result to the Will DCs of all targets. It is possible to get a different degree of success for each target.

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GUERRILLA

Eschewing straightforward clashes of armies on the fields of war, you favor covert, hit-and-run techniques that make your environment your battlefield. You specialize in using your surroundings to your advantage, striking from the shadows and disappearing before your foes realize what hit them.

Your need to avoid notice means you are likely to develop particular deftness with weapons that allow you to strike from a distance, using whatever ammunition the environment provides. Blowguns and slings are weapons often favored by guerrillas in particular, their simple efficacy enhanced with easily crafted poisons.

Additional Feats: 4th Blowgun Poisoner (*Player Core* 2 63)

GUERRILLA DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Stealth and Survival

You're skilled in subtle tactics and using the environment against your enemies. You become trained in your choice of Deception or Thievery; if you are already trained in both, you become an expert in one instead. When you take this dedication, choose a single, discrete urban or wilderness location, such as "Mzali" or "the Verduran Forest"; this becomes your favored location. When you are in this location and undetected by all enemies, you can Sneak without attempting a Stealth check as long as you move no more than half your Speed. During exploration, this also allows you to automatically approach within 15 feet of other creatures while Avoiding their Notice, as long as they aren't actively Searching or on guard.

You can change your favored location by spending 1 week of downtime in the new location you would like to set as your favored location.

GUERRILLA WEAPONRY

FEAT 4

ARCHETYPE

Prerequisites Guerrilla Dedication

You are especially skilled in transforming simple weapons that can be easily assembled from readily available materials into deadly weapons. In your hands, a blowgun's base damage increases from 1 to a 1d4 damage die, and it gains the deadly d4 trait. In addition, you gain the following action.

Guerrilla Assault ♦ **Frequency** once per round; **Effect** You Interact to reload a sling or blowgun and then Strike. If the Strike is successful and you were undetected or unnoticed by the target when you made the attack, you are now hidden from the target after the attack, as they cannot tell where the attack came from.

SNARE EXPERT

FEAT 4

ARCHETYPE

Prerequisites Guerrilla Dedication, trained in Crafting

Your knowledge of traps aids you in defending your hideout. You gain the Snare Crafting feat. When you set a snare, any saving throw it requires uses the higher of your class DC or

the snare's DC. Snares you set within your favored location increase their Stealth DC by 2.

HIT AND RUN

FEAT 6

ARCHETYPE FLOURISH

Prerequisites Guerrilla Dedication, expert in Stealth

Requirements You are unnoticed or undetected by your target. Leaping from a hiding place, you quickly attack your foe before retreating. You Stride or Step, then attempt a melee or ranged Strike against a creature. After your Strike, you Sneak away. None of the movement taken as part of this activity triggers reactions.

POISONED STICKS AND STONES

FEAT 6

ARCHETYPE

Prerequisites Guerrilla Weaponry

You prepare your sling stones with small, edged grooves to enable them to deliver poison, and you have learned other techniques for poisoning your weapons. You can apply injury poisons to sling bullets, allowing them to deliver such poisons on a successful Strike.

During your daily preparations, you can prepare a number of simple injury poisons equal to your level that can only be applied to sling bullets or blowgun darts. These follow the rules for injury poisons (*GM Core* 248), except that they deal 1d4 poison damage with no saving throw. Only you can apply these poisons properly, and they expire at your next daily preparations.

Special If you later gain the Poison Weapon feat (such as from the poisoner archetype or the rogue multiclass archetype), you can apply your injury poisons to any weapon that is normally a valid receptacle for injury poisons, but you do not gain additional simple injury poisons during your daily preparations.

RALLY SUPPORT

FEAT 8

ARCHETYPE SKILL

Prerequisites Guerrilla Dedication, trained in either Diplomacy or Intimidation

You often rely on the local populace for supplies and shelter. Once per day, you can attempt a check to Request or Coerce against an easy DC for your level when speaking with someone who is a non-hostile, long-term resident of your favored location. On a success, choose one of the following to obtain.

- A nonmagical item of your level or lower
- A safe place to shelter for 24 hours
- 3 days' worth of food and water for you and up to 5 allies

VENOMOUS WEAPONS

FEAT 8

ARCHETYPE

Prerequisites Poisoned Sticks and Stones

Your skill with poisons is such that your preferred weapons also contain trace amounts of it, even when you don't actively apply a dose. Blowguns and slings you are wielding have the venomous trait (*Player Core* 2 119).

BATTLEFRONT SABOTAGE

FEAT 10

ARCHETYPE INCAPACITATION

Prerequisites Guerrilla Dedication

Requirements You have a free hand.

You know methods of sabotaging your enemy's war machines and weaponry. You can attempt to sabotage a siege weapon or vehicle with a Thievery check against the standard DC of the weapon or vehicle's level.

Critical Success The next time the weapon is Launched or the vehicle moves, it targets or moves to a square of your choice instead of its intended target.

Success As critical success, but the weapon or vehicle targets or moves to a random square.

Failure The sabotage fails.

Additionally, you can use Battlefront Sabotage to sabotage a weapon an enemy is wielding. Choose a creature wielding a melee or ranged weapon within your reach and attempt a Thievery check against their Reflex DC. On a success, the weapon's wielder must succeed at a DC 11 flat check the next time it attempts a Strike with that weapon or the action is disrupted, as part of the weapon's structural integrity falters. The creature is then temporarily immune to Battlefront Sabotage of their weapons for 10 minutes.

FRIGHTFUL ATTRITION

FEAT 12

ARCHETYPE EMOTION FEAR INCAPACITATION MENTAL

Prerequisites Guerrilla Dedication

Your diminishment of your foes' ranks damages their morale. Whenever you reduce a creature to 0 HP with a Strike or spell, all enemies within 30 feet of the downed creature who witnessed the attack must attempt a Will saving throw against your class DC. A creature that didn't see you directly (such as if you're invisible or remained hidden after the attack) takes a -2 circumstance penalty to this save. Regardless of the result, each creature is temporarily immune to your Frightful Attrition for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

LONELY ARMY

FEAT 14

ARCHETYPE

Prerequisites Guerrilla Weaponry

Requirements You are in your favored location; you are currently hidden, unobserved, or unnoticed by all enemies; and you are not fatigued.

You move and attack with deadly silence, unbelievable speed, and unlimited ferocity. Strike with a blowgun or sling; if the Strike is successful, the enemy cannot tell where it came from and you remain hidden. Immediately after the successful Strike, you can Sneak to a new location, Interact to reload a blowgun or sling, and Strike again, remaining hidden on a successful Strike. If the second Strike is successful, you can Sneak, Interact to reload, and then Strike

with a sling or blowgun a third time, remaining hidden after a successful Strike.

After using Lonely Army, you are fatigued for 1 minute.

DEATHBLOW

FEAT 16

ARCHETYPE

Prerequisites Guerrilla Dedication, Poisoned Sticks and Stones

Your carefully prepared and placed shot brings instant death to your target. Attempt a Strike with a blowgun or sling using ammunition that you have poisoned with your simple injury poison. If the Strike is successful and you are hidden from the target, or unnoticed or undetected by them, the target must succeed at a Fortitude save against your class DC or die; this is a death and incapacitation effect. A creature that survives is temporarily immune to the instant death effect of Deathblow for 1 day.

TERRAIN GHOST

FEAT 18

ARCHETYPE SKILL

Prerequisites Guerrilla Dedication, master in Stealth and Survival

You move through your territory like a living shadow. Within your favored location, you're permanently under the effect of *vanishing tracks*, and you're always concealed from all foes unless you choose not to be.



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IRIDIAN CHOIRMASTER

When the Iridian Fold disbanded, a splinter sect of this philosophical group called the Iridian Choir, which originated within the city of Ular Kel in Casmaron, rose to prominence in Kaer Maga. You are a member of this school of ideology and martial prowess, seeking another to form a bonded pair called a *szerik*. Together, you practice moving, fighting, and even speaking in complete harmony so that your souls may unite into one, a single spirit in two bodies. While this relationship can be quite intimate, the Iridian Choir believes any type of bond can bring a *szerik* to the true enlightenment known as “shared mind, shared heart,” whether it be romantic or platonic.

You’ve chosen a student to train in the Iridian Choir’s philosophy, which teaches that two people battling together are greater than the sum of their parts. You and your student share a deep connection, the nature of which is up to the two of you. As a symbol of your bond, you might each wear small, identical chains somewhere on your body. You and your student spend a lot of time

practicing, seeking to achieve that perfect blending of souls to lead to enlightenment.

IRIDIAN CHOIRMASTER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Occultism

When you take this dedication, choose one willing, non-minion ally to be your student in the ways of the Iridian Choir. As part of your training in this archetype, you teach your student the necessary mindset and techniques; they gain the benefits of your abilities without having to take any feats of their own. You gain the benefits of your Iridian Choirmaster archetype feats only if both you and your student are alive and conscious.

You and your student can trade nonverbal messages as a single action, which have the effects of the *message* spell but are non-magical. This requires a single action, has the concentrate, mental, and linguistic traits, and requires that you be able to see each other.

If your student dies, or if you and your student choose to part ways, you can choose and develop a new student by spending 1 week of downtime training another willing, non-minion ally.

Special Your student can’t be the student of another character with the Iridian Choirmaster Dedication, and if your student takes the Iridian Choirmaster Dedication, they must choose you to be their student.

LESSON OF THE BROKEN WING

FEAT 4

ARCHETYPE CONCENTRATE FLOURISH

Prerequisites Iridian Choirmaster Dedication

You make yourself appear to be a tempting target to draw an enemy in, distracting them from your student’s attacks. Choose an enemy creature within 60 feet that you are aware of. You take a –1 penalty to your AC against that creature’s Strikes until the beginning of your next turn, and your student gains a +1 circumstance bonus to their Strikes against the target creature during that time.

LESSON OF THE CIRCLING GALE

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication

You and your student have trained with footwork drills to mirror each other’s movements. You Step, and your student can immediately Step as a reaction.

ENSNARING DISARM

FEAT 6

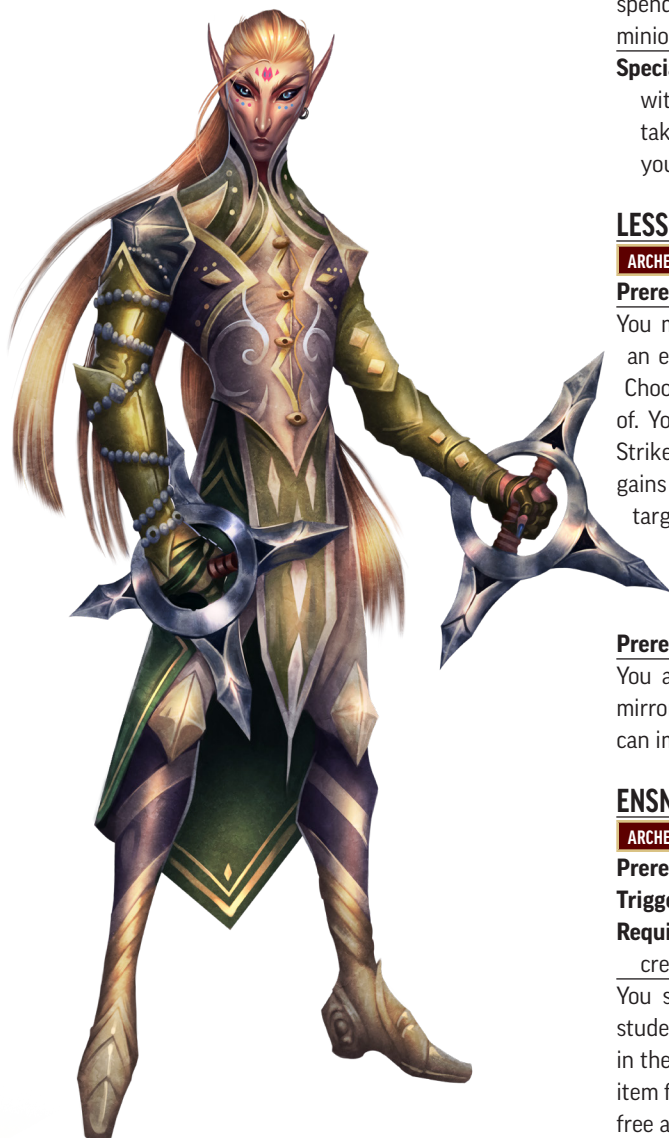
ARCHETYPE

Prerequisites Iridian Choirmaster Dedication

Trigger Your last action was a critical success to Disarm.

Requirements Your student is within 15 feet of the Disarmed creature.

You smack your foe’s item out of their hand so that your student can grab it. Instead of the item falling to the ground in the target’s space, you aim your blow to send the disarmed item flying, allowing your student to immediately catch it as a free action; they must have a free hand to do so.



LESSON OF BONDED EYES

FEAT 6

ARCHETYPE

Prerequisites Iridian Choirmaster Dedication

You and your student share an understanding of your surroundings. As long as you and your student can see (giving this effect the visual trait) or hear (giving this effect the auditory trait) each other, if a hidden creature is observed by either of you, it's observed by both of you.

REPEAT LESSON

FEAT 6

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication

Trigger Your student fails or critically fails an Athletics check to Disarm, Grapple, Reposition, Shove, or Trip a target within your reach.

Upon seeing your student falter, you demonstrate the proper technique. Attempt the same action that your student failed against the same target. You must meet the action's requirements.

LESSON OF MUTUAL GAMBITS

FEAT 8

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication**Requirements** Your last action was a success to Feint.

You create an opening for your student, setting them up for their own attack. The creature you Feinted is off-guard to the first Strike or spell attack roll your student makes against it before the end of your next turn.

LESSON OF SYMPATHETIC VULNERABILITY

FEAT 8

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication

Trigger Your student triggered a creature's weakness to energy damage with a Strike or spell on their previous turn.

You temporarily borrow the essence of your student's attack to infuse yourself. Until the end of your current turn, damage you deal to enemies from Strikes and spells is the same type that triggered the creature's weakness instead of its usual type.

LESSON OF THE SPLINTERED AEGIS

FEAT 10

ARCHETYPE CONCENTRATE FORTUNE

Prerequisites Iridian Choirmaster Dedication

Requirements Your last action was a Strike that dealt damage to an enemy.

With your attack, you demonstrate to your student a hole in your enemy's defenses. Before the beginning of your next turn, your student can roll their next Strike or spell attack roll against that same enemy twice and take the better result.

SEIZE ADVANTAGE

FEAT 10

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication

Trigger Your student critically succeeds at a Strike or spell attack roll.

You take the openings granted by your student's success to reposition yourself. You Step or Stride up to your Speed.

LESSON OF UNIFIED ELUSION

FEAT 12

ARCHETYPE FORTUNE

Prerequisites Iridian Choirmaster Dedication

You and your student react as one to common threats. When you and your student are both targeted by the same effect that requires a Reflex saving throw, you and your student take the better of each of your die rolls for the save. You each still add your own Reflex save modifier to the die result.

PUPIL'S GUARD

FEAT 12

ARCHETYPE CONCENTRATE

Prerequisites Iridian Choirmaster Dedication

Trigger Your student would be targeted with a reaction (such as Reactive Strike) due to their Stride or manipulate action.

Requirements You're adjacent to your student.

You're intimately familiar with your student's motions and are ready to step in at a moment's notice should anything threaten to disrupt them. You interpose yourself between the attack and your student, becoming the target of the reaction and taking all damage and associated effects (if any) yourself. This allows your student to complete their action without interruption.

LESSON OF THE HURRICANE'S MIGHT

FEAT 14

ARCHETYPE

Prerequisites Lesson of the Circling Gale

You and your student enact a graceful dance of battle. When you use Lesson of the Circling Gale, you can Strike as a free action after you Step. Your multiple attack penalty applies to this Strike as normal. Your student can Strike after they Step as part of their reaction. This Strike doesn't count toward your student's multiple attack penalty, and their multiple attack penalty doesn't apply to this Strike.

SIMULTANEOUS STRIKE

FEAT 14

ARCHETYPE FLOURISH

Prerequisites Iridian Choirmaster Dedication

Moving in unison, you and your student unleash an attack against a foe. Strike a creature, and your student can use their reaction to make a Strike against the same creature. If both attacks are successful, total the damage for the two attacks for the purpose of resistances and weaknesses.

SHARED MIND, SHARED HEART

FEAT 16

ARCHETYPE MENTAL

Prerequisites Iridian Choirmaster Dedication

Your thoughts and dreams are your student's thoughts and dreams, and vice versa. You develop a permanent mental connection, allowing you to communicate telepathically as long as you're on the same plane. When one of you fails a save against a mental effect, the other can choose to take the results of the failed save instead. If both of you are targeted by the same mental effect requiring a saving throw, you and your student take the better of each of your die rolls for the save. You each still add your own save modifier to the die result. This is a fortune effect.

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MUNITIONS MASTER (CLASS ARCHETYPE)

Invention often springs from necessity, and nothing creates necessity like war. While many inventors innovate new tools or seek fortune or fame, the munitions master seeks an edge in battle, one that might mean the difference between victory and defeat for their side. They aim to bring the sheer destructive power of siege weapons to a more compact and personal scale so that they can be deployed anywhere they are needed.

The portable light mortar used by munitions masters first appeared in Dongun Hold, a collaboration between Dongun siege weapon operators and Alkenstar inventors.

Additional Feats: 6th Field Artillery (*Guns & Gears* 129); 16th Master Siege Engineer (*Guns & Gears* 129)

Light Mortar Innovation

1st

Through years of experience and countless hours of experimentation, you've developed a siege weapon compact enough to operate by yourself while still packing a deadly punch.

Prerequisites: You must be an inventor.

Munitions Master Adjustments: Instead of choosing an innovation from the options listed in the inventor class, you have the light mortar innovation, as well as the following changes to the class features listed on the following pages. You gain these abilities at the same levels as normal for the class unless otherwise specified. You must select Munitions Master Dedication as your 2nd-level class feat.

Innovation

Your innovation is a mounted siege weapon called a light mortar (see the complete rules for siege weapons on page 98) that weighs 2 Bulk. Whether it propels its payload via an elaborate mechanism or explosive reagents, it's capable of dealing immense damage. Your light mortar requires an Interact action to deploy it before you can Aim, Load, or Launch it, and it includes its own wheeled platform that it is mounted on as part of the deployment. It can be packed back up for easy transport as a 2-action activity with the manipulate trait and either worn as a backpack or carried in one hand while packed. Because of the light mortar's smaller size, the Move Siege Engine activity takes only 1 action when it is deployed.

Your light mortar begins as a 1st-level siege weapon with the statistics shown below. It deals an additional die of damage at 5th level and every 4 levels thereafter. When you Launch your light mortar, the Reflex save is equal to your class DC. Its AC is equal to your inventor class DC and it has Hardness 5. It has

trained proficiency in Reflex and Fortitude saves, using your Intelligence modifier to calculate these bonuses. It has 10 Hit Points, plus a number of Hit Points equal to 2 plus your Intelligence modifier for each level you have. Its Broken Threshold is equal to half its total Hit Points (rounded down).

At 5th level, your light mortar's Hardness increases to 10. At 10th level it increases to 15 and its proficiency rank in Reflex and Fortitude saves increases to expert. At 15th level, its Hardness increases to 20, and its proficiency rank in Reflex and Fortitude saves increases to master.

Your innovation fires small cannonballs called carry shot. A group of 10 carry shot, which weighs 1 Bulk, can be purchased for 5 sp from most shops that sell ammunition.

LIGHT MORTAR

ITEM 1

UNCOMMON MEDIUM MOUNTED

Ammunition carry shot (5 sp for 10, 1 Bulk)

Usage mounted; **Space** 5 feet long, 5 feet wide, 3 feet high

Crew 1; **Proficiency** martial

AC see text; **Fort** see text, **Reflex** see text

Hardness 5; **HP** see text (BT see text); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Aim ♦ unlimited, minimum distance 10 feet

Load ♦ (manipulate) 1 time

Launch ♦ (attack, manipulate, range increment 120 feet) 2d6 bludgeoning, 10-foot burst, DC 15 basic Reflex

Choose one initial light mortar modification to apply to your innovation, either from the following or from other initial light mortar modifications to which you have access. These modifications alter the abilities or form of your light mortar.

- **Contained Shrapnel** You alter your light mortar's ammunition to prevent fragments of it from flying outward on impact. Your innovation gains the nonlethal trait. You can choose whether to apply the nonlethal trait on each Launch.

- **Enhanced Shrapnel** You alter your light mortar's ammunition to change the way it shatters on impact, spraying nearby creatures with a hail of razor-sharp pieces. Your innovation gains the versatile P and versatile S traits. You can choose whether to apply one of these traits on each Launch with your innovation.

- **Spring-Loaded** You've designed your innovation with springs to quickly unfold and extend components, optimizing it for quick deployment. You can deploy your light mortar as a free action.



Overdrive

The additional damage you deal from Overdrive applies to Launches made with your light mortar, as if they were Strikes.

Explode

When you use this ability, the emanation is centered on your innovation, and you can choose to exclude the square you are in from the emanation.

Breakthrough Innovation

7th

When choosing a breakthrough innovation, choose from the following breakthrough light mortar modifications. As usual, you can choose an initial light mortar modification instead if you prefer.

- **Blanching Chamber** You embed tiny metal filings into ammunition in the firing chamber of your light mortar. These filings remain embedded in the fragments of the ammunition after it shatters on impact. Your ammunition counts as cold iron and silver.
- **Earthbreaker** Each time you Launch, you can choose to alter the ammunition to direct the brunt of the explosion downward, dealing half damage but creating difficult terrain in the blast area.
- **Narrow Blast** You alter your ammunition so that the force of the impact is directed in a narrow band. Each time you Launch you can choose to have the explosion form a 20-foot cone instead of a 10-foot burst. This cone must originate at the point of impact and can be directed either directly away from you or 45 degrees to either side of that.

Inventive Expertise

7th

You gain this class feature at 7th level instead of 9th.

Offensive Boost

9th

The offensive boost you choose applies to Launches made with your light mortar, as if they were Strikes.

Inventive Mastery

15th

You gain this class feature at 15th level instead of 17th.

Revolutionary Innovation

15th

When choosing a revolutionary innovation, choose from the following revolutionary light mortar modifications. As usual, you can choose an initial or breakthrough light mortar modification instead if you prefer.

- **Enhanced Damage** As the revolutionary weapon modification of the same name.
- **Impossible Alloy** As the revolutionary weapon modification of the same name, except that the alloy is embedded in your ammunition on launch.
- **Precise Blast** You have such precise control over your light mortar that you can wrap the blast of impact around your allies without harming them. When you Launch, you can select a number of squares up to your Intelligence modifier to exclude from the blast area.

Munitions Master Feats

MUNITIONS MASTER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE CLASS DEDICATION

Prerequisites light mortar innovation

You have drilled enough with your light mortar to operate it with unrivaled efficiency. You gain the Engineer's Efficiency action.

Engineer's Efficiency ♦ **Frequency** once per turn;

Requirements You are adjacent to your light mortar; **Effect**

You Aim your light mortar and then either Load or Launch it.

FOCUSED FIRE ♦

FEAT 4

ARCHETYPE FLOURISH

Prerequisites Munitions Master Dedication

You limit the blast of your shot for accuracy. You Launch your light mortar, targeting a single square. The blast is limited to the targeted square but deals one additional die of damage.

WRAPPED IN SMOKE ♦

FEAT 4

ARCHETYPE

Prerequisites Munitions Master Dedication

You ignite a small portion of powder in a rapid, inefficient burn, creating a hazy cloud. You create a cloud of smoke in a 5-foot emanation centered on your innovation, which lasts for 1 minute. All creatures and objects within the smoke become concealed, and those outside the smoke become concealed to those within.

SIEGE CELERITY ♦

FEAT 6

ARCHETYPE MANIPULATE UNSTABLE

Prerequisites Munitions Master Dedication

Trigger Your turn begins.

You push yourself and your light mortar beyond your limits. You are quickened for this turn. You can use the extra action to Load or Launch your light mortar. This doesn't allow you to bypass the normal limit of one Launch per round.

RECOILING RELOCATION ♦

FEAT 8

ARCHETYPE FLOURISH UNSTABLE

Prerequisites Munitions Master Dedication

Trigger You Launch your light mortar.

Requirements You are adjacent to your light mortar.

Your innovation contains a chamber to store a small amount of compressed exhaust gas from your Launches. You can release this gas coinciding with the recoil to propel your mortar and yourself through the air to reach a better firing position. You and your light mortar move up to the light mortar's Speed in the direction of your choice. You must end this movement adjacent to your innovation.

BURROWING SHOT ♦

FEAT 10

ARCHETYPE

Prerequisites Munitions Master Dedication

You tune your light mortar to maximize penetration into hard surfaces. You Launch your light mortar, dealing half the normal amount of damage to creatures in the area of the blast but double damage to objects and structures.

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NECROLOGIST

Though some may think it morbid, you spend your time compiling and studying lists of the dead, from town or church records that date back hundreds of years to more recent records of battlefield casualties. You have become so invested in the lives and stories of these unfortunates that you can tap into your own animating force to bring them all temporarily back from the dead at once. This usually entails enacting esoteric arcana, occult rites, or divine pacts with gods of the undead. Necrologists can be valuable assets in any battle, as their hordes are essentially expendable and in endless supply.

NECROLOGIST DEDICATION

RARE ARCHETYPE DEDICATION

Prerequisites ability to cast spells from spell slots, ability to cast *summon undead*

Your studies of the lists of the dead allow you to call forth a horde of undead with a brief incantation. You can summon your horde with the *Raise the Horde* activity, and you can use the *Mobbing Assault* action while your horde is raised to command it to attack. The eerie connection you have

FEAT 6

with your horde precludes you from also having an animal companion or any other companion (such as a follower; page 76), though if an ability allows you to have more than one follower (such as with the *Additional Follower* feat of the captain archetype), you can count your horde as one. You have enough control over your horde that it doesn't attack you or your allies.

When raised, your horde is Huge and has a speed of 20 feet. It has the mindless and undead traits. It can be attacked. Though it's made of several undead creatures, it can't share the same space as other creatures (unless you have certain feats). Due to your eldritch connection with your horde, it uses your AC, saves, and other defensive statistics like skill DCs, but is immune to the grappled, prone, and restrained conditions. The horde has resistance equal to your level to physical damage, but weakness equal to your level to area and splash damage. You share an animating force, so any damage that would be dealt to the horde is dealt to you instead, though you take damage only once from any ability that includes both you and the horde in the area of effect (though you take the greater amount of damage).

Raise the Horde ◆◆ (concentrate, magical, manipulate)

Frequency once per 10 minutes; **Effect** Your undead horde appears in an unoccupied space within 30 feet. Choose whether your horde consists of skeletons or zombies, which affects the type of damage it deals with *Mobbing Assault*. Your horde remains summoned until the end of your next turn, but you can Sustain the effect for up to 1 minute. The effect also ends if you end your turn more than 120 feet away from the horde. When you first use *Raise the Horde* and each time you Sustain the effect, you can have the horde *Stride*.

When *Raise the Horde* ends, the undead that comprise your horde collapse lifelessly to the ground and quickly rot away. They can no longer be targeted or used for actions.

Mobbing Assault ◆ (concentrate)

Requirements Your horde has been raised; **Effect** Each enemy in a 5-foot emanation around your horde takes 2d6 bludgeoning damage (if your horde is zombies) or 2d6 slashing damage (if your horde is skeletons) with a basic Reflex save against your spell DC. At 10th level and every 4 levels thereafter, the damage increases by 2d6.

DISMAL HARVEST ◆

FEAT 8

ARCHETYPE CONCENTRATE MAGICAL

Prerequisites Necrologist Dedication

Frequency once per round

Trigger Your last action was a *Mobbing Assault* made by your horde that reduced at least one living creature to 0 Hit Points.

The expiring breaths of your enemies fuel your power. You gain 15 temporary Hit Points that last for 1 minute. The temporary Hit Points you gain increase by 5 at 10th level and every 2 levels thereafter.



GRASPING CORPSES

FEAT 8

ARCHETYPE

Prerequisites Necrologist Dedication

Your foes are left reeling from the attacks made by the zombies or skeletons of your horde. A creature that is damaged by your horde's Mobbing Assault is off-guard until the beginning of your next turn.

SHAMBLING MARCH

FEAT 8

ARCHETYPE

Prerequisites Necrologist Dedication

Your horde is swifter, marching in time to your command. Increase the Speed of your horde by 10 feet.

DEATHGUARD

FEAT 10

ARCHETYPE

Prerequisites Necrologist Dedication

The twisting rotted limbs, clattering bones, or swirling ectoplasm of your horde can hide you from others' vision. You and your allies can occupy the same space as your horde, becoming concealed to all creatures when you do so.

GHOSTSONG

FEAT 10

ARCHETYPE | MAGICAL

Prerequisites Necrologist Dedication

You have come to understand the pain and fury of spirits and can raise them to do your ghastly work. When you Raise your Horde, you can choose spirits instead of skeletons or zombies. When you do so, your horde gains the incorporeal trait and immunity to disease, poison, and precision damage, and your horde's Mobbing Assault deals void damage.

PRESERVE THE HORDE

FEAT 10

ARCHETYPE | CONCENTRATE

Prerequisites Necrologist Dedication

Trigger You cast *summon undead*.

Requirements Your horde is raised.

The act of summoning additional undead minions doesn't make you lose the focus required to maintain the animation of your horde. You Sustain your horde.

DANSE MACABRE

FEAT 12

ARCHETYPE | CONCENTRATE | FLOURISH | MANIPULATE | VISUAL

Prerequisites Necrologist Dedication

Frequency once per 10 minutes

Requirements Your horde is raised.

Your horde can drag unwilling victims along with it as it shambles forward. Your horde Strides up to its Speed and can move through the spaces of Large and smaller creatures, but it must end its movement in an unoccupied space. Each creature whose space it moves through is subjected to the horde's Mobbing Assault, attempting a basic Reflex save as usual. A creature who fails the saving throw is also Repositioned to an unoccupied square of your choice adjacent to the horde's final position. You can't move the creature into or through obstacles.

SHIFT HORDE

FEAT 12

ARCHETYPE | MAGICAL | MANIPULATE

Prerequisites Necrologist Dedication

Frequency once per round

Requirements Your horde is raised.

With a wave of your hand, your risen undead horde collapses and another one rises to take its place. You Sustain your horde, dispersing the current group of undead and replacing them with a different type of undead to which you have access.

WAILING DEAD

FEAT 12

ARCHETYPE | AUDITORY | CONCENTRATE | EMOTION | FEAR | FLOURISH | MAGICAL | MENTAL

Prerequisites Ghostsong

Frequency once per 10 minutes

Requirements Your horde is raised and consists of spirits.

The voices of the spirits you command spark fear in the hearts of your enemies. You Sustain your horde and command those spirits to shriek in unison. Each living enemy within a 20-foot emanation from your horde takes 5d10 mental damage, depending on its Will saving throw against your spell DC. This damage increases by 1d10 at 14th level and every 2 levels thereafter.

Critical Success The creature is unaffected.

Success The creature takes half damage and is frightened 1.

Failure The creature takes full damage and is frightened 2.

Critical Failure The creature takes double damage and is frightened 3.

DEATH RATTLE

FEAT 14

ARCHETYPE | CONCENTRATE | MAGICAL

Prerequisites Necrologist Dedication

Requirements Your horde is raised.

When the time comes for your horde to be returned to its temporary rest, its departure carries those nearby closer to death. Dismiss your raised horde, which draws life energy toward it as it crumbles to the ground and fades away. Each living creature within your horde's space or in a 5-foot emanation around it must attempt a Fortitude saving throw against your spell DC or become drained 1 (drained 2 on a critical failure).

IN THE HORDE'S GRIP

FEAT 14

ARCHETYPE | CONCENTRATE | FLOURISH

Prerequisites Grasping Corpses

When your skeletons and zombies attack, their skeletal claws and rotting hands clutch and tear flesh. Weaker foes are caught in their grip. You command your horde to perform a Mobbing Assault. Instead of being off-guard, a creature who takes physical damage from failing the saving throw is grabbed by your horde (restrained on a critical failure). The DC to Escape from your horde is equal to your spell DC. Creatures grabbed by your horde that fail a saving throw against the horde's Mobbing Assault take 2d6 persistent bleed damage.

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WAR MAGE (CLASS ARCHETYPE)

You learned the arcane craft at a war college, focusing less on theory and scholarship and more on applied magic and how best to leverage spellcraft on the battlefield. You were schooled in arcana, tried and tested in war, and learned how and when best to employ those spells to turn the tide of battle. Your training included lessons on swordplay and the upkeep of armor alongside the preparation of spells and the deciphering of arcane runes.

There are many war colleges that provide this specialized training. Perhaps you were schooled in one of Molthune's military academies, or as part of your military training in Taldor or Qadira. Regardless of the source, your unique skills make your combat magic some of the most potent on Golarion.

War Magic

1st

Your studies have focused on using magic on the battlefield along with the basics of warfare. With a sturdy breastplate to turn aside errant arrows, you confidently use your spells to turn the tide of battle. If you choose this class archetype, you must select War Mage Dedication as your 2nd-level class feat.

Prerequisites: You must be a wizard.

War Magic Adjustments: You become trained in light and medium armor. At 11th level, you gain expert proficiency with light and medium armor, as well as unarmored defense.

You gain the Shield Block general feat at 1st level.

You gain the war magic class feature at 1st level.

You must choose the school of battle magic as your arcane school.

You have familiarity with martial weapons, treating them as simple weapons for the purposes of proficiency.

You do not gain the arcane bond or arcane thesis class features.

You do not gain the defensive robes feature at 13th level.

War Magic: As a free action that can be taken once per round at the start of your turn, you can exchange any spell you currently have memorized for *sure strike*, heightened to the same level as the replaced spell. As normal, you can cast most spells while wielding a weapon in your hands. You can Refocus by studying plans of war, maps of troop movement, and reports from the field for an active conflict in lieu of studying your spellbook.

WAR MAGE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE CLASS DEDICATION

Prerequisites You have a spellcasting class feature.

Your studies into the battlefield applications of magic have made your spells particularly effective at disrupting enemy formations or manipulating enemy troops into positions where they are more vulnerable to wide-scale magical attacks. When you cast a non-cantrip spell that deals damage in an area, choose a number of targets equal to your Intelligence modifier

who failed their saving throw against the effect. Move each one up to 10 feet from their original position after they take damage and any other effects from the spell. You can't move a creature into or through obstacles. A Medium or smaller creature counts as one target; a Large creature counts as two Medium creatures; and a Huge creature counts as four Medium creatures. You can't move Gargantuan creatures in this way.

You also gain the Additional Lore general feat for Warfare Lore. If you were already trained in Warfare Lore, you become trained in a Lore skill of your choice.

MAGE'S FIELD DRESSING

FEAT 4

ARCHETYPE

Prerequisites War Mage Dedication, Battle Medicine

Requirements Your previous action was to Cast a Spell from a wizard spell slot, and the spell affected an ally within 60 feet. As your spell takes hold on your ally, you use some of its magic to quickly dress their wounds. You use Battle Medicine on one ally affected by the required spell. You do not need to be holding or wearing a healer's toolkit, as you conjure glowing threads, bandages, or similar supplies out of pure magic, which adds the arcane trait to Battle Medicine.

SHIELD SPELL REINFORCEMENT

FEAT 4

ARCHETYPE SPELLSHAPE

Prerequisites War Mage Dedication, you can cast the *shield* cantrip

Requirements You are wielding a shield.

You can empower your defensive magic by channeling it through a physical shield. If your next action is to cast the *shield* cantrip, you use your shield as a locus to cast the spell, raising a magical barrier in the form of a large force projection of your worn shield. You can choose for an adjacent ally to gain the benefits of the *shield* spell instead of yourself. If the ally would take damage from a physical attack while protected by your *shield* cantrip, you can use your reaction to Shield Block with the spell on their behalf.

SIEGE RITUALIST

FEAT 4

ARCHETYPE

Prerequisites War Mage Dedication

Sometimes, magical warfare requires the application of more complex arcana. When you attempt a Warfare Lore check as one of the casters of a ritual, you gain a +2 circumstance bonus to the check. You learn a siege ritual of 2nd rank or lower (page 92). You must meet all prerequisites to be the primary caster of a ritual to select it.

At 8th level and every 4 levels thereafter, you learn another siege ritual with the same restriction and with a maximum rank of half that level.

ARCANA OF IRON

FEAT 6

ARCHETYPE

Prerequisites War Mage Dedication, Bespell Strikes

You eschew wands and staves for more advanced weaponry. You become trained in advanced weapons. If you gain the

weapon expertise class feature, your proficiency in martial and advanced weapons increases to expert. The extra damage you deal with Bespell Strikes increases to 1d8.

INTIMIDATING SPELL

FEAT 6

ARCHETYPE | CONCENTRATE | EMOTION | MENTAL | SPELLSHAPE

Prerequisites War Mage Dedication

The devastation wrought by your large-scale spells is particularly terrifying. If the next action you use is to Cast a Spell that deals damage in an area, any target who fails their saving throw is also frightened 1 (or frightened 2 on a critical failure).

SHIELDING FORMATION

FEAT 8

ARCHETYPE

Prerequisites War Mage Dedication

You have mastered unique magical techniques designed to protect your allies from harm. You gain the *shielding formation* focus spell (see below).

SPELLSHIELD

FEAT 8

ARCHETYPE

Prerequisites War Mage Dedication

Your shield becomes a bonded item capable of storing your spells. You gain the arcane bond class feature and the Drain Bonded Item action. You must select a shield as your bonded item. When you make your daily preparations, you can prepare one fewer wizard spell to infuse that magic into your bonded item. This spell must be at least 1 rank lower than the highest-rank wizard spell slot you have. When you Drain your Bonded Item to Cast a Spell, that spell is automatically heightened to the rank of spell you infused into your shield, no matter what rank you originally prepared it at.

SECRETS OF STEEL

FEAT 10

ARCHETYPE

Prerequisites Arcana of Iron

As your prowess with weapons increases, so does the ferocity of magic you channel through those weapons. When you use Bespell Strikes, you gain access to the critical specialization effect of the chosen weapon or unarmed attacks used with Bespell Strikes. If you critically hit with an attack modified by Bespell Strikes, you deal an additional 1d8 damage of the same type as the extra damage from Bespell Strikes; this damage is added after all other calculations and is not multiplied as part of the critical hit.

BATTLEFIELD ARCANA

FEAT 12

ARCHETYPE | CONCENTRATE | SPELLSHAPE

Prerequisites Steady Spellcasting

You have learned to safely cast spells even in the heat of battle. If the next action you use is to cast a wizard cantrip, or a wizard spell that is at least 2 ranks lower than the highest-rank wizard spell slot you have, that spell does not trigger reactions that normally trigger due to a spell being cast or someone using an action with the manipulate trait.

War Mage Focus Spell

SHIELDING FORMATION

FOCUS 4

UNCOMMON | CONCENTRATE | FOCUS | FORCE | MANIPULATE | WIZARD

Range 30-foot emanation

Duration sustained up to 1 minute

You conjure magical shields of force to protect your allies around you. You and each ally who ends their turn within the emanation gain a +1 circumstance bonus to AC until they leave the emanation or the spell ends, whichever comes first. If an ally takes physical damage or damage from a spell or magical effect while being granted this bonus, they can choose to end the bonus for themselves as a free action to gain resistance 10 to all damage against the triggering damage. If they do, they become temporarily immune to the effects of *shielding formation* for 10 minutes. You can do the same by spending your reaction; if you do, you can't cast *shielding formation* again for 10 minutes, though you can continue Sustaining the benefits for others.



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OTHER CHARACTER OPTIONS

CAVALIER

Astride a loyal mount and flying the banner of their cause, a cavalier can turn the tide of any fight where mobility is of utmost importance. Cavaliers with the closest bonds to their steeds can perform stunning feats of ridership both off and on the battlefield. The cavalier archetype is presented on pages 192–193 of *Player Core 2*.

CUSHION LANDING

FEAT 4

ARCHETYPE SKILL

Prerequisites Cavalier Dedication, trained in Nature

Trigger You fall from a height of 15 feet or higher.

Requirements Your mount can reach your landing location with a single Stride.

As you fall, your mount dashes to your rescue. Your mount Strides up to its Speed, positioning itself below you. Rather than falling on your mount, you Mount your mount. Treat the triggering fall as if it were 15 feet shorter, and you don't land prone (though both you and your mount both take damage from the fall based on what you would normally take for any remaining distance).

MOUNTING LEAP

FEAT 4

ARCHETYPE SKILL

Prerequisites Cavalier Dedication, trained in Athletics

Requirements You're within 10 feet of a creature that is at least one size larger than you and is willing to be your mount.

You jump atop your mount from afar, landing comfortably astride it. Leap toward the creature and Mount it.

DASHING PICKUP

FEAT 6

ARCHETYPE SKILL

Prerequisites Cavalier Dedication, expert in Acrobatics or Athletics

You Command an Animal to order your mount to Stride (or to Burrow, Climb, Fly, or Swim if it has the corresponding movement type). At any point during this movement, it must move adjacent to you. As it passes you, you Mount your mount. You can increase the number of actions you use with Dashing Pickup to 2 to make your mount Stride twice, or to 3 to make your mount Stride four times; you must use enough actions to ensure your mount is able to move adjacent to you at some point during this movement, and you cannot use this activity if it is not possible for your mount to do so.

VAULTING GALLOP ◆◆

FEAT 6

ARCHETYPE

Prerequisites Cavalier Dedication

You've trained your mount to vault over obstacles at high speeds. You Command an Animal to order your mount to Stride twice. During this movement, your mount can Leap over obstacles of its size and smaller as well as creatures up to its size, though it must end this movement on solid ground. Leaps taken as part of this activity do not provoke reactions.

REARING DISPLAY ◆

FEAT 12

ARCHETYPE | FLOURISH

Prerequisites Cavalier Dedication, expert in Intimidation**Requirements** You are riding your mount.

You've trained your mount to make an impressive attack and can leverage its presence to terrify your enemies. You Command an Animal to order your mount to rear up and make a melee Strike against a creature within its reach. On a successful hit, you can attempt an Intimidation check to Demoralize the target. You gain a +1 circumstance bonus to this Intimidation check (+2 if the Strike was a critical hit).

CHAMPION

Some champions are blessed by their deities to be granted the companionship of an animal companion that they can ride into battle. These mounts contain a small fragment of divine power that can blossom into tremendous abilities.

ACCLIMATED MOUNT

FEAT 4

CHAMPION

Prerequisites Faithful Steed, trained in Survival

By the grace of your god, your mount can overcome the natural challenges and hazards present in a specific terrain. Choose aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground. Your mount must have a swim Speed to select aquatic, and a fly Speed to select sky. Your mount ignores the effects of difficult terrain while in the selected terrain.

If you become an expert in Survival, you can pray during your daily preparations each day to change the type of terrain to which your mount is acclimated.

FAITHFUL STRIDE ◆◆ TO ◆◆◆

FEAT 8

CHAMPION | MAGICAL

Prerequisites Faithful Steed**Requirements** You are riding your mount.

Confident in your faith, you Command an Animal to order your mount to Stride up to twice its Speed (or up to three times its Speed if you used 3 actions for Faithful Stride). During this movement, your mount can Stride across liquid and other surfaces that don't support its weight. If your mount ends its movement on a surface that can't support it, your mount (and you) fall in or it collapses as normal.

STEED'S TOPPLING STRIKE ◆

FEAT 12

CHAMPION | FLOURISH

Prerequisites Faithful Steed

Requirements An enemy triggered your champion's reaction since the end of your last turn.

Those who defy your cause feel the powerful attacks of your mount. You Command an Animal to order your steed to Strike the enemy who triggered your champion's reaction. Your steed's unarmed attack deals one extra damage die for this Strike. If the Strike hits, the target is knocked prone.

SORCERER

The so-called angels of battle known as aesirs are in constant preparation for a multiverse-shaking battle, which can have an effect on mortal beings who come into contact with them (often during a righteous or blood-soaked war in the Universe). The descendants of such people might be born with the gift of sorcery influenced by aesir power.

Aesir Bloodline

One of your ancestors was touched by an aesir, and now the ringing of steel against steel and the constant call to battle echo through your blood.

Tradition divine; **Bloodline Skills** Intimidation, Religion

Sorcerous Gifts cantrip: *shield*; 1st: *mystic armor*; 2nd: *spiritual armament*; 3rd: *heroism*; 4th: *seal fate* (Player Core 2 251); 5th: *invoke spirits*; 6th: *blinding fury* (Player Core 2 241); 7th: *execute*; 8th: *spirit song* (Player Core 2 252); 9th: *massacre*

Bloodline Spells initial: *barbed spear*; advanced: *wings of the valkyrie*; greater: *let not the fallen rest*

Blood Magic—Call the Storm You bring down a bolt of lightning to damage a foe or energize yourself. Either you gain a +2 status bonus to Reflex saving throws for 1 round, or a target takes 1 electricity damage per spell rank (if the spell already deals initial electricity damage, combine this with the spell's initial damage before determining weaknesses and resistances).

BARBED SPEAR ◆◆

FOCUS 1

UNCOMMON | ATTACK | CONCENTRATE | FOCUS | MANIPULATE | SORCERER

Range 30 feet; **Targets** 1 creature**Defense** AC; **Duration** varies

You conjure a vicious barbed spear and hurl it at a foe. Make a ranged spell attack roll, dealing 1d8 piercing damage on a success and double damage on a critical success. The spear remains lodged within a creature it hits, making the target clumsy 1 (or increasing its clumsy condition by 1 if it is already clumsy) for 1 minute or until the spear is removed with a successful Athletics check against your spell DC as an Interact action, whichever comes first.

Heightened (+1) The initial damage increases by 1d8.

WINGS OF THE VALKYRIE ◆◆

FOCUS 3

UNCOMMON | CONCENTRATE | FOCUS | MANIPULATE | SORCERER

Duration 3 rounds

Powerful feathered wings—usually vibrant white or jet black—emerge from your back, granting you a fly Speed equal to your Speed. You can use these wings to attempt to Shove a

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creature; you don't need a free hand to do so, and you can roll using your spell attack modifier instead of your Athletics skill for the check. When this spell's duration ends, if you're still flying, you float to the ground, as *gentle landing*.

Heightened (5th) The duration increases to 1 minute.

LET NOT THE FALLEN REST ◆◆◆

FOCUS 5

UNCOMMON CONCENTRATE FOCUS HEALING MANIPULATE SORCERER

Area 30-foot-radius emanation

You exhort your fallen comrades to return to the battle. Each allied creature within the emanation whose dying value is 2 or less regains 4d10 Hit Points and can Stand as a free action, which doesn't provoke reactions.

Heightened (+1) The amount of healing increases by 1d10.

SUMMONER

Summoners with an inherent connection to primal magic can form a bond with an assemblage of spirits that can then act as a single entity. Such summoners might act as guardians of a place of natural beauty or harbingers of decay and destruction.

Swarm Eidolon

Your eidolon is a collective of primal energy and nature spirits, gathered into a single fragmentary being. This collection of natural energy has neither form nor identity until bonded with a summoner. You give these spirits purpose, connecting with them and drawing them through to the physical realm. When manifesting, these nature spirits don a simple form, adopting the guise of many Tiny animals. Each of these animals is the same creature and is marked with your summoner's sigil. The act of manifesting in this swarm form temporarily binds the spirits together into one being, making the eidolon a single entity—one mind and personality speaking with a multitude of voices, and a multitude of bodies acting in concert with a singular purpose.

Tradition primal

Traits animal, eidolon, swarm

Home Plane the Universe

Size Medium (condensed) and Large (dispersed)

Suggested Attacks beaks (piercing), claws (slashing), jaws (piercing), talons (slashing)

Brazen Swarm Str +4, Dex +2, Con +3, Int +0, Wis +0, Cha +0; +2 AC (+3 Dex cap)

Slinking Swarm Str +2, Dex +4, Con +3, Int +0, Wis +1, Cha -1; +1 AC (+4 Dex cap)

Skills Nature, Survival

Senses low-light vision

Languages Common

Speed 25 feet

Eidolon Abilities *Initial* swarm form; *Symbiosis* sudden shift; *Transcendence* sickening swarm

Swarm Form

Your eidolon is an intelligent swarm composed of hundreds

of Tiny creatures, and it's immune to the grabbed, prone, and restrained conditions. It can fit through tight spaces as though it were a Tiny creature. It has weakness to area damage equal to its level. Your eidolon has two forms: condensed and dispersed. When you Manifest Eidolon, it manifests condensed. It can switch between these two forms as a single action that has the concentrate trait.

Condensed Form: When condensed, your eidolon draws all its component bodies into a single, condensed mound that functions as a Medium creature. It has a reach of 5 feet, can make Strikes, and can't occupy the same space as other creatures. While condensed, it can use the Haunting Visage action.

Dispersed Form: When dispersed, your eidolon scatters its component bodies across a wider area, increasing its size by one category (to Large for most swarm eidolons). It has a reach of 0 feet, can't make Strikes, and can occupy the same space as other creatures. While dispersed, it can use the Swarming Assault activity.

HAUNTING VISAGE ◆

CONCENTRATE EIDOLON MANIPULATE VISUAL

Requirements Your eidolon is condensed.

Your eidolon suddenly shifts itself into a terrifying shape of its choosing, rather than a simple mound, by closely controlling the positioning of its component bodies. The eidolon attempts to Demoralize a creature within 15 feet; this Demoralize attempt loses the auditory trait, gains the visual trait, and the eidolon doesn't take a -4 circumstance penalty to the check if they don't share a language with their target. On a success or critical success, the target is additionally off-guard for 1 round.

SWARMING ASSAULT ◆◆

EIDOLON

Requirements Your eidolon is dispersed.

Your eidolon swarms over each creature occupying its space, biting, pecking, clawing, or making similar attacks with its component bodies. It deals 1d6 damage to each creature in the area, with a basic Reflex save against your spell DC. You choose each time your eidolon uses Swarming Assault whether it deals piercing or slashing damage. Your eidolon then can't use Swarming Assault again for the next 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d6.

Sudden Shift

7th

Once per round, your eidolon can switch forms between condensed and dispersed as a free action, rather than a single action. In addition, your eidolon gains the Redistribute reaction.

REDISTRIBUTE ◆

EIDOLON

Frequency once per 10 minutes

Trigger An enemy's Strike against your eidolon is a critical hit. Your eidolon rearranges its component bodies in response

to a powerful blow, mitigating the worst of the damage they would have taken. The triggering critical hit becomes a hit. Your eidolon immediately switches forms, from condensed to dispersed or from dispersed to condensed.

Sickening Swarm

Your eidolon is particularly good at distracting and hindering its foes while dispersed. While dispersed, spaces your eidolon occupies are difficult terrain for other creatures. In addition, your eidolon gains the Sickening Assault action.

SICKENING ASSAULT

CONCENTRATE EIDOLON

Frequency once per minute

Requirements Your eidolon is dispersed.

Your eidolon focuses on inflicting the most damage possible on its foes. If your eidolon's next action is to use Swarming Assault, the number of damage dice of the Swarming Assault are doubled. Additionally, creatures that fail their Reflex save against that Swarming Assault are sickened 2 (sickened 4 on a critical failure).

THAUMATURGE

A thaumaturge accustomed to battle might carry a weapon as their implement, or they might wear a protective shield brimming with defensive magic. Some might even do both.

Shield Implement

As a universal symbol of defense, a shield wards against a variety of effects and is associated with guardianship, vigilance, and guidance. You can choose only shields with a Bulk of 1 or less as an implement, which allows you to position your shield while managing your esoterica. Shield implements are associated with the harrow suit of shields and the astrological signs of the lantern bearer, the bridge, and the patriarch.

Initiate Benefit

You gain the Shield Block general feat. If your shield implement would be reduced to 0 Hit Points, it's instead reduced to 1 Hit Point, its circumstance bonus to AC when you Raise a Shield is reduced by 1 (this can't reduce the bonus below 0), and you can't Shield Block with your shield implement until it loses the broken condition. You can still use your shield as an implement when it has the broken condition.

At 5th level, whenever you Exploit Vulnerability, you can also Raise a Shield as a free action.

Adept Benefit

When you have your shield implement raised, you gain a status bonus to your saves against spells and other magic effects equal to your circumstance bonus to AC from

your shield. In addition, damage you take as a result of a spell or magical effect while your Shield is Raised can trigger your Shield Block reaction, even if the damage isn't physical.

Intensify Vulnerability

Every drop of blood you spill bolsters your shield. If you succeed at a Strike against the target of your Exploit Vulnerability, your shield regains a number of Hit Points equal to half your level. If your shield is already at full Hit Points, you instead increase your shield's Hardness by your Charisma modifier until the beginning of your next turn. These effects aren't cumulative if you hit with more than one Strike.

Paragon Benefit

When you have your shield implement raised, the circumstance bonuses from your shield (both to AC and to saves against spells and other magic effects) also apply to all your allies within 15 feet. You can use your Shield Block reaction in defense of yourself or any of your allies within 15 feet.

9th

17th



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Shipwreck Surprises on Smuggler's Shiv

A Reporter's Journey into War, Part 3

Anon & Afar/11 Sarenith, 4725

Reported by Arianna Dreth

SMUGGLER'S SHIV, VIDRIAN—The small sloop cut through the water, avoiding the shoals and reefs surrounding Smuggler's Shiv thanks to the expert hands of its captain, a young Song'o woman named Netemsa Bikko. The ship arrived shortly on the island's shores as close to the recent shipwrecks as possible, according to the first mate—and only other crew member.



Flag of Vidrian

Two days earlier, the wrecks were the topic of just about every conversation. Several eyewitnesses described a recent clash between two vessels, one from outside Desperation Bay and the other a chartered Vidric ship, in the nearby waters. An exchange of ballista fire was short lived as a surprise wave foundered both ships against some rocks. According to locals, this is not an uncommon occurrence and usually leaves few survivors.

But there were survivors, this time. A sailor named Karim Muyembo clung to a piece of wreckage from the Vidric ship and was fortunate enough to wash up on Anthusis's shores. Mr. Muyembo had agreed

to be part of a crew after being convinced by the one who hired the boat.

"A great giant of man, he was," reported Muyembo during later inquiries. "Covered head-to-toe in armor. We told him all that metal would drag him to the bottom of the bay, but he wouldn't listen. Kept going on about recovering a piece of 'the fallen god' from the Shiv. Captain was convinced such a treasure would have us all swimming in gold. Instead, we went the regular kind of swimming when that other ship showed up."

Another survivor, Vazna Split-Tongue, identified herself as a dromaar mercenary from Avistan. She was aboard the other vessel, which had been commandeered by a fellow mercenary named Ulka Oathshriek. They were hired to retrieve the same relic, so Ulka ordered her company to attack. Minutes later, both crews found themselves in the bay.

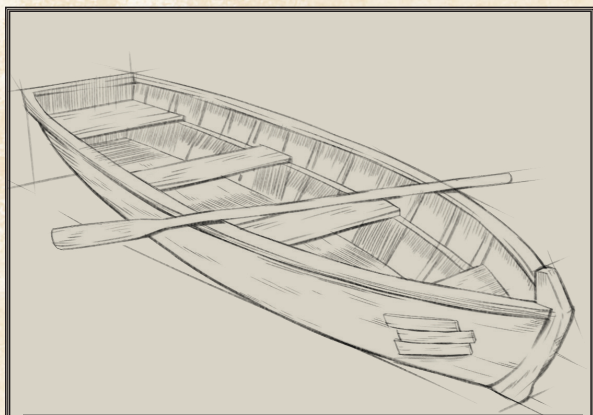
Neither Muyembo nor Split-Tongue knew what happened after the ships crashed, so this reporter decided to visit the scene.

There, amid the usual flotsam that washes up on beaches after shipwrecks, this reporter found fresh footprints leading further inland, an obvious sign that someone had survived the crash and made it to shore. These prints led over a nearby hill, over which wisps of smoke were cresting, and those wisps in turn led to a small campfire, beside which sat two figures. One towered over the other, his bald head reflecting in the sun—or perhaps that light was the faint glow from threads woven into his skin. The other figure was roasting a small lizard on a spit

over the fire. Her tusks marked her as orcish and her face bore the scars of many battles.

When approached, the orc woman said only this to her companion: “Well, Grimmyr. I guess I owe you a silver piece.”

Her name was Ulka Oathshriek, an orc warrior from Belkzen. She fled that nation after the assassination of a superior on her watch. She then spent several years honing her martial skills as a mercenary, signing up with whatever company would have her and gaining enough reputation to be looked at as a leader when a battle commenced. Most recently, she took a job from a Chelaxian noble with compatriots still embedded in the now-liberated colony of Vidrian, who wrote to him about seeing something fall from the sky onto Smuggler’s Shiv the night of the Godsrain. Since collecting pieces of the dead god Gorum has been all the rage these past few months, the noble hired Ulka and those mercenaries she could gather to sail down to Desperation Bay and search for the possible artifact. This is where she clashed with the giant named Grimmyr.



An Attempt at Rowboat Repairs

Grimmyr introduced himself as a vahndyr—or “jotunborn” in translation, as he explained—one of a group of large humanoids who live in their own plane just “below” the Universe. The metaphysical details of such a prospect are lost to this reporter, but Grimmyr described it as “the Fray,” and said his people move nomadically through it until such time as they are needed here on Golarion. His ancestors were created by the gods in the earliest days of the

Universe to act as custodians. With the advent of so much war over the past year, Grimmyr was one of many jotunborn who left the Fray to aid where they can. After months of becoming accustomed to the ways of this continent—and convincing people he wasn’t some belligerent giant—Grimmyr learned of the artifact on Smuggler’s Shiv. He hired a Vidric ship to bring him to the island to assure that the relic ends up in “the right hands,” as he put it.

“We didn’t exactly get along at first,” said Oathshriek.

To which Grimmyr replied, with surprising familiarity and not a trace of anger, “You tried to run me through with your halberd after we washed up on the beach.”

Oathshriek went on to say that the pair soon realized they’d have to work together if either wanted to survive. Their first efforts to repair an old rowboat failed due to Grimmyr’s significant size and weight. Captain Bikko was persuaded to bring the two castaways on board for some extra coin.

Upon their safe return to Anthusis, Oathshriek and Grimmyr recounted the remainder of their stories. Though they had been stranded on the island for a little more than a week, they’d had enough time to compare their knowledge about all the continued strife within the region. Oathshriek was familiar with the Third Corsair War from fellow mercenaries who had fought in it, a few of whom she had brought with her on this mission. They had encountered the occasional captain who was paid to attack the other side when things were “quiet.” Similarly, Grimmyr reported whispers of Aspis Consortium agents meeting with “mysterious figures dressed in black and red” soon before chartering Mbe’ke trade vessels laden with goods, which were quickly ambushed.

The conclusion for both was clear. As Oathshriek said, “Seems Chelaxians have been stirring up trouble in the Fever Sea for years. Grimmyr believes that we could do the most good by bringing the fight to them.” And then, shockingly, she made this reporter a stunning offer. “Care to join us?”

My dear readers. How could I refuse?

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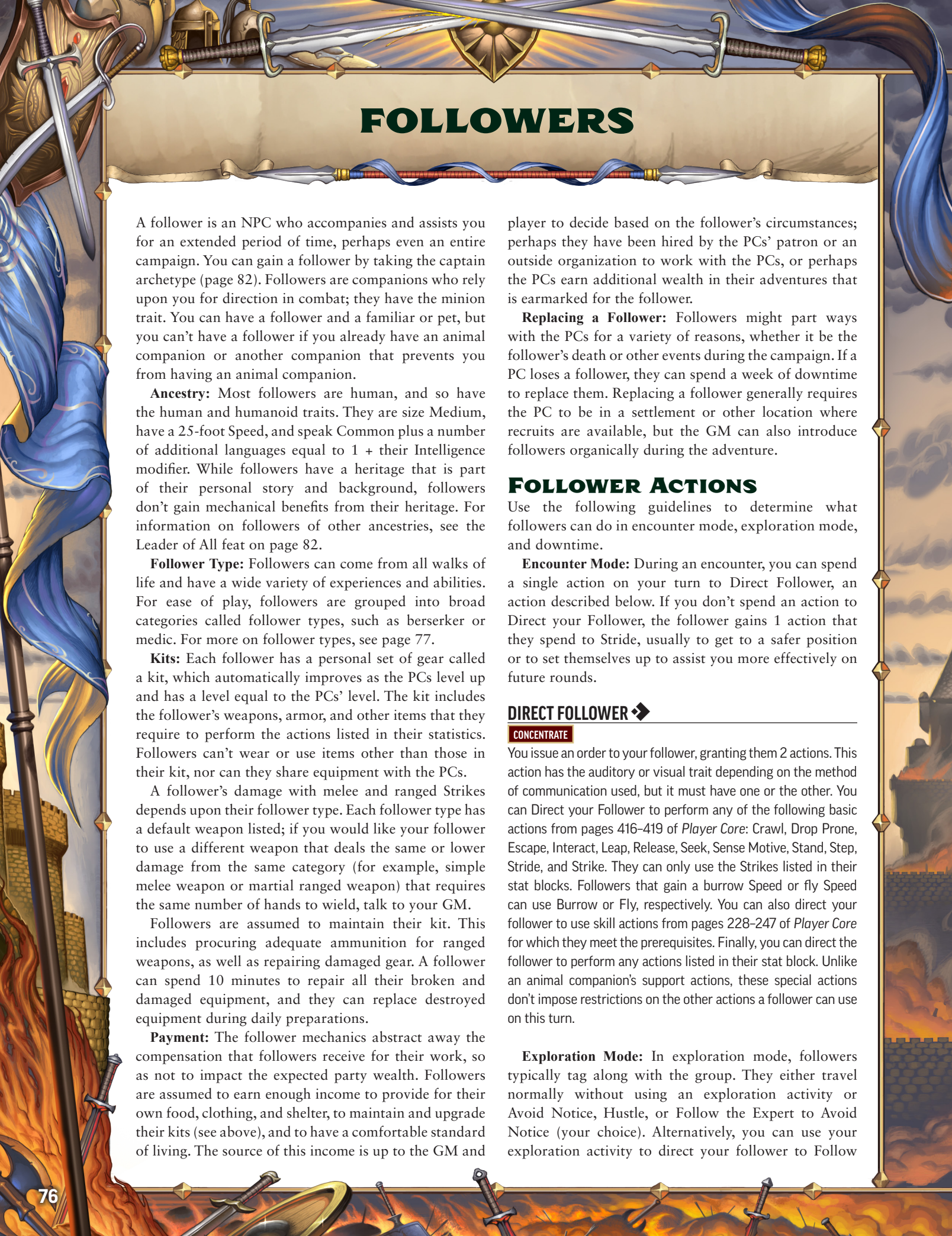
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FOLLOWERS

A follower is an NPC who accompanies and assists you for an extended period of time, perhaps even an entire campaign. You can gain a follower by taking the captain archetype (page 82). Followers are companions who rely upon you for direction in combat; they have the minion trait. You can have a follower and a familiar or pet, but you can't have a follower if you already have an animal companion or another companion that prevents you from having an animal companion.

Ancestry: Most followers are human, and so have the human and humanoid traits. They are size Medium, have a 25-foot Speed, and speak Common plus a number of additional languages equal to 1 + their Intelligence modifier. While followers have a heritage that is part of their personal story and background, followers don't gain mechanical benefits from their heritage. For information on followers of other ancestries, see the Leader of All feat on page 82.

Follower Type: Followers can come from all walks of life and have a wide variety of experiences and abilities. For ease of play, followers are grouped into broad categories called follower types, such as berserker or medic. For more on follower types, see page 77.

Kits: Each follower has a personal set of gear called a kit, which automatically improves as the PCs level up and has a level equal to the PCs' level. The kit includes the follower's weapons, armor, and other items that they require to perform the actions listed in their statistics. Followers can't wear or use items other than those in their kit, nor can they share equipment with the PCs.

A follower's damage with melee and ranged Strikes depends upon their follower type. Each follower type has a default weapon listed; if you would like your follower to use a different weapon that deals the same or lower damage from the same category (for example, simple melee weapon or martial ranged weapon) that requires the same number of hands to wield, talk to your GM.

Followers are assumed to maintain their kit. This includes procuring adequate ammunition for ranged weapons, as well as repairing damaged gear. A follower can spend 10 minutes to repair all their broken and damaged equipment, and they can replace destroyed equipment during daily preparations.

Payment: The follower mechanics abstract away the compensation that followers receive for their work, so as not to impact the expected party wealth. Followers are assumed to earn enough income to provide for their own food, clothing, and shelter, to maintain and upgrade their kits (see above), and to have a comfortable standard of living. The source of this income is up to the GM and

player to decide based on the follower's circumstances; perhaps they have been hired by the PCs' patron or an outside organization to work with the PCs, or perhaps the PCs earn additional wealth in their adventures that is earmarked for the follower.

Replacing a Follower: Followers might part ways with the PCs for a variety of reasons, whether it be the follower's death or other events during the campaign. If a PC loses a follower, they can spend a week of downtime to replace them. Replacing a follower generally requires the PC to be in a settlement or other location where recruits are available, but the GM can also introduce followers organically during the adventure.

FOLLOWER ACTIONS

Use the following guidelines to determine what followers can do in encounter mode, exploration mode, and downtime.

Encounter Mode: During an encounter, you can spend a single action on your turn to Direct Follower, an action described below. If you don't spend an action to Direct your Follower, the follower gains 1 action that they spend to Stride, usually to get to a safer position or to set themselves up to assist you more effectively on future rounds.

DIRECT FOLLOWER

CONCENTRATE

You issue an order to your follower, granting them 2 actions. This action has the auditory or visual trait depending on the method of communication used, but it must have one or the other. You can Direct your Follower to perform any of the following basic actions from pages 416–419 of *Player Core*: Crawl, Drop Prone, Escape, Interact, Leap, Release, Seek, Sense Motive, Stand, Step, Stride, and Strike. They can only use the Strikes listed in their stat blocks. Followers that gain a burrow Speed or fly Speed can use Burrow or Fly, respectively. You can also direct your follower to use skill actions from pages 228–247 of *Player Core* for which they meet the prerequisites. Finally, you can direct the follower to perform any actions listed in their stat block. Unlike an animal companion's support actions, these special actions don't impose restrictions on the other actions a follower can use on this turn.

Exploration Mode: In exploration mode, followers typically tag along with the group. They either travel normally without using an exploration activity or Avoid Notice, Hustle, or Follow the Expert to Avoid Notice (your choice). Alternatively, you can use your exploration activity to direct your follower to Follow

the Expert, Investigate, Scout, or Search, or to use any of the exploration skill actions from pages 228–247 of *Player Core* for which they meet the prerequisites.

Downtime: Followers use their downtime to train, upkeep their kits, and perform other background activities at the GM's discretion. They don't perform downtime activities on behalf of the PCs like Crafting or Earning Income.

ROLEPLAYING FOLLOWERS

When your character gains a follower, work with your GM to decide who will roleplay the follower. It could be you, the GM, or even another player at the table. It could also be one of the players most of the time, with the GM taking over when they want the follower to convey information that the players haven't yet discovered.

When creating a follower, just as when creating a PC, it's valuable to consider what their history is and how they have come to join the group. In a follower's case, why they have chosen to accompany you is particularly important, as this reason helps define the nature of their relationship with you and the rest of the party. Consider working with your GM to establish what your follower's short-, medium-, and long-term goals are, and how they like to spend their downtime. All these factors help determine what the follower does when they aren't taking direct orders from you and can serve as seeds for the GM to use the follower to introduce new information or exciting adventure hooks to the party.

In general, followers respect you and get along decently with the rest of the PCs, but they may develop friendships or rivalries with other PCs based on events during the campaign. Followers have their own opinions and express them, but they should generally not take the spotlight from the PCs. This means that followers typically don't take the lead in social encounters or participate heavily in decision-making.

Though followers are committed to working with the PCs and will never betray them under ordinary circumstances, they are people with their own agency. A follower who is dissatisfied with their circumstances due to poor working conditions or mistreatment might eventually leave to find other employment. If a player repeatedly loses followers in this way, the GM should consider working with that player to retrain out of the captain archetype.

NOVICE FOLLOWERS

Followers begin their journey as novices. The following are the base statistics of a novice follower. Followers calculate their modifiers and DCs just as you do with one difference: the only item bonuses they can benefit from are the ones listed in their statistics. You can take feats from the captain archetype to advance your followers, making them stronger.

A follower's starting statistics are as follows.

FOLLOWERS VS. NON-COMPANION NPCs

Followers are NPCs who are designed to be balanced with other companion options, such as animal companions, and to maintain their own necessary gear without cost to the PCs. As such, they have the minion trait, and they can only use the actions listed under follower actions (page 76) and in their stat block.

Since followers are intelligent people, these abstractions can potentially lead to unusual circumstances at the table. For example, some groups might find it odd that followers can't Activate an Item to use magic item abilities or feed potions to PCs. However, activated items are balanced around the idea that a PC is spending their own actions to use them. For example, magic items with a 2-action activation are balanced around the idea that they can't be used on the same turn as any other 2-action spell or activity. If your group would rather have an NPC companion that can take 3 actions per round and use items, consider asking your GM to add an NPC to the party, counting them as an extra PC for the purposes of XP and treasure.

Level: Your follower's level is equal to yours.

Proficiencies: Your follower is trained in their listed attacks, the armor from their kit, Perception, all saving throws, and the skills listed in their stat block.

Attribute Modifiers: A follower begins with base attribute modifiers listed in their stat block.

Hit Points: Your follower has starting Hit Points from their type, plus a number of Hit Points equal to 6 plus their Constitution modifier for each level you have.

FOLLOWER TYPES

The theme of a follower's abilities and skills is called their follower type. Each follower type has its own stat block and advancement, as follows.

Strikes One or more entries with the follower's Strikes and their traits and damage

Attribute Modifiers Starting attribute modifiers

Hit Points The follower's starting Hit Points

Kit Armor The item bonus and Dexterity modifier cap (or Dex cap) for the armor from the follower's kit

Skills Trained skills your follower has

Follower Ability A special ability that your follower has; this is either an action you can Direct your Follower to perform or an ability that happens automatically

Special If present, this section lists other mechanics that apply to the follower

Experienced Advancement The bonuses and abilities the follower gains when they become an experienced follower

Veteran Advancement The bonuses and abilities the follower gains when they become a veteran follower

Exceptional Advancement The bonuses and abilities the follower gains when they become an exceptional follower

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TABLE DYNAMICS

Some groups may not be comfortable with the dynamics that a follower introduces to the table, given the inequality between followers and the PCs. Before selecting the captain archetype, check with the GM and the rest of your group to ensure that they are on board with using these rules.

Berserker

This incautious fighter can become a terrifying harbinger of destruction.

Melee ♦ falchion (forceful, sweep), **Damage** 1d10 slashing **Str** +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +0, **Cha** +2

Hit Points 8

Kit Armor item bonus +3, Dex cap +2

Skills Athletics, Intimidation, Warfare Lore

Follower Ability When a berserker takes damage, they gain a +1 status bonus to their next damage roll before the end of your next turn.

Experienced Advancement When the berserker becomes an experienced follower:

- Increase their Strength modifier to +4 and their Constitution modifier to +3.



BERSERKER

- Increase their proficiency rank with Fortitude and Will saves to expert.
- Increase their falchion Strike damage dice from 1d10 to 2d10.
- Increase the status bonus to damage rolls the berserker gains from their follower ability to +2.

Veteran Advancement When the berserker becomes a veteran follower:

- Increase their Constitution modifier to +4, their Wisdom modifier to +1, and their Charisma modifier to +3.
- Increase their item bonus to AC to +4.
- Increase their proficiency rank in Perception to expert.
- Increase their proficiency rank in Athletics, Intimidation, and Warfare Lore to expert.
- Increase their proficiency rank in their falchion Strikes to expert, and give them a +1 item bonus to attack rolls with their falchion Strikes. Their Strikes deal 3 additional damage and become magical for the purposes of ignoring resistances.
- Increase the status bonus to damage rolls the berserker gains from their follower ability to +3.
- The berserker gains Reckless Attack.

Reckless Attack ♦ **Frequency** once per turn; **Trigger** You Direct the berserker; **Effect** The berserker gains a +1 circumstance bonus to their next attack roll on this turn. They are off-guard until the beginning of your next turn.

Exceptional Advancement When the berserker becomes an exceptional follower:

- Increase their Strength modifier to +5, their Dexterity modifier to +1, their Wisdom modifier to +2, and their Charisma modifier to +4.
- Increase their item bonus to AC to +5.
- Increase their proficiency rank in Fortitude saves and Will saves to master, and their proficiency rank in Reflex saves to expert. Give them a +1 item bonus to all saving throws.
- Increase their proficiency rank in Athletics to master.
- Increase their item bonus to attack rolls with their falchion Strikes to +2. Increase their falchion Strike damage dice from 2d10 to 3d10 and increase the additional damage that their falchion Strikes deal from 3 to 6.
- Increase the status bonus to damage rolls the berserker gains from their follower action to +4.
- The berserker gains a reaction when Directed. If this reaction isn't spent before the beginning of your next turn, it is lost. The berserker also gains the Share the Pain reaction.

Share the Pain ↻ **Trigger** The berserker is critically hit by a creature that is within their reach; **Effect** The berserker makes a melee Strike against that creature.

Medic

This trainee healer can master the art of bringing people back from the brink of death.

Melee ♦ scalpel (agile, deadly d8, finesse, versatile S),

MONSTROUS FOLLOWERS

This follower framework can also be used to represent intelligent monsters that follow the PCs. The GM can create a new follower type for them or adjust one of the existing progressions, renaming their attacks and replacing their abilities accordingly.

Damage 1d4 piercing (functions as dagger)

Str +0, **Dex** +2, **Con** +1, **Int** +1, **Wis** +3, **Cha** +0

Hit Points 6

Kit Armor item bonus +1, Dex cap +4

Skills Herbalism Lore, Medicine, Nature, Survival

Follower Ability A medic has the Battle Medicine feat (*Player Core* 253). Their kit includes a healer's toolkit.

Experienced Advancement When the medic becomes an experienced follower:

- Increase their Dexterity modifier to +3 and their Wisdom modifier to +4.
- Increase their proficiency rank in Fortitude saves and Will saves to expert.
- Increase their proficiency rank in Medicine to expert.
- Increase their scalpel Strike damage dice from 1d4 to 2d4. Their scalpel Strikes deal 1 persistent bleed damage (or 1d6 persistent bleed damage on a critical hit).
- Once per day, the medic can use Battle Medicine on a creature that is temporarily immune.

Veteran Advancement When the medic becomes a veteran follower:

- Increase their Strength modifier to +1, their Dexterity modifier to +4, and their Constitution modifier to +2.
- Increase their item bonus to AC to +2.
- Increase their proficiency rank in Perception to expert.
- Increase their proficiency rank in Medicine to master, and their proficiency rank in Herbalism Lore, Nature, and Survival to expert. Give them a +1 item bonus to Medicine checks.
- Increase their proficiency rank in their scalpel Strikes to expert, and give them a +1 item bonus to attack rolls with their scalpel Strikes. Their scalpel Strikes deal 2 additional damage and become magical for the purposes of ignoring resistances.
- The medic can use Medic's Treatment.

Medic's Treatment ♦ **Requirements** The medic is wearing or holding a healer's toolkit; **Effect** The medic treats an adjacent creature in an attempt to reduce the clumsy, enfeebled, sickened, or stupefied condition. If a creature has multiple conditions from this list, the medic chooses one to treat. The medic attempts a counteract check against the condition, using their Medicine modifier as their counteract modifier and half their level as the counteract rank. The condition's source determines the DC. The medic can't treat a condition that came from an artifact or an effect above 20th level. Using Medic's Treatment on a condition that is continually applied (for instance, the enfeebled condition a holy creature gains from carrying an *unholy* weapon) has no effect as long as the circumstances continue.

Critical Success Reduce the chosen condition's value by 2.

Success Reduce the chosen condition's value by 1.

Critical Failure Increase the chosen condition's value by 1.

Exceptional Advancement When the medic becomes an exceptional follower:

- Increase their Strength modifier to +2, their Constitution modifier to +3, their Intelligence modifier to +2, and their Wisdom modifier to +5.
- Increase their item bonus to AC to +3.
- Increase their proficiency rank in Fortitude and Will saves to master, and their proficiency rank in Reflex saves to expert. Give them a +1 item bonus to all saving throws.
- Increase their item bonus to Medicine checks to +2. They become an expert in Acrobatics.
- Increase their item bonus to attack rolls with their scalpel Strikes to +2. Increase their scalpel Strike damage dice from 2d4 to 3d4 and increase the additional damage that their scalpel Strikes deal from 2 to 4. Increase the persistent bleed their scalpel Strikes deal to 2 (or 2d6 on a critical hit).
- Once per hour, the medic can use Battle Medicine on a creature that is temporarily immune.
- The medic can use Quick Treatment.

Quick Treatment ♦ **Frequency** once per round; **Effect**

The medic Strides and then uses Administer First Aid, Battle Medicine, Medic's Treatment, or Treat Poison.

Scout

This novice lookout can become a master of traversing terrain silently to strike their foes' weak points.

Melee ♦ **shortsword** (agile, finesse, versatile S), **Damage** 1d6 piercing

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Hit Points 6

Kit Armor item bonus +1, Dex cap +4

Skills Acrobatics, Stealth, Survival, one Lore about a specific settlement or a specific terrain

Follower Ability A scout deals 1d4 extra precision damage to off-guard targets.

Special A scout adds Scout to the list of exploration activities that they can perform without spending your exploration activity.

Experienced Advancement When the scout becomes an experienced follower:

- Increase their Dexterity modifier to +4 and their Wisdom modifier to +3.
- Increase their proficiency rank with Reflex saves, Will saves, and Perception to expert.
- Increase their shortsword Strike damage dice from 1d6 to 2d6.
- Add Search to the list of exploration activities the scout can perform without spending your exploration activity.

Veteran Advancement When the scout becomes a veteran follower:

- Increase their Strength modifier to +2, their Constitution modifier to +2, and their Intelligence modifier to +1.
- Increase their item bonus to AC to +2.
- Increase their proficiency rank in Acrobatics, Stealth, Survival, and their specific Lore to expert. Give them a +1 item bonus to Stealth checks.
- Increase their proficiency rank in their shortsword Strikes to expert, and give them a +1 item bonus to attack rolls with their shortsword Strikes. Their Strikes deal 2 additional damage and become magical for the purposes of ignoring resistances.
- Increase the extra precision damage the scout does to off-guard targets to 1d6.
- The scout learns Exploit Injury.

Exploit Injury ♦ **Requirements** The scout's last action was a successful melee Strike against an off-guard target; **Effect** The target of the Strike is off-guard until the end of your next turn.

Exceptional Advancement When the scout becomes an exceptional follower:



SHARPSHOOTER

- Increase their Strength modifier to +3, their Dexterity modifier to +5, their Constitution modifier to +3, and their Wisdom modifier to +4.
- Increase their item bonus to AC to +3.
- Increase their proficiency rank in Reflex saves, Will saves, and Perception to master, and their proficiency rank in Fortitude saves to expert. Give them a +1 item bonus to all saving throws.
- Increase their proficiency rank in Stealth to master, and increase their item bonus to Stealth checks to +2.
- Increase their item bonus to attack rolls with their shortsword Strikes to +2. Increase their shortsword Strike damage dice from 2d6 to 3d6 and increase the additional damage that their shortsword Strikes deal from 2 to 4.
- When the scout uses the Scout exploration activity, they also Avoid Notice and Search.

Sharpshooter

This trainee archer can learn to shoot with terrifying precision.

Range ♦ shortbow (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Hit Points 4

Kit Armor item bonus +1, Dex cap +4

Skills Acrobatics, Hunting Lore, Stealth

Follower Ability The sharpshooter learns Take Aim.

Take Aim ♦♦ The sharpshooter takes aim at their foe and makes a ranged Strike, gaining a +2 circumstance bonus to the attack roll.

Experienced Advancement When the sharpshooter becomes an experienced follower:

- Increase their Dexterity modifier to +4 and their Wisdom modifier to +3.
- Increase their proficiency rank in Fortitude saves and Reflex saves to expert.
- Increase their shortbow Strike damage dice from 1d6 to 2d6.
- When a creature takes damage from a sharpshooter's ranged Strike, it takes a -5-foot circumstance penalty to its Speeds for 1 round, or a -10-foot circumstance penalty if the attack was a critical hit.

Veteran Advancement When the scout becomes a veteran follower:

- Increase their Constitution modifier to +2, their Intelligence modifier to +1, and their Charisma modifier to +2.
- Increase their item bonus to AC to +2.
- Increase their proficiency rank in Perception to expert.
- Increase their proficiency rank in Acrobatics, Hunting Lore, and Stealth to expert. They also become an expert in Intimidation.
- Increase their proficiency rank in their shortbow Strikes to expert, and give them a +1 item bonus to attack rolls with their shortbow Strikes. Their Strikes deal 2 additional damage and become magical for the purposes of ignoring resistances.

- When the sharpshooter Takes Aim, they also ignore the target's concealment.

Exceptional Advancement When the sharpshooter becomes an exceptional follower:

- Increase their Dexterity modifier to +5, their Constitution modifier to +3, their Wisdom modifier to +4, and their Charisma modifier to +3.
- Increase their item bonus to AC to +3.
- Increase their proficiency rank in Reflex saves and Will saves to master and their proficiency rank in Fortitude saves to expert. Give them a +1 item bonus to all saving throws.
- Increase their proficiency rank in Acrobatics to master.
- Increase their item bonus to attack rolls with their shortbow Strikes to +2. Increase their shortbow Strike damage dice from 2d6 to 3d6 and increase the additional damage that their shortbow Strikes deal from 2 to 4.
- The sharpshooter learns Following Shot.

Following Shot ♦ **Frequency** once per turn; **Trigger**

The sharpshooter critically hits with a ranged Strike; **Requirements** The sharpshooter is wielding a weapon with reload 0; **Effect** Bolstered by their success, the sharpshooter quickly takes another shot. They make another ranged Strike with the same weapon at the same multiple attack penalty. This attack still counts toward the sharpshooter's multiple attack penalty.

Shieldbearer

This aspiring bodyguard can learn to deflect the most devastating of blows.

Melee ♦ longsword (versatile P), **Damage** 1d8 slashing

Melee ♦ shield boss, **Damage** 1d6 bludgeoning

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Hit Points 8

Kit Armor item bonus +5, Dex cap +1

Skills Athletics, Survival, Warfare Lore

Follower Ability A shieldbearer carries a shield (Hardness 5, HP 20, BT 10). They can Raise the Shield to gain a +2 circumstance bonus to AC. The shieldbearer also gains a reaction when Directed. If this reaction isn't spent before the beginning of your next turn, it is lost. Finally, they gain the Shield Block feat.

Special A shieldbearer takes a -5-foot penalty to their Speeds from their heavy armor.

Experienced Advancement When the shieldbearer becomes an experienced follower:

- Increase their Strength modifier to +4 and their Constitution modifier to +3.
- Increase their proficiency rank in Fortitude and Will saves to expert.
- Increase their weapons' Strike damage from one die to two dice (for instance 1d8 to 2d8).
- Increase their shield's statistics to Hardness 6, HP 40, and BT 20.
- The shieldbearer can defend you. When the shieldbearer

WHY AND HOW TO LEAD

When selecting the captain archetype, consider why your character became a leader. Leadership might be a duty of their social position or occupation, such as a noble with a retainer, a knight with a squire, or a military commander. Alternatively, your character might be someone whose natural magnetism inspires others to follow them regardless of formal titles.

However your character begins their journey toward leadership, the way that they choose to exercise their authority and interact with subordinates, foes, and allies defines their reputation and their legacy. The following questions can help flesh out your captain's concept. It's natural for their answers to evolve over the course of the campaign based on your character's experiences.

- What persona does your captain present as a leader? Are they a brutal fighter who mercilessly defeats their enemies, a master tactician, a paragon of virtue, or something else? How does this public persona differ from their internal sense of self?
- Does your captain seek out new leadership roles, or at least accept opportunities when they arise? What parts of leadership do they enjoy, and which do they find to be a burden?
- What lessons does your captain instill in their subordinates? In what ways are they strict and regimented, and in what ways are they flexible?

has their shield raised, they can use their Shield Block reaction when an attack is made against you as long as they are adjacent to you. If they do, the shield prevents you from taking damage up to the shield's Hardness, but you and the shield each take any remaining damage, following the normal rules for Shield Block.

Veteran Advancement When the shieldbearer becomes a veteran follower:

- Increase their Constitution modifier to +4, their Intelligence modifier to +1, and their Wisdom modifier to +2.
- Increase their item bonus to AC to +6. Their armor gains the bulwark trait (Player Core 271).
- Increase their proficiency rank in Perception to expert.
- Increase their proficiency rank in Athletics, Survival, and Warfare Lore to expert. They become an expert in Crafting and add a repair toolkit to their kit.
- Increase their proficiency rank in weapon Strikes to expert, and give them a +1 item bonus to attack rolls with their weapon Strikes. Their weapon Strikes deal 2 additional damage and become magical for the purposes of ignoring resistances.
- Increase their shield's statistics to Hardness 8, HP 64, BT 32.
- The shieldbearer can now defend anyone. The shieldbearer can use Shield Block to protect any adjacent ally, not just you.

FOLLOWER ANCESTRIES

Since humans are the most populous ancestry in Golarion and don't have any special abilities, they are presented as the default ancestry for followers. The GM can consider giving captains the Leader of All feat for free if humans aren't the most common ancestry in their campaign setting, or if they aren't concerned with players choosing to avoid human followers in favor of more mechanically powerful options.

Exceptional Advancement When the shieldbearer becomes an exceptional follower:

- Increase their Strength modifier to +5, their Dexterity modifier to +2, their Intelligence modifier to +2, and their Wisdom modifier to +3.
- Increase their item bonus to AC to +7.
- Increase their proficiency rank in Fortitude saves and Will saves to master, and their proficiency rank in Reflex saves to expert. Give them a +1 item bonus to all saving throws.
- Increase their proficiency rank in Athletics to master. They become an expert in Acrobatics.
- Increase their item bonus to attack rolls with their listed weapon Strikes to +2. Increase their weapon Strike damage from two dice to three dice (for instance, 2d8 to 3d8) and increase the additional damage that their weapon Strikes deal from 2 to 4.
- Increase their shield's statistics to Hardness 10, HP 100, BT 50.
- The shieldbearer gains an additional reaction when Directed, which the shieldbearer can use only to Shield Block to protect themselves.

CAPTAIN (UNCOMMON ARCHETYPE)

Whether it's your personal prowess, your fearsome reputation, or your skill at bringing out the best in others, you inspire people to flock to your banner. You might hold an official position in a military, guild, or other institution, or you might operate outside of formal structures. Regardless of your role, you are the type of person that others instinctively turn to for guidance in dangerous or chaotic situations.

A captain is always accompanied by at least one follower, who stays by their side through thick and thin and relies upon them to excel in combat. Followers can fill a variety of roles, from eagle-eyed scouts or stalwart bodyguards to capable medics.

CAPTAIN DEDICATION

UNCOMMON ARCHETYPE DEDICATION

FEAT 2

Prerequisites Charisma +2; you don't have an animal companion, construct companion, or other companion that functions similarly

You become trained in your choice of Diplomacy or Intimidation; if you are already trained in both of these skills, you become trained in a skill of your choice. You also gain your choice of the Group Impression or the Group Coercion skill feat. If you already have both of these skill feats, you gain another 1st-level skill feat for which you qualify.

You also gain the assistance of a dedicated follower, who has agreed to accompany you on your journeys. They have the minion trait and begin as a novice follower. See Followers (page 76) for more information.

Special Once you have a follower, you can never take a feat or class feature that grants an animal companion or another companion that prevents you from having an animal companion.

ADDITIONAL FOLLOWER

FEAT 4

ARCHETYPE

Prerequisites Captain Dedication

Another follower joins you in your travels. They are a novice follower that has the minion trait. See the Multiple Followers sidebar on page 83 for rules on having multiple followers under your command.

Special You can select this feat more than once, gaining an additional follower each time, to a maximum of four total followers.

EXPERIENCED FOLLOWER

FEAT 4

ARCHETYPE

Prerequisites Captain Dedication

Your followers' skills have developed over the course of your adventures. All your followers become experienced followers (page 77).

Additionally, your followers have grown accustomed to the perils of battle, developing the confidence to attack foes without your direction. During an encounter, even if you don't use the Direct Follower action, your active follower spend can still use 1 action that round on your turn to Stride or Strike. They can do this at any point during your turn, as long as you aren't currently taking an action. If they do, that's all the actions they get that round—you can't Direct them later.

LEADER OF ALL

FEAT 4

ARCHETYPE

Prerequisites Captain Dedication

You accept anyone who would follow you on your adventures. You can take followers from any common ancestry, and from uncommon or rare ancestries at the GM's discretion. Your follower gains the traits, size, Speeds, languages, and other special abilities listed in their ancestry. For example, elf followers have the elf and humanoid traits, a 30-foot speed, low-light vision, and the typical languages for elves. Followers don't use their ancestry's Hit Points or attribute boosts and flaws. They also don't gain abilities that would allow them to use actions beyond the standard ones available to a follower, such as Activating an Item or Casting a Spell.

CADRE

FEAT 6

ARCHETYPE | SKILL

Prerequisites Captain Dedication, expert in Diplomacy or Intimidation

Between your daring adventures, people seek you out. A loyal cadre of retainers joins you. These individuals don't function as followers and won't accompany you into dangerous areas or situations. However, they can train by your side, assist you in creating items, or help you spread your heroic tales.

When you are in a place where your cadre could reasonably assist you, you gain a +1 circumstance bonus to all skill checks to Craft, Create a Forgery, Earn Income, and Subsist, as well as other downtime activities at the GM's discretion. Your cadre also helps you train, making retraining faster than normal. For every 5 days you spend retraining, you make a week's worth of progress.

TACTICAL GUIDANCE

FEAT 6

ARCHETYPE

Prerequisites Captain Dedication

You can provide tactical guidance to help your follower act more efficiently. You can spend 2 actions to Direct your Follower instead of 1. If you do, your follower gains an additional action.

VETERAN FOLLOWER

FEAT 8

ARCHETYPE

Prerequisites Experienced Follower

Your followers' training has made them veterans of battle. They all become veteran followers (page 77).

COORDINATED TACTICS

FEAT 12

ARCHETYPE

Prerequisites Captain Dedication

You and your follower fight in tandem. Whenever you and your active follower are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

EXCEPTIONAL FOLLOWER

FEAT 14

ARCHETYPE

Prerequisites Veteran Follower

Your followers' abilities have soared to new heights. All your followers become exceptional followers (page 77).

LEGENDARY LEADER

FEAT 15

ARCHETYPE | SKILL

Prerequisites Captain Dedication, legendary in Diplomacy or Intimidation

Your fame has spread throughout the lands. When you first attempt to Coerce or Make an Impression on an intelligent creature, the GM rolls a secret DC 11 flat check to see if they have heard of you. On a success, you gain a +2 circumstance modifier to the skill check for that action. The GM can adjust this flat check as appropriate for circumstances in which you may be more or less known.

MULTIPLE FOLLOWERS

The captain archetype gives you the opportunity to have multiple followers at one time—up to four followers—but only one of those followers, your “active follower,” participates in combat or exploration activities; the rest hang back, ready to be called upon if needed. As soon as you gain a second follower from the captain archetype, you also gain Call Follower to switch your active follower.

CALL FOLLOWER

EXPLORATION

You spend 1 minute calling for a different follower, switching your active follower for another of your followers.

You can also leverage your notoriety and your network of assistants and admirers to earn money. You can Earn Income using the skill you used to meet the prerequisites of this feat. When you do, you gain a +2 circumstance bonus to the check; this bonus increases to a +3 if you have the Cadre feat, as your retainers praise your deeds and find those who might pay to meet you.

PEERLESS CAPTAIN

FEAT 20

ARCHETYPE

Prerequisites Captain Dedication

When you have an active follower in an encounter, you are quickened; you can use the extra action only to Direct your Follower.



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BATTLE MAGIC

Battle magic is often, whether for good or bad, the field of magic most researched and improved upon. This trend exists for multiple reasons, one being the funding granted to arcane schools by military and political leaders dedicated to ensuring the defense of their nation. Battle magic often takes the form of two types: spells that summon massive armies of different variations and spells dedicated to doing large amounts of damage in specified spaces, particularly across enemy lines. Occasionally, a type of “shock and awe” spell is developed, which does little damage but can be very intimidating to the enemy. These are effective because sometimes, the best way to win a fight is to convince the enemy that you’re mightier than they are, regardless of the true abilities of your forces. This type of battle magic is often associated with illusions, though some apply necromantic energy instead.

Doubtless, the argument could be made that any spell could be applied toward acts of war; however, the following spells were developed and designed solely with battle in mind and are the truest applications of the art of battle magic.

BLINDING BOTTLE ◆◆

SPELL 5

CONCENTRATE MANIPULATE POISON

Traditions arcane, occult

Range 100 feet; **Area** 30-foot burst

Defense Fortitude

You conjure an exploding glass container filled with a sight-stealing poison and hurl it across enemy lines. Upon impact, the bottle bursts and exposes all creatures in the area to the toxin within. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 3d6 poison damage.

Failure The creature is afflicted with blinding poison at stage 1.

Critical Failure The creature is afflicted with blinding poison at stage 2.

Blinding Poison (incapacitation, poison) **Level** 9; **Maximum Duration** 4 rounds; **Stage 1** 3d6 poison damage and blinded for 1 round (1 round); **Stage 2** 4d6 poison damage and blinded for 1 round (1 round); **Stage 3** 5d6 poison damage and blinded for 1 round (1 round); **Stage 4** 6d6 poison damage and blinded for 1 minute (1 round)

BLISTER BOMB ◆◆

SPELL 3

CONCENTRATE DISEASE MANIPULATE

Traditions arcane, primal

Range 100 feet; **Area** 5-foot burst

Defense Fortitude

You launch a small bomb enchanted with a fast-acting skin disease at your foes, causing their skin to break out in horrible bleeding sores. All creatures in the area of the burst must attempt a Fortitude save.

Critical Success The creature is unaffected and is immune to blister pox for 1 week.

Success The creature is sickened 2.

Failure The creature is afflicted with blister pox at stage 1.

Critical Failure The creature is afflicted with blister pox at stage 2.

Blister Pox (disease) **Level** 5; A creature can't reduce its sickened value below 1 while it's taking persistent bleed damage from blister pox; **Stage 1** sickened 2 (1 round); **Stage 2** sickened 2 and 1d6 persistent bleed damage (1 round); **Stage 3** sickened 2 and 2d6 persistent bleed damage (1 round); **Stage 4** sickened 3 and 2d6 persistent bleed damage (1 day)

BOOTS ON THE GROUND ◆◆◆

SPELL 6

AUDITORY CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult

Range 100 feet

Defense Will; **Duration** Until you next make your daily preparations

You craft the illusion of your army being much bigger than it actually is, hoping to overwhelm the opposing forces and shatter their hopes. Your illusion can create up to three illusory Gargantuan duplicates of troops within range. You can give the illusion a basic task to perform, such as standing in formation, marching, mimicking guard movements, or unloading illusory boxes; however, the illusion can't perform any actual tasks and can't create intelligible sounds, such as music or clear speech. If you and any of the illusory troops are ever farther than 500 feet apart, the spell ends.

An illusory troop's AC is equal to your spell DC. Its saving throws modifiers are equal to your spell DC - 10. If an illusory troop is hit by an attack or fails a save, you must attempt a DC 11 flat check. On success, the illusion of that troop is destroyed. On failure, the entire illusion shatters, and all illusory troops are destroyed.

Heightened (8th) The DC of the flat check is lowered to 8, and you can create up to five illusory troops.

CLOCKWORK DEVOTION ◆◆◆

SPELL 8

UNCOMMON CONCENTRATE INCARNATE MANIPULATE

Traditions arcane

Range 100 feet

Duration until the end of your next turn

You toss a handful of magical cogs before you, summoning a battalion of clockwork soldiers to fight your enemies.

The clockwork soldiers occupy the space of a Huge creature and have a Speed of 60 feet.

Arrive *Clockwork Assault* Clockwork soldiers slash at your enemies with their halberds, dealing 4d10 slashing damage (basic Reflex save) to all enemy creatures in its location or within 15 feet.

Depart (fire) *Ticking Bomb* The clockwork soldiers freeze abruptly before exploding into a mass of flying cogs and metal shrapnel, dealing 4d8 slashing damage and 4d8 fire damage in a 30-foot emanation (basic Reflex save). On a critical failure, a creature takes an additional 2d8 persistent fire damage.

CONQUERING SOLDIERS

SPELL 10

UNCOMMON CONCENTRATE INCARNATE MANIPULATE

Traditions arcane, divine

Range 500 feet

Duration until the end of your next turn

You tap into the glories of the armies of old, bringing forth their might to your battlefield and making their strength and power your own. This army manifests as glimmering forms of a conquering military of old, replete with banners and colors of their nation. The army occupies the space of a Gargantuan creature and has a Speed of 80 feet.

Arrive (auditory, emotion, fear, mental) *Banner's Call* The conquering army manifests before you and your allies, letting out a battle cry of victory and devotion. Each enemy within an 80-foot emanation must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 2.

Failure The creature takes 6d12 mental damage and is frightened 3.

Critical Failure The creature takes 12d12 mental damage, is frightened 4, and is fleeing for 1 round.

Depart (emotion, healing, mental) *Trumpets of War* As the conquering soldiers begin to fade, their military musicians play one more triumphant song in your honor. You and all allies within 100 feet of the soldiers immediately reduce the value of any clumsy, drained, enfeebled, frightened, sickened, and stupefied conditions by 2 and gain a +2 status bonus to all attacks, saving throws, skill checks, and DCs for 3 rounds.

CURSE OF RECOIL

SPELL 1

CONCENTRATE CURSE

Traditions divine, occult

Trigger An enemy you can see is about to make a ranged attack.

Range 120 feet; **Targets** 1 creature

Defense Will; Duration 1 round

You curse an enemy to suffer a kickback as they make a ranged attack, potentially causing them to miss. The triggering enemy attempts a Will save.

Critical Success The target is unaffected.

Success The recoil from their ranged attack causes the target to be off-guard until the beginning of their next turn.

INCARNATE SPELLS

A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but it ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate would do. It might even become more inclined to do precisely as you wish over multiple summonings.

The incarnate is not fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as *dispel magic*). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack roll modifier.

Failure The recoil imposes a -1 status penalty to the ranged attack and renders the target off-guard until the beginning of their next turn.

Critical Failure The recoil imposes a -2 status penalty to the ranged attack and renders the target off-guard until the beginning of their next turn. Until the start of their next turn, any additional ranged attacks made with the same weapon, spell, or ability take the same penalty.

DANCING SHIELD

SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 60 feet; **Targets** 1 touched shield (unattended or in your possession) and 1 willing creature

Duration sustained up to 1 minute

You levitate the touched shield and send it to orbit around a creature. When you Cast the Spell and Sustain it, the shield uses the Raise a Shield action to protect the target creature.

Heightened (4th) If you have the Shield Block reaction, you can use your reaction to have the target shield use Shield Block when the target creature would take damage from a physical attack, in addition to the usual trigger. In this case, Shield Block protects the target creature, rather than you. Since the shield is using Shield Block and not you, additional effects or abilities that normally apply when you Shield Block don't apply.

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DESPERATE REPAIR ↻

CONCENTRATE

Traditions arcane, primal

Trigger A shield within range would be reduced to 0 Hit Points by a damaging effect; **Requirements** The triggering shield had more than 1 Hit Point before taking damage.

Range 60 feet; **Targets** 1 shield

You hold a shield together with the power of your magic, forcing wood and steel to fuse back together. The shield remains at 1 Hit Point and isn't destroyed. Its construction is weakened until someone takes the time to repair it, preventing *desperate repair* or a similar ability from saving the same shield until your next daily preparations.

DIVIDING TRENCH ▶▶▶

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You dig an earthen trench across the surrounding terrain, which must be soil, clay, sand, or other soft earth, but not flooring or stone. The trench is 5 feet wide, 5 feet deep, and up to 15 feet long. You can shape the trench's path, but it must be one continuous line. You must conjure the trench in an open space so it doesn't pass through any creatures or objects. Creatures inside the trench have cover from creatures outside the trench, and creatures outside the trench have cover from creatures inside the trench. Small or smaller creatures in the trench might have greater cover against other creatures who aren't close to the trench's edge, and in turn, those creatures might have more cover against small creatures in the trench; the GM determines the amount of additional cover, if any. Entering or leaving the trench requires an additional 5 feet of movement but doesn't require any kind of check and isn't considered difficult terrain. At the end of the spell's duration, the trench disappears, and all creatures in the trench remain in their spaces on solid ground.

Heightened (+2) The trench's maximum length increases by 15 feet.

EXPLOSIVE BARRAGE ▶▶

CONCENTRATE FIRE MANIPULATE SONIC

Traditions arcane, primal

Range 100 feet; **Area** 20-foot burst plus additional 5-foot bursts

Defense basic Fortitude

You fire a booming, fiery explosion followed by a salvo of smaller blasts, each cracking the air with the sound of thunder. You create a 20-foot burst and 1d4 additional 5-foot bursts each within the range and within 20 feet of another burst. None of the bursts can intersect. Each creature caught in at least one of these bursts takes 6d8 fire damage and 6d4 sonic damage (basic Fortitude save). On a failed save, a creature is also deafened for 1 minute.

Heightened (+1) The fire damage increases by 1d8 and the sonic damage increases by 1d4.

SPELL 5

FALLEN SOLDIER'S LAMENT ▶▶

RARE CONCENTRATE ILLUSION MANIPULATE MENTAL VISUAL

Traditions divine, occult

Range 100 feet; **Targets** 1 corpse of a Medium or smaller creature that has died within the past 8 hours

Defense Will; **Duration** sustained for up to 1 minute

You raise an illusion in the space of a fallen foe, crafting it to resemble a ghost of your target before parading it across the battlefield. Whenever you Cast this Spell or Sustain this spell, you move the illusion up to 30 feet and cause each enemy in a 30-foot emanation of the spirit to attempt a Will save against your spell DC. Enemies who fail become frightened 1 (or frightened 2 on a critical failure).

Heightened (6th) You can target a corpse of any size that has died within the past 8 hours.

SPELL 4

FILTER AIR ↻

AIR CONCENTRATE MANIPULATE SUBTLE

Traditions arcane, divine, primal

Trigger You're exposed to a poison or disease that has the inhaled trait, and you're aware of the exposure; **Requirements** You breathe air.

Duration 1 minute

You suck in a rough breath of air, and your body automatically filters out the harmful molecules that would infest your lungs. As you breathe for the duration of the spell, you get the outcome one degree of success higher on your saving throws against inhaled poisons and diseases.

SPELL 4

FORCED MERCY ▶▶

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You soften the target's blows, ensuring they avoid vital areas and cause no lasting harm. All physical damage dealt by the target to living creatures becomes nonlethal and all persistent bleed damage dealt by the target is reduced to 0. This effect doesn't incur the typical -2 circumstance penalty for nonlethal attacks with a lethal weapon or attack. An unwilling target must attempt a Will save. A willing target can choose to critically fail their saving throw.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1d4 rounds.

Critical Failure The creature is affected for 1 minute.

Heightened (4th) The range increases to 100 feet, and you can target up to 8 creatures.

SPELL 1

FROZEN FOG ▶▶

COLD CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

You conjure a chilling mist that settles into the bones and makes it difficult to move. This has the effects of *mist*, except

SPELL 6



that you can Sustain the spell once per round to move the fog up to 10 feet. A creature that starts its turn in the area takes 6d8 cold damage with a basic Fortitude save. A creature that fails its save is also clumsy 1 for 1 minute (clumsy 2 on a critical failure) and takes a -10-foot status penalty to Speeds for as long as it's clumsy.

Heightened (+2) The damage increases by 3d8.

HELPFUL RELOAD

SPELL 2

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Trigger One of your allies makes a ranged Strike with a weapon with a reload of 1 or less; **Requirements** Your ally has more ammunition for their ranged weapon available.

Range 30 feet; **Targets** the triggering creature

With a quick gesture, you reload your ally's weapon, allowing them to focus on fighting the enemy. You reload their weapon with a piece of mundane ammunition from the triggering creature's inventory.

Heightened (4th) You reload your ally's weapon and grant them a +1 status bonus to their next Strike with this weapon.

Heightened (6th) You reload your ally's weapon with the ammunition of their choice from their inventory. Your ally gains a +1 status bonus to their next Strike with this weapon.

Heightened (8th) The spell no longer requires your ally to have appropriate ammunition available. You summon a single

piece of common magical ammunition of 10th level or lower to reload your ally's weapon with. Your ally gains a +1 status bonus to their next Strike with this weapon.

HOLY HOST

SPELL 8

CONCENTRATE | HOLY | INCARNATE | MANIPULATE

Traditions divine, occult

Range 100 feet

Duration until the end of your next turn

In stories, armies with just and righteous causes win with little difficulty, conquering unholy legions. However, many holy armies know that an extra hand never hurts in the fight to exterminate cruelty and unholy forces, and they might call upon the assistance of a holy army. The holy army occupies the space of a Huge creature. When you Cast this Spell, choose one of the holy militaries below to summon.

- **Agathions** Speed 30 feet; **Arrive** (fire) *Pranks for All* A squadron of procyals arrives, eager to see your enemies learn their lesson in this fight. All enemies in a 60-foot cone take 8d6 fire damage (basic Reflex save) as the procyals bombard them with popping firecrackers; **Depart** *Parting Lesson* (emotion, mental) The procyals laugh uproariously as they leave, each throwing out a piece of unrelated advice to a nearby enemy. Enemies in a 20-foot emanation take 4d6 mental damage (basic Will save). On a failure, a creature is also stunned 1. On a critical failure, they're stunned 2.

- **Angels** Speed 30 feet, fly 40 feet; **Arrive** (spirit) *Flaming Truth* A legion of balisses arrive in a burst of holy flame, dealing 8d6 spirit damage to all creatures in a 20-foot emanation with a basic Fortitude save. On a critical failure, a creature is also blinded for 1 round; **Depart** *Hidden Departure* With a plume of smoke, the balisses vanish, spreading a thick cloud of smoke in a 10-foot emanation. All creatures within the smoke are concealed. Unholy creatures within the smoke are enfeebled 2, and holy creatures within the smoke gain the effects of *truesight* and ignore the concealment granted by the smoke.
- **Archons** Speed 30 feet, fly 60 feet; **Arrive** (spirit) *Justice Prevails* A battalion of aesras, also known as legion archons, swoop in to provide assistance. Enemies within a 60-foot cone take 8d6 spirit damage (basic Reflex save); **Depart** (fire) *Eyes of Judgment* With one final examination of the battlefield, the aesras take their leave, but not before bringing down their fiery swords to create a corridor of sacred flame. Enemies in a 60-foot line take 4d6 slashing damage and 2d6 persistent fire damage (basic Reflex save).
- **Azatas** Speed 30 feet, fly 80 feet; **Arrive** (auditory, sonic) *Inspiring Song* Kanya muses arrive to embolden your allies while pushing back your foes. Enemies in a 20-foot emanation take 6d6 sonic damage (basic Fortitude save). A creature that fails the save is also pushed 10 feet away from the kanyas. Allies in the emanation gain a +2 status bonus to attack rolls and saving throws, as well as +4 status bonus to damage rolls for the duration of the spell; **Depart** (emotion, fear, mental) *Booming Finale* With a thunderous chord that stirs the hearts of your forces, the kanyas depart. Enemies in a 60-foot cone must attempt a Will save. On a failure, they're frightened 2, and on a critical failure, they're frightened 3 and deafened for 1 round. Allies in this cone regain 4d10+16 Hit Points.
- **Garudas** Speed 25 feet, fly 60 feet; **Arrive** *Swooping Dive* A battalion of garudas sweep through enemy lines, dealing 6d10 slashing damage to enemies in a 120-foot line (basic Reflex save); **Depart** *Winds of Freedom* The garudas flap their wings in tandem, focusing on a 20-foot burst within 60 feet of them. All allies in that area gain a +1 circumstance bonus to all skill checks and DCs for 1 round, and enemies must succeed a Reflex save or be knocked prone.

INSTANT MINEFIELD ◆◆◆

FIRE ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult

Range 100 feet

Duration 10 minutes

You create several hidden mines throughout the area that explode when stepped on. Choose up to 6 unoccupied squares within range. A mine appears in each chosen square, visible only to you and your allies. A mine can't be targeted and isn't affected by area effects, but if it hasn't been triggered by the end of the spell's duration, it dissipates harmlessly. A creature

that can see invisible creatures and objects can see the mines. A creature can also attempt a Perception check against your spell DC to Seek to find an invisible mine.

A creature who enters a square with an invisible mine triggers it, causing an explosion that deals 3d6 fire damage and 3d6 piercing damage (basic Reflex save) to the creature and every creature in a 5-foot emanation from the mine's square.

Heightened (+1) The fire damage and piercing damage dealt by a mine each increase by 1d6.

JASSIM'S ALLEGIANCE ◆◆◆

SPELL 10

RARE CONCENTRATE INCARNATE MANIPULATE

Traditions arcane, occult

Range 500 feet

Duration until the end of your next turn

You bartered for this spell in some strange market or perhaps gained it while wandering the desert, hopelessly lost and surrounded by nothing but the remnants of time and fallen empires. With a gesture and words of a language not spoken since the fall of the Hanging City of Teskra, you summon Jassim the Wanderer. Jassim, a true Jistkan automaton, occupies the space of a Gargantuan creature and has a Speed of 60 feet.

Arrive (fire) *Eyes of Fire* Jassim emerges from the ground and glares at your enemies, a fearsome look forming on a face of ancient metal and glass. He shoots an energy beam in a 60-foot line, dealing 5d12 fire damage and 5d12 piercing damage (basic Reflex save). Enemies that critically fail are drained 2.

Depart (metal) *Heart of Rust* Jassim takes a metal piece from his chest and holds it out, crushing it in his fist and allowing the powder to spread across a 60-foot emanation. These particles deal 10d6 slashing damage to all creatures and unattended objects within the area (basic Fortitude save). A metal creature that fails its save also takes 2d8 persistent slashing damage. A non-metal creature that fails this save is also sickened 2.

LOCK ITEM ◆◆

SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** one object held by one creature and the creature holding it

Defense Reflex; **Duration** varies

One object held by a creature becomes fused to that creature's hand and can't be put down. To Disarm or Steal the item, the result of the skill check must exceed the spell's DC or the normal DC, whichever is higher. To voluntarily drop the weapon, the target must spend an Interact action rather than a free action, and then succeed at a Reflex save; the target must also attempt a Reflex save to Interact to put away or swap the object. On a failed save, the action is wasted, but on a success, they drop the item and the spell ends. An unwilling creature must attempt an initial Reflex save against *lock item*. A willing creature can choose to critically fail the saving throw.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 4 rounds.

Critical Failure The creature is affected for 1 minute.

Heightened (+2) You can target either one additional object held by the same creature or one additional object held by one additional creature.

PEST SWARM ◆◆◆

UNCOMMON CONCENTRATE INCARNATE MANIPULATE

Traditions arcane, occult, primal

Range 30 feet

Duration until the end of your next turn

Sometimes the most common irritations can band together and become threats to your enemies. You reach out to the pests and nuisances around you, forming a small squadron of them to harass and occupy your opponents. They swarm from the forests, the air, and even the dirt beneath your feet. The pest squadron occupies the space of a Large creature, and like a swarm, they can occupy the same space as other creatures. When you Cast this Spell, choose one of the pest squadrons below to summon.

- **Cockroaches** Speed 30 feet, climb 30 feet; **Arrive** *Scurrying Swarm* The swarm of cockroaches scuttles toward the enemy, swarming them and climbing up the bodies of any enemy touching the ground. They deal 4d6 piercing damage (basic Reflex save) to all enemies within their space and in a 5-foot emanation. On a critical failure, a creature can't use concentrate actions for 1 round as they try and brush away the insects; **Depart** *Farewell Dirt* The cockroaches disperse, climbing down from the creatures and leaving behind their debris and dirt. All enemies in their space must attempt a Fortitude save. On a failure, a creature is sickened 2 (sickened 3 on a critical failure).
- **Mosquitoes** Speed 30 feet, fly 50 feet; **Arrive** *Biting Flight* The mosquitoes arrive in a hazy cloud, landing on the exposed skin of your opponents and dealing 4d6 piercing damage to enemies in their space (basic Reflex save); **Depart** *Parting Gift* The swarm attempts to drain their opponents before flying off. All enemies in their space and in a 5-foot emanation must succeed at a Fortitude save or become drained 1 (drained 2 on a critical failure).
- **Pigeons** Speed 20 feet, fly 40 feet; **Arrive** *Dive Bomb* The swarm of pigeons dives into the crowd of enemies and attacks with beaks and talons. Each enemy within their space takes 2d8 piercing and 2d4 slashing damage (basic Reflex save). On a critical failure, a creature is dazzled for 1 round; **Depart** (sonic) *Wing Snap* The pigeon swarm snaps their wingtips together to startle their opponents before leaving. Each enemy within their space takes 4d6 sonic damage (basic Fortitude save).
- **Rats** Speed 30 feet, burrow 20 feet; **Arrive** *Chittering Race* Rats swarm the legs of your enemies, biting at them and digging their sharp nails into whatever exposed flesh reveals itself. Each enemy in their space takes 4d6 piercing damage (basic Reflex save); **Depart** *Underfoot* The rats scurry underfoot, tripping up enemies and burrowing

SPELL 4

underground to make a swift getaway. Each enemy in their space must succeed a Reflex save or be knocked prone and take 2d6 bludgeoning damage. The area the rat swarm was in becomes difficult terrain for 1 round.

- **Skunks** Speed 30 feet, climb 20 feet; **Arrive** *Mustelid Charge* Skunks race to the scene, and each enemy within their space and within a 5-foot emanation take 4d6 piercing damage (basic Reflex save) as the skunks snarl and bite; **Depart** (acid) *Stink Bomb* Before leaving, the skunks launch a final offensive maneuver and release their stink glands in a 15-foot cone. All creatures in the area take 2d6 acid damage (basic Fortitude save). On a failure, a creature is also sickened 1 (sickened 2 on a critical failure).
 - **Spiders** Speed 30 feet, climb 30 feet; **Arrive** (poison) *Venomous Swarm* A horde of violin spiders crawls up from the ground, climbing onto enemies within their space and in a 5-foot emanation and biting them. Each enemy takes 3d6 piercing damage (basic Fortitude save). Enemies who fail are exposed to violin spider venom; **Depart** *Spinning Webs* As the violin spiders depart, they spray sticky webs at their enemies in a 30-foot cone. All creatures in this cone must attempt a Reflex save. On a failure, a creature takes a -10-foot circumstance penalty to their Speeds (-20-foot circumstance penalty on a critical failure) for 1 minute; a creature can remove this penalty with a successful Escape against your spell DC. The area of the cone is also difficult terrain for 1 round.
- Violin Spider Venom** (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 2d6 poison and clumsy 1 (1 round); **Stage 3** 2d6 poison, 1d6 persistent bleed, and clumsy 1 (1 round); **Stage 4** 2d6 poison, 2d6 persistent bleed, and clumsy 1 (1 round)

SHOCK AND AWE ◆◆◆

SPELL 5

AUDITORY CONCENTRATE EMOTION FEAR ILLUSION MANIPULATE MENTAL VISUAL

Traditions arcane, occult

Range 100 feet; **Area** 50-foot burst

Defense Will; Duration 1 round

You create the illusion of cannons exploding, bullets and arrows flying, and magical ballistics firing, as an overwhelming torrent of information, both visual and auditory. Enemies in the area must attempt a Will save.

Critical Success The enemy is unaffected.

Success The target is frightened 1.

Failure The enemy is frightened 2 and stunned 1.

Critical Failure The enemy is frightened 3 and stunned 2.

SIEGE WEAPON'S BLESSING ◆◆◆

SPELL 6

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Range touch; **Targets** one mounted siege weapon

Duration 1 minute

You trace a magic rune onto the body of a siege weapon, calling upon fate or your faith to guide the attacks your allies

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make with this machine. For the spell's duration, any skill checks attempted to Load the siege weapon can be rolled twice, taking the better result; these skill checks gain the fortune trait. In addition, any saving throws attempted by creatures caught in the siege weapon's Launch area must be rolled twice, taking the worse result; these saving throws gain the misfortune trait.

Heightened (9th) The duration is 8 hours.

SKELETON ARMY ◆◆◆

SPELL 6

CONCENTRATE | INCARNATE | MANIPULATE

Traditions arcane, divine, occult

Range 100 feet

Duration until the end of your next turn

With a fistful of compressed bones, you summon a legion of skeletal hulks to fight in your war, refusing to let them rest until they've given up their last inches of usefulness to your cause. The undead army occupies the space of a Huge creature and has a Speed of 40 feet.

Arrive *Bone March* The skeletal hulks rise from the dirt, slashing through your enemies and attacking with their dirt-encrusted, bony hands. Enemies within a 20-foot emanation take 4d8 slashing damage (basic Reflex save). On a critical failure, a creature also take 2d8 persistent bleed damage.

Depart *Tossed Heads* Before crumpling into a pile of bones, the skeleton army removes their skulls and throws them at the enemy lines, chattering and howling, dealing 6d6 piercing

damage to enemies in a 20-foot burst (basic Reflex save) within 30 feet. On a critical failure, a creature is also frightened 2.

STEEL FORTIFICATIONS ◆◆◆

SPELL 2

CONCENTRATE | MANIPULATE | METAL

Traditions arcane, primal

Range 120 feet

Duration 10 minutes

You conjure several metal structures that consist of angled beams attached to one another at a central point, which can help block attacks. You creature up to three Large structures within range in unoccupied squares; each fortification is 8 feet long, 8 feet wide, and 8 feet tall. There must be enough room for a fortification in order to conjure it. A single fortification has an AC of 10 and is immune to critical hits and precision damage. It has Hardness 9, 60 Hit Points, and a BT of 30. Once a fortification is broken, it crumbles into sharp metal bits. Any creature adjacent to or sharing a space with a fortification when it is broken must attempt a Reflex save or take 2d6 persistent bleed damage.

Creatures can pass through the spaces of a fortification, though Medium and larger creatures treat these spaces as difficult terrain. A Small or smaller creature can occupy the same spaces as a fortification; doing so grants them standard cover. Similarly, a prone Medium creature can occupy the same spaces as a fortification, gaining standard cover in the process. A Medium or smaller creature can climb a fortification with a successful DC 15 Athletics check.

STICKY FIRE ➡➡

SPELL 2

ATTACK CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal**Range** 60 feet; **Targets** 1 creature**Defense** AC

You send a bubble of viscous liquid that sparks into flame. Make a spell attack roll against the target's AC, dealing 1d8 fire damage and 1d8 persistent fire damage on a hit. The target is enfeebled 1 until they recover from their persistent fire damage.

Heightened (+2) The initial and persistent fire damage increase by 1d8.

UNHOLY ARMY ➡➡➡

SPELL 8

CONCENTRATE INCARNATE MANIPULATE UNHOLY

Traditions divine, occult**Range** 100 feet**Duration** until the end of your next turn

Reaching out to the legions of the wicked, you call upon them for assistance. They emerge, bubbling up from the ground, and stand to face your enemies, malevolent and ready for bloodshed. The unholy army occupies the space of a Huge creature. When you Cast this Spell, choose one of the unholy squadrons below to summon.

- **Asuras** Speed 40 feet; **Arrive** *Dance of Duality* A legion of adhukaits arrive on the field, dancing and scurrying in and among your enemy's front line. All enemies in a 10-foot emanation take 10d6 slashing damage (basic Reflex save) as the adhukaits slash at them with their kukris; **Depart** *Split Remembrance* As the adhukaits begin to retreat, they argue about who did the most damage and decide to see which half is stronger. All enemies in a 20-foot emanation take 6d6 bludgeoning damage (basic Fortitude save) as they're violently yanked by adhukaits. On a failure, a creature is clumsy 1 for 1 minute (clumsy 2 on a critical failure).
- **Daemons** Speed 25 feet, fly 40 feet; **Arrive** (disease) *Winds of Pestilence* Leukodaemons fly into position, their wings beating with the dust of a thousand diseases of a thousand years. Enemies in a 60-foot cone take 8d8 piercing damage (basic Fortitude save). On a failure, a creature is also sickened 1 (sickened 2 on a critical failure); **Depart** (disease) *Remember Me* The leukodaemons claw at your enemies with their infected nails. All enemies in a 10-foot emanation take 6d6 slashing damage (basic Reflex save). On a failure, a creature is also drained 1 (drained 2 on a critical failure).
- **Demons** Speed 25 feet; **Arrive** (fire) *Fuming Entrance* A legion of brimoraks arrive in clouds of thick black smoke. The army's space and every square in a 20-foot emanation is choked with burning ash and smog, making all creatures outside the smoke concealed to creatures within it and all creatures within the smoke concealed to creatures outside the smoke and other creatures within it. This smoke lasts for 1 minute, and a creature who enters or begins its turn within the smoke must

attempt a Fortitude save or take 2d6 persistent fire damage and become sickened 1 (3d6 persistent fire damage and sickened 2 on a critical failure); **Depart** (fire) *Swords of Flame* The arson demons swing their flaming swords through your enemies' ranks. All enemies in a 10-foot emanation take 4d8 slashing damage and 3d6 fire damage (basic Reflex save). On a critical failure, a creature also takes 2d8 persistent fire damage.

- **Devils** Speed 25 feet; **Arrive** (spirit) *Diabolic Infantry* A legion of vordines swarm the battlefield. All enemies in a 20-foot emanation take 4d10 piercing damage and 2d6 spirit damage (basic Reflex save) as the vordines impale them with their tridents; **Depart** (nonlethal) *Whipped and Tripped* The devils' whips lengthen impossibly to flense flesh from soul. Enemies in two non-intersecting 40-foot lines take 6d8 nonlethal bludgeoning damage (basic Reflex save). On a failure, a creature is also knocked prone. On a critical failure, it's also knocked prone and immobilized for 1 round.
- **Divs** Speed 35 feet; **Arrive** (mental) *Deceptive Delight* A battalion of sepids arrives to torment your enemies. Enemies in a 60-foot cone take 6d6 mental damage (basic Will save). On a failure, a creature is confused for 1 round; **Depart** (spirit) *Battle Debris* The sepids slam their falchions into the remnants of the chaos of battle, shattering bones, which explode out in a 30-foot emanation. All non-fiends in the area take 8d6 slashing damage and 3d6 spirit damage from debris (basic Reflex save).
- **Qlippoths** Speed 40 feet, climb 40 feet, fly 40 feet; **Arrive** (visual) *Terrifying Scuttle* A horde of gongorinans opens their maws to reveal the horror inside. All enemies in a 60-foot cone must succeed at a Will save or be sickened 2 (sickened 2 and blinded for 1 round on a critical failure); **Depart** *Pincer Assault* The gongorinans lash out at everyone. All enemies in a 20-foot emanation take 6d12 slashing damage (basic Reflex save).
- **Velstracs** Speed 25 feet; **Arrive** *Chains of Pain* A legion of sacristans emerges from the shadows, their barbed chains wrapping around enemy limbs to prevent all escape. Enemies in a 20-foot emanation must attempt a Reflex save. On a failure, they take a -10-foot circumstance penalty to their Speeds and 2d6 persistent bleed damage. On a critical failure they take a -20-foot circumstance penalty to their Speeds and 4d6 persistent bleed damage. This penalty to Speeds lasts until they recover from their persistent bleed damage; **Depart** *Pleasant Screams* The sacristans rip their chains from their victims, screaming in unison with their pain. Any enemies who failed the initial Reflex save during the sacristans' arrival take 4d8 piercing damage (basic Fortitude save). In addition, everyone in a 60-foot cone must attempt a Will save. On a failure, they're frightened 2 and deafened for 1 minute (frightened 3 and deafened for 1 minute on a critical failure); this effect has the auditory, emotion, fear, and mental traits.

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SIEGE RITUALS

War is never quick and easy, and sometimes preparations must be made for a long entrenchment. Siege warfare is a complex, bone-grinding process that often results in more bodies than a traditional battlefield conflict. To gain the upper hand in these standoffs, armies or well-prepared cities with skilled individuals practiced in the esoteric arts can enact rituals for siege warfare.

Some rituals may be more useful for offensive purposes, while others are best used to prepare a city against attack. However, clever tacticians often find ways to utilize the tools of war for multiple purposes, and sometimes the best offense is a good defense and vice versa.

RITUALS BY RANK

Rank	Ritual
2	<i>Army of shadows</i>
2	<i>Oil-slicked walls</i>
3	<i>Secure siege weapons</i>
4	<i>Reinforced rations</i>
5	<i>Plague shot</i>
6	<i>Sleepless season</i>
7	<i>Sprawling tunnels</i>

8	<i>Encroaching woods</i>
9	<i>Antimagic artifice</i>
10	<i>Halt death</i>

ANTIMAGIC ARTIFICE

RITUAL 9

RARE

Cast 1 day; **Cost** reagents and oils worth a total value of 4,500 gp; **Secondary Casters** 2

Primary Check Arcana (master), Nature (master), Occultism (master), or Religion (master); **Secondary Checks** Arcana, Nature, Occultism, or Religion (whichever is used for the primary check) and Warfare Lore

Range touch; **Targets** one inanimate object of 1 Bulk or less

Duration 1 week (see text)

You anoint a seemingly harmless item with the power to disrupt magic. As part of performing this ritual, you set a trigger (*Player Core* 303) for when the target object activates. The object remains enchanted for 1 week or until it's activated, whichever comes first.

For 10 minutes after the object is activated, magic is suppressed within an emanation centered on the object. Spells can't penetrate the area, magic items cease to function

within it, and no one inside can cast spells or use magic abilities. Likewise, spells—such as *dispel magic*—can't affect the emanation unless they're of a higher rank than the ritual. Magic effects resume the moment they pass outside the emanation. For example, a caster outside of the emanation could target a *fireball* on a spot on the other side of the emanation, even if the line of effect passes through the emanation. A summoned creature winks out of existence if it enters the emanation but reappears if the emanation ends. Invested magic items cease to function, but they remain invested and resume functioning when they exit the emanation; the attribute boost from an apex item isn't suppressed within the field. Spells of a higher rank than *antimagic artifice* overcome its effects and can even be cast by a creature within the field.

The emanation disrupts only magic, so a +3 *longsword* still functions as a longsword. Magically created creatures (such as constructs with the magical trait) function normally within the emanation.

Critical Success When triggered, the antimagic emanation has a radius of 100 feet. The ritual casters are unaffected by the emanation.

Success When triggered, the antimagic emanation has a radius of 50 feet.

Failure The ritual has no effect.

Critical Failure The magic of the ritual backfires, scrambling the casters' minds. Each caster is stupefied 4. The value of this condition is reduced by 1 for each day that passes, and it can't be removed or reduced by any other means.

ARMY OF SHADOWS

RITUAL 2

UNCOMMON DARKNESS

Cast 4 hours

Primary Check Occultism (expert) or Warfare Lore (expert)

Range 1,000 feet; **Area** 200-foot burst

Duration 1 hour

You conjure a squadron of shadows to surge forth and plunge your enemies into darkness. All non-magical light sources in the area are extinguished and can't be lit again during the duration. Any dim light from sources outside the area can't penetrate the area, and sources of bright light from outside the area shed only dim light into the area. The shadows also attempt to counteract any magical light in the area, with a counteract rank of 2 and a counteract modifier of +13. If a new magical light effect enters the area during the duration, the shadows immediately attempt to counteract it.

Critical Success The shadows are particularly powerful. Their counteract rank increases by 1, and they gain a +2 circumstance bonus to their counteract check.

Success The shadows are of normal power.

Failure The ritual has no effect.

Critical Failure The shadows instead cling to you and obscure your vision, rendering you blinded for 24 hours.

Heightened (4th) The shadows have a counteract rank of 4 and a counteract modifier of +18.

Heightened (6th) The shadows have a counteract rank of 6 and a counteract modifier of +24.

Heightened (8th) The shadows have a counteract rank of 8 and a counteract modifier of +29.

ENCROACHING WOODS

RITUAL 8

UNCOMMON PLANT

Cast 1 day; **Secondary Casters** 2

Primary Check Nature (master); **Secondary Checks** Survival, Warfare Lore

Range 100 feet; **Area** a section of forest no larger than 1,000 square feet

Duration 1 week

You entreat the spirits of a nearby wood to cloak the movements of you and your allies. Each day at dawn following the successful completion of the ritual, the trees and other plants of the affected area move up to 500 feet in a direction of your choosing. There must be enough open space for the trees to move into, maintaining the general shape and size of the affected area. Large fortifications, such as city walls, and inhospitable natural features, such as wide rivers, will stop the trees, but the forest can shape itself around small buildings and streams. The trees traverse the distance over the course of 5 minutes, which is slow enough for most creatures within the forest to move along with them if they desire. However, anyone watching the forest from outside doesn't immediately perceive the movement unless they succeed at a Perception check against the ritual's casting DC. After this movement, the fact that the trees have changed their positions is obvious.

During the ritual's duration, creatures within the forest are obscured to those outside the forest, as determined by the ritual's degree of success. This cover is usually used to stealthily approach opposing armies or settlements.

Once the ritual's duration has ended, the trees remain in their last location. They are affected normally by anything in their current environment that would prevent or stunt plant growth, such as a change of soil type or water quality, though such issues occur at the usual rate.

Critical Success The affected trees sprout obscuring foliage, causing any creature within the forest to be undetected to creatures outside the forest. Each creature in the forest also gains greater cover.

Success As critical success, but the creatures inside the forest are hidden to creatures outside the forest and gain standard cover.

Failure The ritual has no effect.

Critical Failure The primal energy of the forest lashes out at you, cursing you to become one of the trees you sought to control. Each caster immediately gains the petrified condition, though they're solid wood instead of stone. Instead of the normal Hardness, a petrified caster has a Hardness of 5 and a weakness to axes equal to their level. The DC to counteract this condition is the ritual's casting DC.

HALT DEATH

RITUAL 10

RARE VITALITY

Cast 8 hours; **Cost** an hourglass filled with ebon sand, worth at least 10,000 gp; **Secondary Casters** 3

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Primary Check Warfare Lore (legendary); **Secondary Checks** Medicine, Occultism, Pharasma Lore

Area 1-mile-radius emanation centered on you; **Targets** all living creatures

Duration 1 day

While death may be war's stock and trade, you attempt to momentarily delay the inevitable. Upon the successful completion of the ritual, the sands of the hourglass begin to slowly float upward into the upper bulb over the course of the next 24 hours. The hourglass shatters at the end of the ritual's duration, ending the protective magic.

Critical Success All living creatures within the area are guarded against death, gaining a +4 status bonus to saving throws against death effects. In addition, when a living creature in the area succeeds at a recovery check, they get a critical success instead. Finally, the first time during the duration that a living creature would be reduced to dying 2 or higher, that creature remains at dying 1 instead.

Success All living creatures within the area are guarded against death, gaining a +2 status bonus to saving throws against death effects. In addition, the first time during the duration that a living creature would be reduced to dying 3 or higher, that creature remains at dying 2 instead.

Failure The ritual has no effect.

Critical Failure Attempting to stave off death earns Pharasma's ire. You and all the secondary casters become doomed 2. This condition can't be reduced or removed for 1 week.

OIL-SLICKED WALLS

RITUAL 2

UNCOMMON

Cast 8 hours; **Secondary Casters** 1

Primary Check Warfare Lore (expert); **Secondary Checks** Architecture Lore or Crafting

Area 7-mile radius emanation centered on you; **Targets** the outer walls of a settlement

Duration 1 week

The outer walls are a city's first defense against invaders, and you want to make certain no attackers can climb over them. Upon successful completion of this ritual, the surfaces of a settlement's walls within the area are covered with a thin, slippery sheen that can't be washed away.

Critical Success The oil covering the walls also coats any climber's hands. The DC for Athletics checks to Climb the affected walls increases by 10, and a creature who fails a check to climb also drops anything they are carrying.

Success The DC for Athletics checks to Climb the affected walls increases by 5.

Failure The ritual has no effect.

Critical Failure Phantom oil constantly pools around your feet during times of stress. For 1 week, the first time each encounter that a primary or secondary caster takes an action to move, they must attempt a Reflex save or Acrobatics check to Balance against the ritual's casting DC or fall prone. A caster can Step or Crawl without having to attempt a check or save.

PLAGUE SHOT

RITUAL 5

UNCOMMON DISEASE

Cast 4 hours; **Secondary Casters** 1

Primary Check Medicine (expert); **Secondary Check** Warfare Lore

Range touch; **Targets** 10 pieces of siege weapon ammunition, such as a ballista bolt or catapult stone

Duration 1 hour

You imbue several pieces of siege weapon ammunition with an infectious disease that can bring an opposing force low over time. Once the ritual is successfully concluded, the affected pieces of ammunition glow a sickly green and must be launched within the hour or the enchantment fades. In addition to its normal damage or other effects, a successful attack with a piece of the affected ammunition exposes every creature within a 60-foot-radius emanation from the point of impact to siege sickness.

Siege Sickness (disease) **Level** 8; **Saving Throw** DC 24 Fortitude; **Onset** 1 day; **Stage 1** sickened 2 (1 day); **Stage 2** enfeebled 1 and sickened 2 (1 day); **Stage 3** enfeebled 2 and sickened 3 (1 day); **Stage 4** enfeebled 3, sickened 3, and a creature who comes into physical contact with the afflicted is exposed to siege sickness (1 day); **Stage 5** death, and a creature who comes into physical contact with the corpse is exposed to siege sickness

Critical Success The siege sickness gains the virulent trait.

Success The siege sickness is normal.

Failure The ritual has no effect.

Critical Failure Instead of being imbued in the ammunition, the disease becomes airborne at the site of the ritual. Each creature within a 60-foot emanation centered on the primary caster is exposed to siege sickness at stage 2.

REINFORCED RATIONS

RITUAL 4

UNCOMMON

Cast 4 hours

Primary Check Cooking Lore (expert) or Crafting (expert)

Area 50-foot radius emanation centered on you; **Targets** all food and drink in the area

Duration 1 month

An army marches on its stomach, and a city under siege is often cut off from its normal food supplies, so preserving comestibles is of utmost importance during a prolonged conflict. You enchant food and water in the area to not decay or spoil for the duration and grant better nourishment according to the success of the ritual. At the end of the duration, the food and water return to the state they were before the ritual.

Critical Success A single meal of the affected food contains enough nourishment to sustain a typical human for 3 days.

Success A single meal of the affected food contains enough nourishment to sustain a typical human for 1 day.

Failure The ritual has no effect.

Critical Failure The food and water in the area rots and spoils rapidly, releasing noxious fumes. Each living creature in the area becomes sickened 2 and can't reduce the value of this condition for 24 hours.

SECURE SIEGE WEAPONS

RITUAL 3

UNCOMMON

Cast 2 hours; **Secondary Casters** 1**Primary Check** Crafting (expert) or Warfare Lore (expert);**Secondary Checks** Engineering Lore**Area** 250-foot burst; **Targets** siege weapons operated by allied crews**Duration** 1 month

You strengthen your army's siege weapons and prevent them from being commandeered by enemy hands. At the successful conclusion of the ritual, each allied siege weapon in the area gains an increase to its Hardness and Hit Points for the duration. In addition, enemies who try to operate or move an affected mounted siege weapon or pick up an affected portable siege weapon must succeed at a DC 20 Will saving throw or be forced to roll twice and take the worse result on any check to Load or Strike with the siege weapon; this is a misfortune effect. Finally, if an enemy Launches an affected siege weapon, their targets can roll twice and take the better result for any resulting saving throw; this is a fortune effect.

Critical Success Each affected siege weapon's Hardness increases by 10, and its maximum Hit Points increase by an amount equal to three times the siege weapon's level.

Success Each affected siege weapon's Hardness increases by 5, and its maximum Hit Points increase by an amount equal to twice the siege weapon's level.

Failure The ritual has no effect.

Critical Failure All allied siege weapons in the area gain the broken condition.

SLEEPLESS SEASON

RITUAL 6

UNCOMMON CURSE MENTAL

Cast 4 hours; **Cost** an amethyst pendant worth at least 75 gp;**Secondary Casters** 1**Primary Check** Herbalism Lore (master) or Occultism (master);**Secondary Checks** Medicine or Warfare Lore**Range** 5 miles; **Area** 1 square mile**Duration** 1 week

You attempt to inflict a curse of sleeplessness upon individuals in the target area to weaken their resolve, possibly making it easier to conquer them. As you successfully complete the ritual, the amethyst pendant crumbles into sand that travels on an unfelt wind to drift down onto the target area. Each living creature in the target area must attempt a Fortitude saving throw against the ritual's casting DC or become unable to gain the benefits of a full night's rest for 1 week. The curse can be removed before that time with *cleanse affliction* or similar magic.

Critical Success Sleep is unattainable for anyone in the target area who fails the saving throw. As usual, a living creature who goes more than 16 hours without sleeping becomes fatigued. A target who becomes fatigued in this way is also enfeebled 1; the value of this condition can't be reduced while they're fatigued. For every subsequent day an affected target is fatigued, the value of their enfeebled condition increases by 1 (to a maximum of 4).

Success Sleep can only be caught in short bursts for anyone in the target area who fails the saving throw. As critical success, but a fatigued target doesn't become enfeebled.

Failure The ritual has no effect.

Critical Failure The notion of sleep itself abandons the casters. The casters become fatigued and can't gain the benefits of a full night's rest for 1 month. This is a curse effect.

SPRAWLING TUNNELS

RITUAL 7

UNCOMMON EARTH

Cast 8 hours; **Cost** fine ink worth 50 gp; **Secondary Casters** 2**Primary Check** Mining Lore (expert) or Nature (expert);**Secondary Checks** Engineering Lore, Warfare Lore**Range** 5 miles**Duration** 1 week

You spill the ink on an accurate map of the area, which transforms into a series of lines that correspond to a new network of tunnels under the earth. A momentary shift, like the aftershock of a distant earthquake, is the only aboveground sign that anything has occurred. You choose a single entrance and exit to these tunnels, which must be locations within range that are known to you, though you need not be familiar with them. For example, you could name "the basement of the town hall" as an exit if you knew the town hall had a basement but had never seen it with your own eyes. If either named entrance or exit doesn't exist, the ritual fails. The entrance and exit are difficult to spot, requiring a successful DC 35 Perception check to see; the casters automatically succeed at this check.

The tunnels avoid existing subterranean features and underground structures, unless they're designated as an entrance or an exit. The tunnels are 10 feet wide and 15 feet high, providing room for most armies, but the passageways twist and turn, making navigation difficult. A creature can lead groups through the tunnels with a successful DC 32 Survival check to Sense Direction. On a success, the group reaches the other end of the tunnels in 2 hours. Failure on this check means the group gets lost within the tunnels for 4 hours, after which the leader can attempt the check again. A critical failure means that the group spends 8 hours wandering through the tunnels, only to arrive where they entered; the leader can attempt the check again the next day.

If any creature is in the tunnels when the ritual's duration ends, it's harmlessly pushed to the nearest entrance or exit.

Critical Success The map provides some indication of the layout of the tunnels. A creature with the map gains a +2 circumstance bonus to the Survival check to navigate the tunnels. Any creatures not allied with the casters take a -2 circumstance penalty to the Perception check to spot the entrance and exit.

Success As critical success, but the bonus to the Survival check is +1, and the penalty to the Perception check is -1.

Failure The ritual has no effect.

Critical Failure The ground beneath your feet rebels against your attempt to control it. The casters are attacked by a pair of elite elemental avalanches (*Monster Core* 143).

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CHAPTER 3: INSTRUMENTS OF BATTLE

A nation's forges produce the steel upon which a war plays its bloody symphony. Weapons of death are the largest section of this orchestra, though protective armor and pragmatic vehicles add breadth and depth to the melodies of battle. Even the addition of the smallest magical item can affect the tempo of a conflict, bringing it swiftly to a needed coda.

This chapter presents an assortment of pieces of equipment and valuable treasure that might see use on the fields of battle and smaller-scale conflicts. These items expand on certain sections of Chapter 5: Treasure Trove of *GM Core*, along with introducing some new types of items. Rules for activating and investing items, as well as a guide for reading an item's stat block, begin on page 219 of *GM Core*.

SIEGE WEAPONS

Whether launching a ballista bolt that decimates an approaching battalion or flinging a heavy stone to topple a city wall, siege weapons often play a vital role in the bloody business of war. This section, starting on page 98, includes all the necessary rules for using siege weapons, as well as a catalog of new engines of destruction.

BATTLE VEHICLES

Vehicles stand apart from mobile siege weapons, though they have some similarities. In the theater of war, vehicles are often used to transport troops to the fighting, deploy explosive payloads from a distance, or get behind enemy lines. This section, starting on page 108, presents an array of new military vehicles for land, sea, and air. The basic rules for vehicles, including how to pilot them, start on page 210 of *GM Core*.

ARMORY

Without weapons and armor, a war isn't much more than angry shouting. The remainder of this chapter details dozens and dozens of such items.

Equipment

Several new and updated weapons, including the battle lute, repeating hand crossbow, and two large weapons pioneered by jotunborn warriors, along with a few pieces of adventuring gear can be found on page 118.

Magic Armor

Armor can save a soldier's life, but magic armor can also give that same soldier wondrous abilities to further protect themselves or defeat their foes. From the built-in bandolier of the *autoload leathers* to the devastating *juggernaut plate*, the suits of armor of this section, starting on page 120, offer essential protection.

Magic Shields

Find magic shields, both large and small, that spew flames and curse your enemies starting on page 124. This section also contains a powerful artifact made from the armor of Gorum.

Magic Weapons

Veteran warriors stand by their weapons of choice. This section, beginning on page 126, holds magic armaments of all kinds, from the voice-amplifying *general's word* to the macabre and deadly *reaper's toll*.

Magic Ammunition

Find magical ammunition for both handheld weapons and siege weapons beginning on page 132.

Whetstones

Whetstones are one of two new categories of items introduced in this book. By dragging one of these consumables across the blade, haft, or bowstring of a weapon, you grant it temporary bonuses or abilities. Whetstones, which can be found starting on page 134, are most effectively used when applied before a battle.

Banners

The second new category of item is the banner, though its use is nothing new to war. By affixing a banner to your weapon or body, or by waving it aloft, you can boost your nearby allies. These magical banners, which can be found beginning on page 138, can complement the abilities of any commander.

Held Items

These wondrous held items, such as instruments and batons, have the capability of changing the flow of a battle with their magical abilities. You can peruse this catalog starting on page 142.

Worn Items

Many soldiers like to wear lucky trinkets, stylish hats, identifying armbands, and other accoutrements to help with morale. Such items can also confer magical abilities to the wearer when invested during daily preparations. Read more about these new worn items starting on page 148.

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SIEGE WEAPONS

When an army needs to break through a castle gate or mow down an opposing force, they turn to something heftier than the typical armaments carried by the common soldier: siege weapons. These massive, often complex devices require full crews to operate. In significant numbers, they allow attackers to lay siege to entire fortifications, just as their name would suggest.

There are two categories of siege weapons: mounted and portable. Mounted siege weapons take up a certain size and space, typically have defensive statistics, and are used for large-scale warfare. More adaptable are portable siege weapons, such as battering rams, which can be carried more easily and serve a valuable role during large-scale warfare, smaller conflicts, or even exploration.

All siege weapons need more than one person to operate them, working together as a crew. These crew members all need to be adjacent to the siege weapon for it to operate. A siege weapon's stat block lists the minimum number needed and the maximum crew size. Adding additional crew beyond the minimum is useful for ensuring a quick and successful Load in uncertain

conditions and allowing for enough time to Aim the siege weapon when firing at a moving target.

MOUNTED SIEGE WEAPONS

Properly using a mounted siege weapon involves three activities: Loading, Aiming, and Launching the payload. Generally, none of these activities can be taken unless the weapon has enough crew, but the GM might allow a smaller crew or even an individual to perform simpler parts of the process, like Launching—especially at a dramatic moment!

Aiming

A cumbersome mounted siege weapon can't be Aimed in a moment like a bow could be. A member of the weapon's crew needs to take the Aim activity to adjust a mounted siege weapon's aim. At a given time, the weapon is Aimed in a particular way, depending on the target or area the weapon uses.

- **Single Target:** Aimed at one square
- **Burst:** Aimed at one grid corner (that will be the center of the burst)

- **Cone or Line:** Aimed in a particular direction, to the nearest 45-degree angle

When a siege crew member takes the Aim activity, they can move the aim of a mounted siege weapon only a certain distance (or rotate the weapon a certain amount for a cone or line). Typically, the aim for a single target or burst can't be placed too close to the weapon due to the arc in which the weapon shoots. The distance moved or rotated can be found in each weapon's stat block, as well as the minimum distance, if applicable. The Launch entry notes whether the attack is against a single target or in a burst, cone, or line.

Loading

Any member of the crew can take the Load activity to prepare the weapon, resetting its machinery or helping Load the payload. The stat block lists how many times the activity must be taken to prepare the weapon to Launch. Some Load activities require successful checks to be effective, such as ones that require an Athletics check to Load heavy ammunition into the siege weapon. Once the weapon has been Loaded, trying to Load it further has no effect. It doesn't matter in what order the siege weapon is Aimed and Loaded, and the crew could partially Load the weapon, Aim it, and then continue Loading it without disrupting the process.

Launching

A member of the crew adjacent to the siege weapon's release can use the Launch action to shoot the siege weapon. After the weapon has been Launched, it must be Loaded fully to be Launched again. No matter how quickly it's Loaded, a single siege weapon can never be Launched more than once per round. The aim remains where it was, and the weapon needs to be Aimed again only if the crew wishes to change the aim.

Launch ♦♦ (attack) **Requirements** The siege weapon is Loaded;

Effect The siege weapon launches its payload, which targets or has an area where the weapon is Aimed.

- **Single target** Targets a creature, unattended object, or structure in the square the weapon is Aimed at
- **Burst** Centered on the grid corner the weapon is Aimed at
- **Cone or Line** Directed where the weapon is Aimed

Each creature, unattended object, and structure the siege weapon is Aimed at or that is in the area takes the amount of damage listed in the Launch action, with a basic saving throw against the DC listed in the stat block. If you're trained in any weapons of the category listed in the siege weapon's proficiency entry, you can use your class DC instead of the weapon's default save DC. The weapon's range increment penalty applies to the Launch DC, as does your multiple attack penalty. If the weapon is mounted on a vehicle, the penalties for attacking from a vehicle in combat also apply (*GM Core* 213). Though a siege weapon doesn't require an attack roll, the Launch action still has the attack trait and therefore counts toward your multiple attack penalty.

SIEGE WEAPONS VS. NORMAL WEAPONS

Many of the benefits that apply to standard weapons—daggers, bows, battleaxes, and the like—don't work on siege weapons. They're simply too different in form and function. The GM might allow using them in certain circumstances, but this is fairly rare.

Character abilities that affect their attacks might work with portable siege weapons. For example, a battering ram might get the benefit of a character's bonuses that apply to attacks with two-handed weapons. The GM can determine what's reasonable and what's not. Because siege weapons require special actions to operate, a character can't use their special actions with them. Sorry, no Reactive Strikes with a battering ram!

Moving a Mounted Siege Weapon

A mounted siege weapon has to be built on solid ground and remains stationary while being operated. Some are on wheels or otherwise easier to move, but none can be prepared or shot while being moved. The GM might allow a mounted siege weapon to be placed on a large enough vessel, such as a sailing ship.

Moving a mounted siege weapon takes combined effort from the whole crew pulling and pushing. To do so involves acting in concert, as described under Portable Siege Weapons (page 100), with the crew leader taking the Move Siege Weapon activity. This requires the minimum number of crew required to operate the siege weapon and gets no extra benefit for additional crew helping. If a siege weapon doesn't list this action, it can't be moved this way; it has to be disassembled and reassembled.

Move Siege Weapon ♦♦♦ **Requirements** The rest of the crew have Readied to Stride on your order; **Effect** You and the crew Stride, moving the mounted siege weapon with you. The maximum distance equals the slowest crew member's Speed, or the maximum Speed listed in the siege weapon's Move Siege Weapon entry, whichever is lower. The siege weapon's aim moves the same distance and direction the siege weapon moved.

Black Powder Siege Weapons

Siege weapons of all kinds operate largely the same way, whether they incorporate black powder in their design or not. The most notable change is the chance of misfire. Just like a firearm, improper use, inadequate cleaning, and a number of other factors can lead to deficiencies in a piece of artillery. The construction of the weapons and ammunition is also more expensive and harder to find due to the more advanced makeup.

Siege Weapon Misfire

Just as personal firearms require a meticulous regimen of proper care and cleaning to operate at peak performance,

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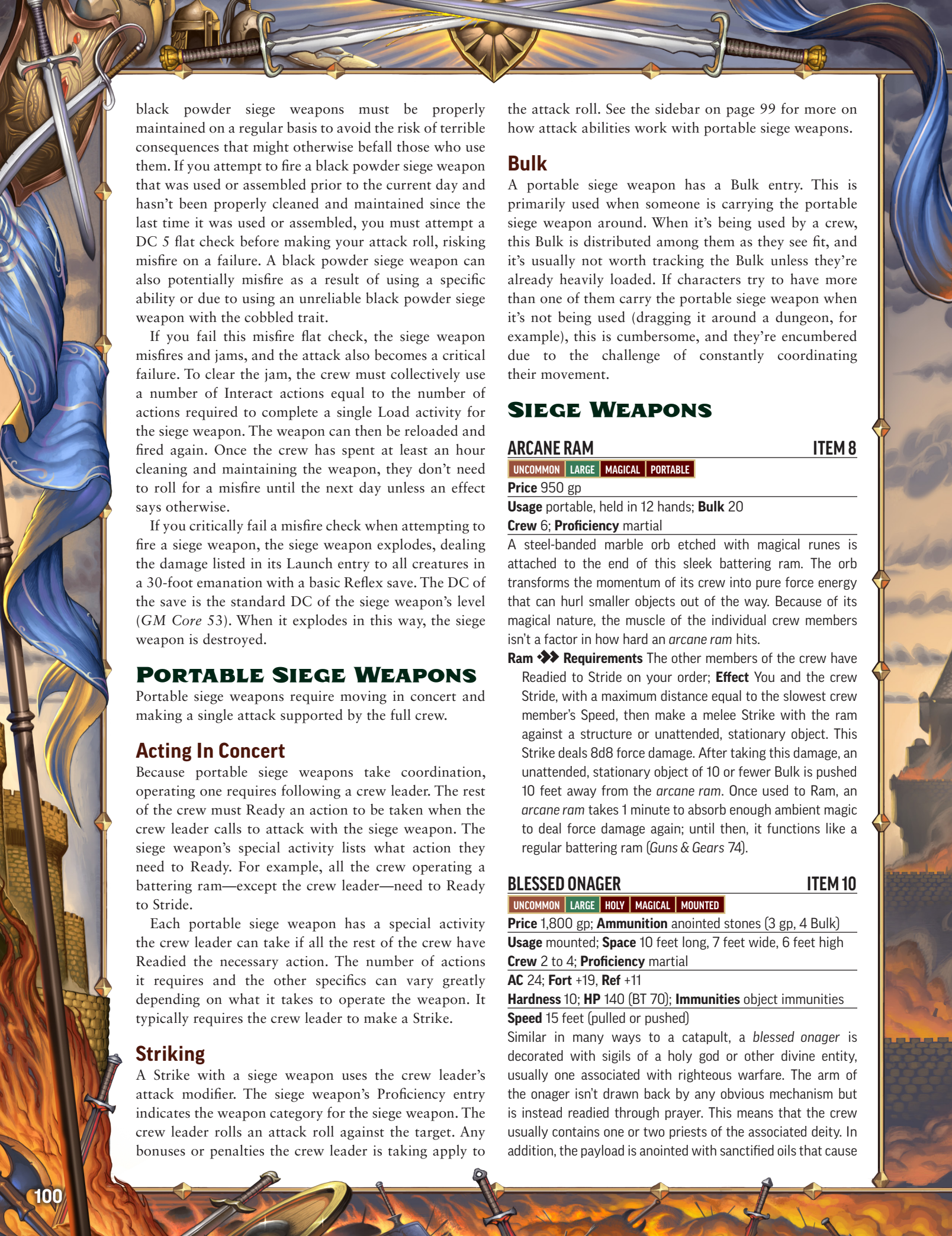
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black powder siege weapons must be properly maintained on a regular basis to avoid the risk of terrible consequences that might otherwise befall those who use them. If you attempt to fire a black powder siege weapon that was used or assembled prior to the current day and hasn't been properly cleaned and maintained since the last time it was used or assembled, you must attempt a DC 5 flat check before making your attack roll, risking misfire on a failure. A black powder siege weapon can also potentially misfire as a result of using a specific ability or due to using an unreliable black powder siege weapon with the cobbled trait.

If you fail this misfire flat check, the siege weapon misfires and jams, and the attack also becomes a critical failure. To clear the jam, the crew must collectively use a number of Interact actions equal to the number of actions required to complete a single Load activity for the siege weapon. The weapon can then be reloaded and fired again. Once the crew has spent at least an hour cleaning and maintaining the weapon, they don't need to roll for a misfire until the next day unless an effect says otherwise.

If you critically fail a misfire check when attempting to fire a siege weapon, the siege weapon explodes, dealing the damage listed in its Launch entry to all creatures in a 30-foot emanation with a basic Reflex save. The DC of the save is the standard DC of the siege weapon's level (GM Core 53). When it explodes in this way, the siege weapon is destroyed.

PORTABLE SIEGE WEAPONS

Portable siege weapons require moving in concert and making a single attack supported by the full crew.

Acting In Concert

Because portable siege weapons take coordination, operating one requires following a crew leader. The rest of the crew must Ready an action to be taken when the crew leader calls to attack with the siege weapon. The siege weapon's special activity lists what action they need to Ready. For example, all the crew operating a battering ram—except the crew leader—need to Ready to Stride.

Each portable siege weapon has a special activity the crew leader can take if all the rest of the crew have Readied the necessary action. The number of actions it requires and the other specifics can vary greatly depending on what it takes to operate the weapon. It typically requires the crew leader to make a Strike.

Striking

A Strike with a siege weapon uses the crew leader's attack modifier. The siege weapon's Proficiency entry indicates the weapon category for the siege weapon. The crew leader rolls an attack roll against the target. Any bonuses or penalties the crew leader is taking apply to

the attack roll. See the sidebar on page 99 for more on how attack abilities work with portable siege weapons.

Bulk

A portable siege weapon has a Bulk entry. This is primarily used when someone is carrying the portable siege weapon around. When it's being used by a crew, this Bulk is distributed among them as they see fit, and it's usually not worth tracking the Bulk unless they're already heavily loaded. If characters try to have more than one of them carry the portable siege weapon when it's not being used (dragging it around a dungeon, for example), this is cumbersome, and they're encumbered due to the challenge of constantly coordinating their movement.

SIEGE WEAPONS

ARCANE RAM

ITEM 8

UNCOMMON LARGE MAGICAL PORTABLE

Price 950 gp

Usage portable, held in 12 hands; Bulk 20

Crew 6; Proficiency martial

A steel-banded marble orb etched with magical runes is attached to the end of this sleek battering ram. The orb transforms the momentum of its crew into pure force energy that can hurl smaller objects out of the way. Because of its magical nature, the muscle of the individual crew members isn't a factor in how hard an *arcane ram* hits.

Ram ➤➤ **Requirements** The other members of the crew have Readied to Stride on your order; **Effect** You and the crew Stride, with a maximum distance equal to the slowest crew member's Speed, then make a melee Strike with the ram against a structure or unattended, stationary object. This Strike deals 8d8 force damage. After taking this damage, an unattended, stationary object of 10 or fewer Bulk is pushed 10 feet away from the *arcane ram*. Once used to Ram, an *arcane ram* takes 1 minute to absorb enough ambient magic to deal force damage again; until then, it functions like a regular battering ram (*Guns & Gears* 74).

BLESSED ONAGER

ITEM 10

UNCOMMON LARGE HOLY MAGICAL MOUNTED

Price 1,800 gp; **Ammunition** anointed stones (3 gp, 4 Bulk)

Usage mounted; **Space** 10 feet long, 7 feet wide, 6 feet high

Crew 2 to 4; Proficiency martial

AC 24; Fort +19, Ref +11

Hardness 10; HP 140 (BT 70); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

Similar in many ways to a catapult, a *blessed onager* is decorated with sigils of a holy god or other divine entity, usually one associated with righteous warfare. The arm of the onager isn't drawn back by any obvious mechanism but is instead readied through prayer. This means that the crew usually contains one or two priests of the associated deity. In addition, the payload is anointed with sanctified oils that cause

it to explode with spiritual energy upon impact. A *blessed onager* is most effective against armies of fiends and other unholy monsters. If an unholy creature attempts to move or operate a *blessed onager*, it is enfeebled 2 for 1 hour, and it takes a -2 circumstance penalty to any skill checks or DCs related to the siege weapon.

Aim ◆◆◆ 50 feet, minimum distance 50 feet

Load ◆◆ (manipulate) 2 times, requires a successful DC 20 Religion check

Launch ◆ (attack, manipulate, range increment 120 feet) 5d8 bludgeoning and 4d8 spirit, 10-foot burst, DC 26 Reflex

BURNING GLASS

ITEM 15

RARE HUGE MOUNTED

Price 11,500 gp; **Ammunition** *everlight crystal* (15 gp, L Bulk)

Usage mounted; **Space** 15 feet long, 12 feet wide, 14 feet high

Crew 4 to 6; **Proficiency** simple

AC 32; **Fort** +28, **Ref** +18

Hardness 5; **HP** 180 (BT 90); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

The burning glass is a legendary weapon, whose record of use is often exaggerated by victims of its burning beam. It was reportedly designed and built by a genius whose name has been lost to time. With little more than glass lenses, mirrors, and light, a burning glass can immolate cities, fleets, and armies. The actual machine is deceptively simple, though modifications have been made over time so that it's no longer entirely dependent on the sun's rays. A complex array of mirrors reflect and concentrate the light from an *everlight crystal* and direct a concentrated beam through a series of focusing lenses. The resulting beam delivers the heat of the sun, blazing through anything in its path. As impressive as the results are, the glass makes a finicky weapon. Its firing angles require precision, and maintaining the mirrors is a constant process, to keep their sheen as unblemished as possible. Repairs require understanding complex mathematics, necessitating a successful DC 30 Engineering Lore check before attempting a Crafting check to Repair (at the same DC).

Aim ◆◆ rotate 45°

Load ◆ (manipulate) 10 times, requires a successful DC 33 Arcana check or DC 30 Engineering Lore check. If the burning glass is in an area of natural sunlight, it needs to be Loaded only 8 times, a crew member can also attempt a DC 33 Nature check in addition to the other listed skills, and its Launch loses the magical trait.

Launch ◆ (attack, fire, magical, manipulate) 16d6 fire, 150-foot line, DC 33 Reflex

CLOCKWORK BALLISTA

ITEM 12

RARE HUGE MOUNTED

Price 4,000 gp; **Ammunition** clockwork ballista bolt (30 gp, 3 Bulk)

Usage mounted; **Space** 15 feet long, 12 feet wide, 12 feet high

Crew 1 to 2; **Proficiency** martial

AC 28; **Fort** +24, **Ref** +18

Hardness 20; **HP** 150 (BT 75); **Immunities** object immunities

Speed 25 feet (pulled or pushed)

Finding a working clockwork arbalest—a relic of Azlanti engineering at its height—is all but impossible now. There are scholarly records, though, that describe the complex mechanisms of the device, which practically automates the process of reloading and firing a standard ballista. The result is extremely effective, as the ballista reloads from a hopper of bolts with a pull of a lever, has a move assist feature that aids in repositioning the weapon, and even features a gyroscope sight array to aid with aiming. The bolts feature clockwork blades that deploy after the initial hit, making the impact point an impassible hazard. By all accounts, a single operator could keep up a steady rate of fire with the clockwork ballista until they ran out of bolts, though the designs suggest two crew members for smooth function and efficient use.

Aim ◆ 80 feet, minimum distance 50 feet

Load ◆ (manipulate) 1 time, as long as the hopper contains bolts

Reload Hopper ◆ (manipulate) up to 8 times

Launch ◆ (attack, manipulate, range increment 200 feet) 8d12 piercing, single target, DC 29 Reflex. At the start of your next turn, a tightly wound internal spring inside the clockwork ballista bolt deploys several bladed arms that last for 1 minute. Each creature who begins their turn in or moves through a 5-foot emanation from the original square of the targeted creature takes 4d8 slashing damage (DC 28 basic Reflex save) for the duration.

CORRUPTED POLYP

ITEM 19

RARE HUGE MAGICAL MOUNTED

Price 64,000 gp; **Ammunition** decaying organic matter (0 gp, 15 Bulk)



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Usage mounted; **Space** 10 feet long, 6 feet wide, 8 feet high
Crew 3 to 5; **Proficiency** simple

AC 38; **Fort** +34, **Ref** +25

Hardness 10; **HP** 320 (BT 160); **Immunities** object immunities;
Weakness cold iron 15

Speed 10 feet (pulled or pushed)

When demonic forces invaded through the Worldwound, some brought terrible siege weapons with them. One particularly vile device is known as a *corrupted polyp*, a cultivated fungal colony from the Outer Rifts that can quickly mulch a steady stream of corpses and other decaying organic matter into toxic growths. With the right coaxing, the foul weapon can then explosively eject a cluster of these growths to devastating effect. Thankfully, few *corrupted polyps* were brought over from the Outer Rifts, and even fewer survive now that the Worldwound has been closed.

Aim >>> 50 feet, minimum distance 50 feet

Load >>> (manipulate) 3 times

Launch >>> (attack, manipulate, range increment 200 feet) 10d10 poison and 4d6 persistent poison, 50-foot burst, DC 38 Reflex. Because a *corrupted polyp* launches its spore clusters at a high angle, the cluster descends on the center of the burst from above, not in a straight line from the *polyp*. This affects whether creatures have cover from the launch.

CROSSBOW CATAPULT

ITEM 3

UNCOMMON MEDIUM MOUNTED

Price 120 gp; **Ammunition** bolts (1 sp for 10, L Bulk)

Usage mounted; **Space** 5 feet long, 4 feet wide, 6 feet high

Crew 1 to 4; **Proficiency** martial

AC 13; **Fort** +9, **Ref** +4

Hardness 5; **HP** 40 (BT 20); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

A less explosive version of black-powder weapons such as the ribauldequin and hwacha, the crossbow catapult consists of 16 crossbows arrayed in a square on a wooden frame with two large wheels. Aiming is done from behind, sighting through the center and wheeling the face back and forth. All the crossbow triggers are connected in sequence, firing a volley of bolts with a single pull of a wire.

Aim > 40 feet, minimum distance 30 feet

Load >>> (manipulate) 4 times

Launch > (attack, manipulate, range increment 80 feet) 3d6 piercing, 10-foot burst, DC 17 Reflex

DRILLING RAM

ITEM 6+

UNCOMMON LARGE PORTABLE

Usage portable, held in 12 hands; **Bulk** 24

Crew 6; **Proficiency** martial

This battering ram is fitted with a large metal drill powered by a clockwork engine. Once rammed into an object, the drill can be activated to weaken the structure against further strikes. Despite being a portable siege weapon, a drilling ram has the Load action, which represents winding the clockwork engine.

Load > (manipulate) 3 times

Ram >> **Requirements** The other members of the crew have

Readied to Stride on your order; **Effect** You and the crew Stride, with a maximum distance equal to the slowest crew member's Speed, then make a melee Strike with the drilling ram against a structure or unattended, stationary object. This Strike deals piercing damage equal to 5d8 + the highest Strength modifier among members of the crew.

Activate Drill > (manipulate) **Requirements** The drilling ram has been used to Strike this round and the rest of the crew is still wielding it; **Effect** The drill whirls to life, burrowing into the structure or object it struck, which has its Hardness reduced by 5 (minimum 0) for the drilling ram's next Strike. Adamantine structures and objects aren't affected.

Type drilling ram; **Level** 6; **Price** 250 gp

Type adamantine drilling ram; **Level** 11; **Price** 2,400 gp

An adamantine drilling ram can reduce the Hardness of adamantine structures and objects.

FALCONET

ITEM 4

UNCOMMON MEDIUM MOUNTED

Price 200 gp; **Ammunition** iron shot (1 gp, L Bulk)

Usage mounted (black powder); **Space** 4 feet long, 3 feet wide, 4 feet high

Crew 2 to 3; **Proficiency** martial

AC 16; **Fort** +11, **Ref** +6

Hardness 8; **HP** 30 (BT 15); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

A compact cannon that fires much smaller ammunition than typical cannons, the falconet has an undersized but lethal shot of similar weight and size to a bird of prey, hence the name. The falconet sits between the heaviest musket and traditional cannon, but its lighter size and cost make it appealing to forces that can't field a full cannon crew.

Aim >> 100 feet, minimum distance 30 feet

Load > (manipulate) 2 times, requires a successful DC 15 Athletics check

Launch > (attack, manipulate, range increment 120 feet) 5d6 bludgeoning, single target, DC 18 Reflex

FIST OF DIVINITY

ITEM 20

UNIQUE HUGE MOUNTED

Price 140,000 gp; **Ammunition** any item (variable gp, 1 to 10 Bulk)

Usage mounted; **Space** 15 feet long, 6 feet wide, 6 feet high

Crew 1 to 3; **Proficiency** simple

AC 40; **Fort** +35, **Ref** +29

Hardness 25; **HP** 300 (BT 150); **Immunities** object immunities

Speed 5 feet (pushed or pulled)

The Technic League has extracted many secrets from the Silver Mount, but one of the most impressive is a device simply known as the Fist of Divinity. Perhaps once used to move cargo or for some other esoteric purpose, the Fist functions as a relatively small mass driver that can propel an object at incredible and deadly speeds. The force of a fired item's impact overrides any properties it might had, so crews tend to use easily accessible stones or other debris as ammunition. Like much of the League's recovered tech, it's impossible to say how

much longer the Fist will work, or how many more times it can be used before it simply runs out of power.

Aim ♦♦ rotate 90°

Load ♦ (manipulate) 2 times; items of 2 to 5 Bulk require 3 Load actions and items of 6 to 10 Bulk require 4 Load actions. Heavier items increase the effect of the next Launch action, as detailed below.

Launch ♦ (attack, manipulate, range increment 1,000 feet) 20d6 bludgeoning, 150-foot line, DC 39 Reflex. Items of 2 to 5 Bulk deal 22d6 bludgeoning, and items of 6 to 10 Bulk deal 24d6 bludgeoning.

FLAME BELLOWES

ITEM 3

UNCOMMON MEDIUM ALCHEMICAL MOUNTED

Price 100 gp; **Ammunition** lesser alchemist's fire (3 gp, L Bulk)

Usage mounted; **Space** 10 feet long, 5 feet wide, 5 feet high

Crew 2; **Proficiency** martial

AC 15; **Fort** +9, **Ref** +7

Hardness 5; **HP** 20 (BT 10); **Immunities** object immunities; **Resistances** fire 5

Speed 20 feet (pulled or pushed)

A flame bellows turns the common alchemist's fire into a spray of burning destruction. Consisting of a wheel or wagon-mounted reservoir and bellows, and a long tube through which the substance is directed, it's as simple as it is effective. Unfortunately, it's also incredibly dangerous to operate, with volatile and highly flammable chemicals housed in delicate mechanisms, one mistake away from consuming the whole team and the bellows in a super-heated blaze. The bellows are intended to be wheeled into the thick of battle rather than fired from a distance. Flame bellows teams are known as marked men, with all but the luckiest ending their career as a pile of ash, the victims of their own weapon. Despite not being a black powder weapon, a flame bellows can misfire like one (page 99).

Aim ♦ rotate 30°

Load ♦ (manipulate) 2 times

Launch ♦ (manipulate) 3d6 fire plus 1d4 persistent fire, 30-foot line or 15-foot cone, DC 17 Reflex; switching between the flame bellows' line or cone mode takes an Interact action, and any of the crew can perform the action

FLUTE ROCKET

ITEM 16

UNCOMMON MEDIUM MOUNTED

Price 16,000 gp; **Ammunition** rocket (20 gp, L Bulk)

Usage mounted (black powder); **Space** 6 feet long, 4 feet wide, 5 feet high

Crew 2 to 3; **Proficiency** martial

AC 34; **Fort** +28, **Ref** +20

Hardness 15; **HP** 220 (BT 110); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

A design originating from Irrisen, the flute rocket marries the high angle of fire used by a mortar with a more refined rocket. This allows the superior range of the rocket and angle of fire to reach far behind walls and emplacements. Flute rocket crews set the weapon well behind their front line, often behind walls or even buildings, relying on a spotter to aid in calibrating

the aim of the rockets without exposing the crew to return fire. Flute rockets are particularly effective at neutralizing opposing artillery, leveraging their range and angle of attack to take out cannons without fear of reprisal.

Aim ♦♦ 50 feet, minimum distance 100 feet

Load ♦♦ (manipulate) 3 times

Launch ♦ (attack, manipulate, range increment 250 feet) 11d10 bludgeoning, 20-foot burst, DC 34 Reflex. Because a flute rocket launches its rocket at a high angle, the rocket descends on the center of the burst from above, not in a straight line from the flute rocket. This affects whether creatures have cover from the flute rocket launch.

GLACIAL ZEPHYR

ITEM 15

UNCOMMON HUGE ALCHEMICAL MOUNTED

Price 13,000 gp; **Ammunition** gelid paste jar (2 gp, 1 Bulk)

Usage mounted; **Space** 15 feet long, 15 feet wide, 6 feet high

Crew 3 to 4; **Proficiency** martial

AC 34; **Fort** +26, **Ref** +19

Hardness 10; **HP** 200 (BT 100); **Immunities** object immunities; **Resistances** cold 10, fire 10

Speed 20 feet (pulled or pushed)

Rumors say the design for the first glacial zephyr originated in the Darklands, where certain heat-leeching fungi and other alchemical reagents needed to power the device are easier to find. There are any number of subterranean societies that might have sponsored the development of the zephyr, but without anyone coming forward to claim it, rumors are all there are to go on. The device itself is actually quite simple. A glacial zephyr uses three bellows in tandem to push air cooled by an alchemical paste out in a wave from the central reservoir. The result is a controlled blast that damages enemy forces and emplacements, without the unpredictability of fire or indiscriminate nature of acid.

Aim ♦♦ rotate 30°

Load ♦♦♦ (manipulate) 2 times

Launch ♦ (attack, cold, manipulate) 10d8 cold and 2d8 persistent cold, 60-foot cone, DC 33 Reflex

JISTKAN HORN

ITEM 13

UNCOMMON LARGE MOUNTED

Price 6,000 gp; **Ammunition** moderate blasting stone (PC Core 2 283, 10 gp, L Bulk)

Usage mounted; **Space** 10 feet long, 6 feet wide, 8 feet high

Crew 2 to 4; **Proficiency** simple

AC 29; **Fort** +23, **Ref** +16

Hardness 15; **HP** 200 (BT 100); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

Crafted by the Jistka Imperium in the height of their power, the Jistkan horn resembles a metal cornucopia attached to a wheeled wooden frame. A large circular gong hangs from a series of wires inside the horn. Behind the gong is a small reservoir that holds the blasting stone, loaded via a tube connected to the top of the casing. Once loaded, the blasting stone is activated by a ramming rod, and its effects are amplified by the gong and surrounding metal. A shock wave emanates from the horn's

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mouth, an attack that was particularly effective in the sands of northern Garund's deserts.

Aim ♦♦♦ rotate 45°

Load ♦ (manipulate) 1 time

Launch ♦ (attack, manipulate) 5d8 bludgeoning and 6d8 sonic, 60-foot cone, DC 30 Reflex, on a critical failure the creature is deafened for 1 minute

MUD MAKER

ITEM 13

UNCOMMON LARGE MAGICAL MOUNTED

Price 6,000 gp; **Ammunition** transmutation disks (10 gp, L Bulk)

Usage mounted; **Space** 10 feet long, 8 feet wide, 8 feet high

Crew 1 to 3; **Proficiency** simple

AC 30; **Fort** +22, **Ref** +16

Hardness 10; **HP** 180 (BT 90); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Designed by inventive gnomes, a *mud maker* is a wooden device—often painted bright colors—that uses torsion to fling 1-foot diameter clay disks brimming with earth magic at high velocity. These enchanted disks sometimes explode unpredictably, so at least one crew member must be adept at handling them gently. Once a disk strikes its target, the resulting magical explosion liquefies nearby stone into messy mud.

Aim ♦♦ 50 feet, minimum distance 25 feet

Load ♦♦ (manipulate) 1 time, requires a successful DC 20 Arcana or Nature check

Launch ♦ (attack, earth, magical, manipulate, range increment 120 feet) 12d6 force, 10-foot burst, DC 30 Reflex. Any non-magical unattended stone in the burst is transformed into an equal volume of mud. Stone floors become difficult terrain; if the resulting mud is at least 3 feet deep, it is greater difficult terrain, or a creature can try to Swim through it (DC 10 Athletics). If the mud is deep enough that a creature can't reach the bottom, they must Swim to move through it. A stone ceiling transformed into mud collapses, dealing 8d6 bludgeoning damage (DC 30 basic Reflex save), and spreads out, creating difficult terrain in a 20-foot radius. If part of a stone structure is transformed into mud, the

GM rolls a flat check (DC 16 for a sturdy structure, DC 14 for an average structure, DC 9 for a shoddy structure, all adjusted higher or lower as the GM sees fit). On a failure, the structure collapses, dealing 8d6 bludgeoning damage to each creature caught in it (DC 30 basic Reflex save) and spreads out, creating difficult terrain in the area of collapse. This mud is non-magical and remains until natural conditions cause it to dry out or otherwise disperse.

NEXIAN DISGORGER

ITEM 17

RARE HUGE MAGICAL MOUNTED

Price 26,500 gp; **Ammunition** barrel of alchemical syrup (25 gp, 5 Bulk)

Usage mounted; **Space** 16 feet long, 16 feet wide, 14 feet high

Crew 3 to 5; **Proficiency** martial

AC 36; **Fort** +30, **Ref** +25

Hardness 5; **HP** 290 (BT 145); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

Not everything produced in the fleshforges of Nex can be classified as a creature. One such large example is the *Nexian disgorgor*, a corpulent tube of flesh that, while inanimate, can "digest" a special alchemical syrup to produce explosive gobs of acidic effluvia. These gobs are propelled by muscular contractions and can travel an astounding distance. A *Nexian disgorgor* can't move on its own, so it's transported within a pool containing a layer of nutrient slurry and mounted on a reinforced wagon.

Aim ♦♦♦ 40 feet, minimum distance 50 feet

Load ♦♦♦ (manipulate) 2 times, requires a successful DC 20 Athletics or Medicine check

Launch ♦♦♦ (attack, magical, manipulate, range increment 100 feet) 15d6 acid and 2d6 persistent acid, 30-foot burst, DC 35 Reflex. Because a disgorgor launches its gob at a high angle, the gob descends on the center of the burst from above, not in a straight line from the disgorgor. This affects whether creatures have cover from the launch.

NULLIFIER SLING

ITEM 11

RARE HUGE MAGICAL MOUNTED

Price 2,600 gp; **Ammunition** nullifier stones (10 gp, 3 Bulk)

Usage mounted; **Space** 15 feet long, 15 feet wide, 20 feet high

Crew 3 to 5; **Proficiency** martial

AC 25; **Fort** +19, **Ref** +14

Hardness 10; **HP** 150 (BT 75); **Immunities** object immunities

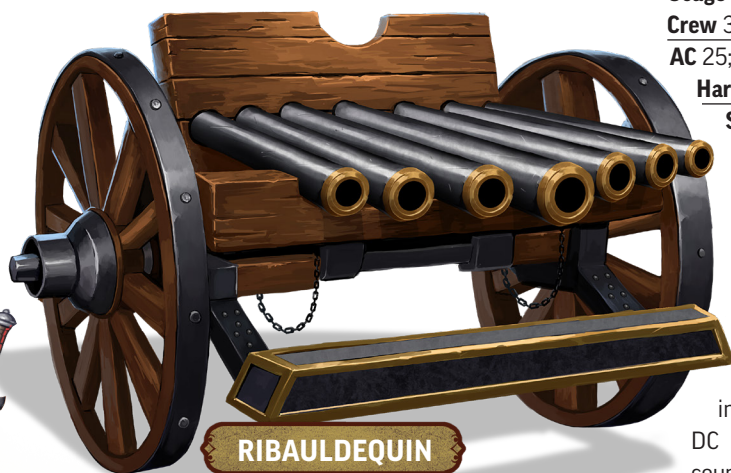
Speed 15 feet (pulled or pushed)

Appearing similar to a trebuchet, a *nullifier sling* launches smaller projectiles that do less damage but contain magic that can counteract any magical effect near the point of impact.

Aim ♦♦ 50 feet, minimum distance 150 feet

Load ♦♦ (manipulate) 2 times, requires a successful DC 20 Arcana, Nature, Occultism, or Religion check

Launch ♦ (attack, magical, manipulate, range increment 400 feet) 4d10 bludgeoning, 20-foot burst, DC 27 Reflex. In addition, the *nullifier stone* attempts a counteract check against each active spell and unattended



RIBAUDEQUIN

magic item within the burst. A *nullifier stone* has a counteract modifier of +19 and a counteract rank of 5th. At the GM's discretion, more powerful (and more expensive) *nullifier stones* may exist.

RIBAULDEQUIN

ITEM 4

UNCOMMON MEDIUM MOUNTED

Price 180 gp; **Ammunition** rounds (1 sp for 10, L Bulk)

Usage mounted (black powder); **Space** 8 feet long, 6 feet wide, 6 feet high

Crew 1 to 4; **Proficiency** martial

AC 16; **Fort** +10, **Ref** +4

Hardness 5; **HP** 35 (BT 17); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Also known as an organ gun, a ribauldequin consists of a row of gun barrels set parallel on a frame so that they resemble the pipes of a large organ. Time-consuming to load but highly effective against enemy personnel, the ribauldequin is more at home on the battlefield than behind fixed fortifications. The standard organ gun has twelve barrels, firing a spread that covers a significant area.

Aim ➤ rotate 45°

Load ➤➤ (manipulate) 4 times

Launch ➤ (attack, manipulate) 5d6 piercing, 30-foot cone, DC 18 Reflex

SHATTERPULT

ITEM 9

UNCOMMON LARGE MOUNTED

Price 1,200 gp; **Ammunition** shatterstones (2 gp, 4 Bulk)

Usage mounted; **Space** 10 feet long, 10 feet wide, 8 feet high

Crew 2 to 4; **Proficiency** martial

AC 22; **Fort** +17, **Ref** +10

Hardness 10; **HP** 110 (BT 55); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

The arm of this modified catapult ends in three baskets, the aim of which can be adjusted to fling its payload over a wider spread. A shatterpult is usually loaded with specially made "shatterstones," which are constructed to explode into hundreds of sharp shards upon impact. The jagged pieces of a burst of shatterstones make the ground difficult to cross, similar to a handful of caltrops.

Aim ➤➤➤ 50 feet, minimum distance 50 feet

Load ➤➤ (manipulate) 2 times, requires a successful DC 20 Athletics check

Launch ➤ (attack, manipulate, range increment 150 feet) 4d8 piercing, three different 10-foot bursts that can't overlap and no two can be farther than 50 feet from another, DC 25 Reflex; the affected areas become difficult terrain for 1 hour

SIGILSTONE SLINGER

ITEM 14

UNCOMMON LARGE MAGICAL MOUNTED

Price 8,000 gp; **Ammunition** haunted *sigilstones* (10 gp, 4 Bulk)

Usage mounted; **Space** 10 feet long, 10 feet wide, 6 feet high

Crew 2 to 4; **Proficiency** martial

AC 32; **Fort** +25, **Ref** +18

Hardness 15; **HP** 200 (BT 100); **Immunities** object immunities
Deathly Despair (aura, emotion, fear, mental) 30 feet. A living creature who first enters the aura must attempt a DC 31 Will save. Regardless of the result of the saving throw, the creature is then temporarily immune to the *sigilstone slinger's* aura for 24 hours.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2 and takes a -5-foot circumstance penalty to its Speeds while it's frightened.

Critical Failure The creature is frightened 4 and takes a -10-foot circumstance penalty to its Speeds while it's frightened.

Speed 15 feet (pulled or pushed)

When faced with a siege or prolonged assault against a fortified position, the Blood Lords of Geb are far more likely to rely on an undead creature or necromantic spell than a mechanical device. However, particularly in the war against Nex, such solutions can be thwarted. Forced to find a purely physical means of attacking a fortress, Gebbite engineers found a way to combine necromancy and siegecraft into an even more terrible creation. A *sigilstone slinger* is a catapult infused with the spirits of the unquiet dead, and each of the stones it hurls is marked with a sigil written in blood that binds an infuriated poltergeist into the ammunition. These cursed projectiles explode with void energy when they land and temporarily haunt the space around the point of impact.

Aim ➤➤ 50 feet, minimum distance 50 feet

Load ➤➤ (manipulate) 2 times, requires a successful DC 20 Athletics check

Launch ➤ (attack, manipulate, range increment 250 feet) 7d12 void, 20-foot burst, DC 31 Fortitude. At the start of your next turn and each following turn for 1 minute, the poltergeists inside the *sigilstone* ammunition hurl nearby debris about. Each creature within a 20-foot burst from the point of impact takes 3d10+10 bludgeoning damage (DC 31 basic Reflex save).

STASIAN SLED

ITEM 12

UNCOMMON LARGE MOUNTED

Price 3,800 gp; **Ammunition** chemical battery (10 gp, 5 Bulk)

Usage mounted; **Space** 10 feet long, 10 feet wide, 6 feet high

Crew 3 to 4; **Proficiency** martial

AC 28; **Fort** +22, **Ref** +16

Hardness 8; **HP** 160 (BT 80); **Immunities** object immunities; **Resistances** electricity 15

Speed 10 feet (pulled or pushed)

Originally invented in Ustalav, a Stasian sled is instantly recognizable in any army that fields it. The device employs alchemically enhanced batteries, complex wire coils, and an adjustable rod arrangement to generate a directed blast of electricity. Early prototypes relied on an even-longer central rod and had to be used during thunderstorms as they drew power directly from natural lightning. With further developments in the understanding of Stasian technology, the Stasian sled is no longer weather dependent, though it does tend to go through

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batteries at a shocking rate. It's no longer advisable to field a Stasian sled during a thunderstorm, as even though much of the equipment is grounded, the device still attracts lightning bolts like a lantern draws moths, invariably dealing significant damage to the crew. The typical crew wrangles the batteries, with one crew member operating the aiming mechanism via a crank.

Aim ♦♦ rotate 45°

Load ♦ (manipulate) 6 times, requires a successful DC 20 Athletics check; each Load action replaces a spent battery

Launch ♦ (manipulate) 7d12 lightning, 60-foot line, DC 29 Reflex

STEAM ARTILLERY

ITEM 5

UNCOMMON MEDIUM MOUNTED

Price 320 gp; **Ammunition** bronze steam rocket (1 sp, L Bulk)

Usage mounted; **Space** 5 feet long, 5 feet wide, 4 feet high

Crew 2 to 3; **Proficiency** simple

AC 16; **Fort** +12, **Ref** +6

Hardness 5; **HP** 60 (BT 30); **Immunities** object immunities

Speed 25 feet (pulled or pushed)

Even without the explosive chemical reaction of black powder, it's possible to achieve significant propulsion using steam. A steam artillery consists of a bronze tube, fire pot, and bellows attached to a wooden frame with wheels. A steam rocket is loaded into the tube, where it's subjected to tightly focused heat from the coals in the fire pot fed by air from the bellows. Very quickly, the water within the corked rocket is converted to pressurized steam. Loading the weapon involves first inserting the rocket and then working the bellows.

Aim ♦ 40 feet, minimum distance 20 feet

Load ♦♦ (manipulate) 2 times

Launch ♦ (attack, manipulate, range increment 40 feet) 4d10 bludgeoning, single target, DC 19 Reflex

TAR SPITTER

ITEM 11

UNCOMMON HUGE ALCHEMICAL MOUNTED

Price 2,800 gp; **Ammunition** barrel of alchemical tar (5 gp, 5 Bulk)



Usage mounted; **Space** 16 feet long, 12 feet wide, 16 feet high
Crew 3 to 4; **Proficiency** simple

AC 24; **Fort** +20, **Ref** +14

Hardness 8; **HP** 120 (BT 60); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

A tar spitter is a mass of tubes, pumps, and a copper tank mounted on an armored wagon. The tank is filled with hot tar under high pressure that can be sprayed from an aimed nozzle. The weaponized adhesive often roots enemies to the spot, making them easier prey for allied soldiers. Cleaning a tar spitter is a difficult task, and crew members usually wear thick leather aprons and gloves to avoid getting the tar on their skin.

Aim ♦♦ rotate 45°

Load ♦♦ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ♦ (manipulate) 4d8 bludgeoning plus 4d8 acid and 1d8 persistent acid, 60-foot line or 30-foot cone, DC 27 Reflex. A creature on the ground who fails its save is also immobilized by the tar (Escape DC 27). Switching between the tar spitter's line or cone mode takes an Interact action, and any of the crew can perform the action.

USTRADI LONG CANNON

ITEM 18

RARE HUGE MOUNTED

Price 38,000 gp; **Ammunition** massive stone sphere (10 gp, 60 Bulk)

Usage mounted (black powder); **Space** 26 feet long, 12 feet wide, 14 feet high

Crew 4 to 8; **Proficiency** martial

AC 38; **Fort** +27, **Ref** +19

Hardness 20; **HP** 250 (BT 125); **Immunities** object immunities

Speed 5 feet (pushed or pulled)

The Ustradi long cannon is an incredibly expensive and deadly bombard, designed by the engineers of the Gunworks near Alkenstar in an attempt to craft a slightly more portable version of the feared Maw of Rovagug. Named after the nearby lake, the Ustradi long cannon fires massive, specially made stone spheres propelled by gunpowder explosions in the barrel. Due to its size and weight, it's difficult to move along its wide runners, especially through muddy terrain. Only a couple of Ustradi long cannons have been built, and no one has yet to commission another as the materials alone cost a small fortune.

Aim ♦♦♦ 50 feet, minimum distance 250 feet

Load ♦♦♦ (manipulate) 5 times, requires a successful DC 25 Athletics check

Launch ♦ (attack, manipulate, range increment 800 feet) 14d10 bludgeoning, 20-foot burst, DC 37 Reflex

VOLLEY GUN

ITEM 17

UNCOMMON MEDIUM MOUNTED

Price 27,000 gp; **Ammunition** nine-barrel block (5 gp, L Bulk)
Usage mounted (black powder); **Space** 6 feet long, 4 feet wide, 5 feet high

Crew 1 to 3; **Proficiency** martial

AC 36; **Fort** +30, **Ref** +22

Hardness 15; **HP** 240 (BT 120); **Immunities** object immunities
Speed 20 feet (pulled or pushed)

Another design originating from the snow-covered land of Irrisen, the volley gun trades the power of black-powder cannons for a high rate of fire at a much smaller caliber. The nine barrels of the volley gun are triggered via a crank, rotating around the central shaft. The weapon is reloaded by slotting a single block placed into the breach, allowing each of the nine barrels to be fired before this mounted gun needs to be reloaded.

Aim ♦ rotate 45°

Load ♦♦♦ (manipulate) 1 time, requires a successful DC 20 Athletics check

Launch ♦ (attack, manipulate) 18d6 piercing, 120-foot line, DC 35 Reflex

WEB LAUNCHER

ITEM 8

UNCOMMON MEDIUM MAGICAL MOUNTED

Price 840 gp; **Ammunition** bundles of spider silk (1 gp, 1 Bulk)
Usage mounted; **Space** 6 feet long, 5 feet wide, 4 feet high
Crew 2 to 3; **Proficiency** simple

AC 21; **Fort** +15, **Ref** +9

Hardness 5; **HP** 100 (BT 50); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Fashioned from the desiccated carapace of a large spider or materials constructed to look like a spider attached to a wagon, a *web launcher* can eject a mass of sticky spider's silk. Not only can the webbing pummel and entangle enemy armies, it is also used to create easily climbable surfaces to scale enemy fortifications. Multiple cultures across and beneath Golarion, especially those who live in environments where spiders are distressingly common, have arrived at this design in an interesting example of parallel thinking that war historians have studied for centuries.

Aim ♦ 35 feet, minimum distance 25 feet

Load ♦♦ (manipulate) 2 times

Launch ♦ (attack, manipulate, range increment 120 feet) 5d8 bludgeoning, 20-foot burst, DC 23 Reflex. Creatures that fail their saving throw also take a -10-foot circumstance penalty to their Speeds for 1 minute from the sticky webbing, which can be removed with two Interact actions or if the creature takes at least 10 fire damage from a single source. In addition, creatures who attempt Athletics checks to Climb in the area affected by the webbing gain a +4 circumstance bonus to the check for 1 hour after the *web launcher* has been fired or until the webbing is removed, whichever comes first.

WOLF FANG

ITEM 5

UNCOMMON LARGE MOUNTED

Price 300 gp; **Ammunition** shatterstones (2 gp, 4 Bulk)

Usage mounted; **Space** 10 feet long, 10 feet wide, 8 feet high
Crew 2 to 3; **Proficiency** martial

AC 18; **Fort** +12, **Ref** +6

Hardness 10; **HP** 80 (BT 40); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

Orcs of Belkzen pioneered the invention of this siege engine, which merges the concepts of battering ram and catapult. A large stone block, one end honed to be like the engine's namesake wolf fang, is attached to a wooden arm that can be winched back. When the lever is pulled, the arm swings the block forward with great force, the stone piercing almost any object directly ahead of it.

Aim ♦ rotate 45°

Load ♦♦ (manipulate) 2 times, requires a successful DC 20 Athletics check

Launch ♦ (attack, manipulate, reach 10 feet) The wolf fang makes a melee Strike at a +10 bonus against a structure or an unattended, stationary object directly in front of it. This Strike deals 5d8 piercing damage, ignoring Hardness 4 or lower.



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BATTLE VEHICLES

In times of war when speed and surprise are crucial, armies use vehicles to quickly transport soldiers from one front to another, provide clandestine infiltration, and even deliver explosive payloads. Vehicles, like war, can cross air, land, and sea. The full rules for piloting vehicles and using them in combat appear on pages 210–213 of *GM Core*.

AIR VEHICLES

AIR CYCLE

VEHICLE 4

UNCOMMON LARGE

Price 300 gp

This clockwork vehicle consists of a small wheeled platform under a pair of wings made with a light wooden frame covered by sturdy cloth. An air cycle must be launched from a high altitude, similar to a glider. Once airborne, however, the air cycle can be kept aloft and controlled using a system of pedals and steering handles to control its speed and direction. If you stop pedaling the air cycle, it functions as a glider (*GM Core* 214).

Space 10 feet long, 12 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Athletics (DC 21) or Piloting Lore (DC 19)

AC 15; **Fort** +11

Hardness 5, **HP** 50 (BT 25); **Immunities** object immunities

Speed fly 25 feet (clockwork, wind)

Collision 2d10 (DC 19)

Aerial Launch Air cycles can be carried into battle beneath a larger airship and dropped from higher altitudes.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 19, standby

BACKPACK BALLOON

VEHICLE 6

UNCOMMON MEDIUM

Price 750 gp

What appears to be a simple, if bulky, backpack conceals clockwork devices that can inflate two large balloons, carrying the backpack's wearer through the air for brief periods of time. In addition, propellers allow the pilot to move while airborne.

Space 2 feet long, 3 feet wide, 4 feet high (15 feet high when deployed)

Crew 1 pilot

Piloting Check Athletics (DC 24) or Piloting Lore (DC 22)

AC 18; **Fort** +13

Hardness 5, **HP** 80 (BT 40); **Immunities** object immunities; **Weaknesses** fire 5 until broken

Speed fly 20 feet (alchemical, clockwork, wind)

Collision 3d10 (DC 22)

Deploy Balloons **◆◆◆** (manipulate) The pilot engages a lever that activates the clockwork components to launch two large tethered balloons and fill them with lighter-than-air gas. On the outside of the backpack is a small clockwork propeller.

This allows the wearer to wind up and pilot the vehicle. This transformation lasts until the pilot disengages the balloons by using this activity again.

Stowable By spending 10 minutes repacking, the backpack balloons can be stowed after the pilot has disengaged them.

Wind-Up 10 minutes of wind-up, 30 minutes of operational time, DC 22, standby

BATTLE DIRIGIBLE

VEHICLE 16

RARE GARGANTUAN

Price 30,000 gp

These heavily armored rigid airships are carried aloft by a series of massive gasbags carried within the framework of their hull, protected from damage by a hide and metal skin. Used to control the battlefield from the air, these airships carry both their own armaments as well as one or more gliders mounted on rails for quick deployment along the sides and top.

Space 100 feet long, 50 feet wide, 50 feet high

Crew 1 pilot, 9 crew; **Passengers** 30

Piloting Check Arcana (DC 37), Crafting (DC 37), or Piloting Lore (DC 35)

AC 34; **Fort** +28

Hardness 20, **HP** 240 (BT 120); **Immunities** object immunities; **Weaknesses** 15 fire until broken

Speed fly 50 feet (alchemical, magical)

Collision 10d10 (DC 34)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Weapon Mounts This vehicle has four weapon mounts, one on each corner of the gondola. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 3 hours, a successful DC 35 Crafting check, and an appropriate weapon. Three of these weapon mounts can be equipped with Medium or smaller ranged siege weapons, and the fourth can be equipped with a Large or smaller ranged siege weapon.

COMBAT KITE

VEHICLE 6

HUGE

Price 750 gp

This massive box-shaped kite is flown from the ground with a thin and light magical tether. This enables the combat kite to carry cargo high over enemy positions and remotely release it, often alchemical bombs or gliders.

Space 20 feet long, 20 feet wide, 10 feet high

Crew 1 pilot

Piloting Check Nature (DC 24) or Piloting Lore (DC 22)

AC 19; **Fort** +14

Hardness 5, **HP** 80 (BT 40); **Immunities** object immunities; **Weaknesses** fire 5 until broken

Speed fly 15 feet (magical, wind)

Collision 4d8 (DC 22)

Cargo Release The combat kite can carry a glider (GM Core 214) or up to 20 Bulk of materials. The glider or materials can be remotely released by Interacting with the magical tether.

COMBAT TRANSPORT

VEHICLE 15

GARGANTUAN

Price 20,000 gp

These massive vehicles incorporate multiple gas filled bladders and clockwork technology to quickly deploy troops in battle. With a large fuselage bracketed by equally large gas bladders, combat transports utilize both aft-mounted and bottom-mounted clockwork fans to move and hover.

Space 80 feet long, 60 feet wide, 30 feet high

Crew 1 pilot, 3 crew; **Passengers** 40

Piloting Check Crafting (DC 36) or Piloting Lore (DC 34)

AC 34; **Fort** +26

Hardness 20, **HP** 230 (BT 115); **Immunities** object immunities, precision damage

Speed fly 40 feet (alchemical, clockwork, wind)

Collision 9d12 (DC 34)

Hover Combat transports have a series of six large clockwork fans built into their flat under body. These fans can be activated when Stopping the vehicle to allow it to hover within 5 feet of the surface so that troops can be quickly deployed via forward and aft ramps, regardless of the nature of the terrain.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Wind-Up 30 minutes of wind-up, 3 hours of operational time, DC 34, standby

FLYING FORTRESS

VEHICLE 20

RARE GARGANTUAN

Price 210,000 gp

The ultimate battlefield command center, this massive skyborne castle serves as a platform for launching aerial assaults on land-based and sea-based enemy positions. By hovering over an enemy position, the flying fortress can lay waste to enemies who lack countering siege weapons by firing down on their frontline defenses.

Space 70 feet long, 70 feet wide, 80 feet high

Crew 1 pilot, 25 crew; **Passengers** 100

Piloting Check Arcana (DC 42) or Piloting Lore (DC 40)

AC 44; **Fort** +35

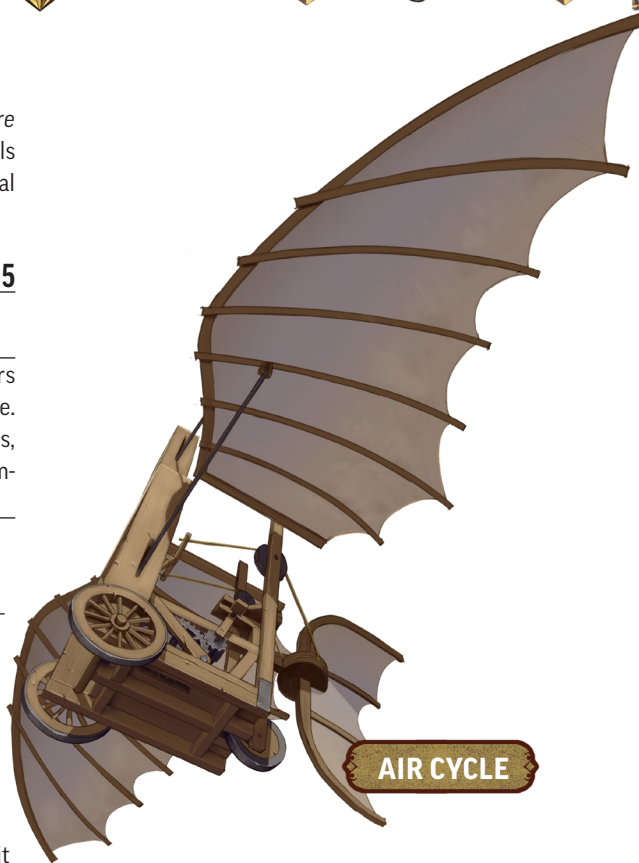
Hardness 20, **HP** 330 (BT 165); **Immunities** object immunities

Speed fly 30 feet (clockwork, magical, wind)

Collision 15d10 (DC 40)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Weapon Mounts This vehicle has eight weapon mounts, with two on each side of the fortress. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 40 Crafting



AIR CYCLE

check, and an appropriate weapon. These weapon mounts can be equipped with Huge or smaller ranged siege weapons.

NIGHTHAWK

VEHICLE 10

UNCOMMON HUGE

Price 3,000 gp

These matte-black gliders seem to disappear into the night. Designed to stealthily cross over enemy lines, nighthawks can carry a small squad of combatants behind enemy troops to infiltrate command positions or readily attack the enemy's flank. Nighthawks must be launched from a high altitude, similar to other gliders. They can be quickly broken down and hidden in 10 minutes after landing. Reconstructing a nighthawk takes an hour and a successful Crafting check (DC 27).

Space 15 feet long, 15 feet wide, 10 feet high

Crew 1 pilot; **Passengers** 6

Piloting Check Athletics (DC 29) or Piloting Lore (DC 27)

AC 24; **Fort** +18

Hardness 10, **HP** 130 (BT 65); **Immunities** object immunities; **Weaknesses** 10 fire until broken

Speed fly 35 feet (wind)

Collision 8d8 (DC 27)

Aerial Launch Nighthawks can be carried into battle beneath a larger airship and dropped from higher altitudes.

SIEGE DRAGON

VEHICLE 19

RARE GARGANTUAN

Price 120,000 gp

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Crafted to appear as a chunky adamantine dragon at a distance, this vehicle is designed to scare civilians and intimidate enemy armies on the battlefield below.

Space 30 feet long, 30 feet wide, 20 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Arcana (DC 41), Crafting (DC 41), or Piloting Lore (DC 39)

AC 42; **Fort** +34

Hardness 20, **HP** 300 (BT 150); **Immunities** object immunities, precision damage

Speed 40 fly 120 feet (clockwork, magical, wind)

Collision 14d10 (DC 39)

Frightful (emotion, fear, mental) A creature who is within 100 feet of a siege dragon at the start of its turn must succeed a Will save (DC 39) or become frightened 2. Regardless of the result of the saving throw, the creature is then temporarily immune to this effect for 24 hours.

Weapon Mount This vehicle has a weapon mount. At purchase, this weapon mount is initially empty. Installing or uninstalling a weapon into the mount requires 3 hours, a successful DC 39 Crafting check, and an appropriate weapon. The mount can be equipped with a Large or smaller ranged siege weapon.

SKY CHARIOT, ARMORED

VEHICLE 14

HUGE

Price 12,000 gp

This open-air vehicle is constructed similar to a sleigh, with four wheels in the place of runners and a set of sweeping wings extending from its sides. The wooden body of the vehicle is armored to protect the occupants, who can fire

handheld weapons over the gunwales to gain cover from ranged attacks.

Space 20 feet long, 20 feet wide, 9 feet high

Crew 1 pilot, 2 crew; **Passengers** 4

Piloting Check Arcana (DC 34), Nature (DC 34 to 42 depending on the pulling creature), or Piloting Lore (DC 32)

AC 33; **Fort** +25

Hardness 20, **HP** 190 (BT 95); **Immunities** object immunities

Speed the fly Speed of the slowest pulling creature (pulled by 6 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)

Collision 10d10 (DC 32)

Alchemical Launcher >>> (fire, manipulate) Two crew members each perform a 3-action activity on their turn to launch a massive alchemical concoction from the chariot. The concoction explodes on impact, dealing 10d6 fire damage to each creature in a 15-foot burst up to 50 feet away (DC 30 basic Reflex save).

LAND VEHICLES

ARMORED SLEIGH

VEHICLE 17

UNCOMMON GARGANTUAN

Price 45,000 gp

Designed to traverse frozen climates, armored sleighs are constructed from heavy oaken timbers covered with iron. These massive vehicles can readily traverse frozen and snow-covered ground while protecting the pilot and crew from the cold.

Space 60 feet long, 30 feet wide, 20 feet high

Crew 2 pilots, 8 crew; **Passengers** 20

Piloting Check Driving Lore (DC 36) or Nature (DC 38 to DC 46, depending on pulling creatures)

AC 39; **Fort** +30

Hardness 20, **HP** 280 (BT 140); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 4 Huge creatures)

Collision 12d10 (DC 36)

Ice Traverser The armored sleigh ignores difficult terrain caused by ice or snow.

Insulated Protections from the icy landscape are built into the front of this vehicle, providing sanctuary from the cold. The pilot and crew are protected from severe and extreme cold. The pilot also gains resistance 10 to all cold damage.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

CAISSON

VEHICLE 4

UNCOMMON LARGE

Price 240 gp

This heavily armored wagon is designed to transport black powder and other flammable munitions in and around combat zones. It has extra armor plating that increases its weight to several times that of an ordinary wagon. Due to this extra weight, the armored wagon is quite slow.

Space 10 feet long, 10 feet wide, 8 feet high

Crew 1 pilot; **Passengers** 1



MEDICAL WAGON

Piloting Check Driving Lore (DC 19) or Crafting (DC 21)

AC 16; **Fort** +11

Hardness 5, **HP** 50 (BT 25); **Immunities** object immunities, precision damage

Speed 15 feet (clockwork)

Collision 3d8 (DC 19)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Wind-Up 1 hour of wind-up, 6 hours of operational time, DC 19, standby

CAVERN CRAWLER

VEHICLE 20

RARE **GARGANTUAN**

Price 210,000 gp

This massive undead vehicle is created by crafting a piloting and cargo compartment within the husk of a massive cave worm and then infusing the remains with void energy. This compartment has breathable air as well as sealable weapon ports. Designed specifically to burrow under and then behind enemy positions, cavern crawlers can attack enemies on their flank or bring supplies and reinforcements to troops deep behind enemy lines.

Space 100 feet long, 30 feet wide, 30 feet high

Crew 1 pilot, 3 crew; **Passengers** 30

Piloting Check Arcana (DC 42) or Driving Lore (DC 40)

AC 43; **Fort** +34

Hardness 20, **HP** 300 (BT 150); **Immunities** object immunities, precision damage

Speed 30 feet, burrow 30 feet (clockwork, magical)

Collision 14d10 (DC 40)

Swallow **◆◆◆** (manipulate) Two crew members each perform a 3-action activity on their turn to open the caravan crawler's mouth and eat a Huge or smaller creature adjacent to the vehicle, who must attempt a DC 40 Fortitude save. A creature can choose to fail. On a failure, the creature is swallowed by the cavern crawler, moved into the passenger bay, and knocked prone. This action fails if the passenger bay is full.

Tunnel The cavern crawler can burrow through solid stone at a Speed of 15 feet. The pilot can choose to leave a tunnel.

COOK'S CARAVAN

VEHICLE 20

RARE **GARGANTUAN**

Price 270,000 gp

An army travels on its stomach, and this wagon train is designed to keep that stomach full. Composed of five heavy wagons connected via a series of flexible corridors, this caravan carries provisions and provides dining services for troops. The lead and middle wagons contain full-service galleys while the second and fourth wagons are stocked to the brim with foodstuffs. The last wagon in the caravan contains a boiler and scullery services for cleaning kitchen utensils and dishes. On the roof of each wagon is an herb garden to ensure a fresh supply for all meals, and mounted beneath all wagons are water and beer storage. Each cook's caravan carries enough supplies to feed its crew, passengers,

12 Large creatures, and 500 soldiers for a month before needing to be restocked.

Space 100 feet long, 30 feet wide, 20 feet high

Crew 5 pilot, 25 crew; **Passengers** 50

Piloting Check Driving Lore (DC 40) or Nature (DC 42 to DC 45 depending on the pulling creatures)

AC 44; **Fort** +35

Hardness 20, **HP** 350 (BT 175); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 12 Large creatures)

Collision 15d10 (DC 40)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

MEDICAL WAGON

VEHICLE 7

LARGE

Price 1,000 gp

Medical wagons are frequent sights near the battlefield. These wagons carry various mundane and magical medical supplies and are generally staffed by a medic. A small gurney is mounted in the back of the wagon for transporting personnel or for use as an emergency operating table.

Space 10 feet long, 10 feet wide, 7 feet high

Crew 1 pilot, 1 crew; **Passengers** 1

Piloting Check Driving Lore (DC 23) or Nature (DC 25 to DC 33 depending on the pulling creatures)

AC 20; **Fort** +14

Hardness 5, **HP** 90 (BT 45); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 1 Large creature)

Collision 5d8 (DC 23)

Enhanced Medicinal Tools When attempting a Medicine check inside a medical wagon, you gain a +2 item bonus.

MOBILE COMMAND POST

VEHICLE 16

RARE **GARGANTUAN**

Price 30,000 gp

This utilitarian vehicle resembles a small encampment, complete with protective barriers, a kitchen, sleeping quarters, and partitioned offices, all mounted on ironclad timbers. Beneath these timbers is a series of cogs and wheels, enclosed by a solid chain track made of iron plates. These tracks enable the mobile command post to move over all types of terrain, albeit at a slow pace. Once in position, these tracks fold up, allowing the vehicle's base to rest on the ground while providing extra protection along the sides of the vehicle.

Space 90 feet long, 50 feet wide, 20 feet high

Crew 1 pilot, 9 crew; **Passengers** 40

Piloting Check Arcana (DC 37), Crafting (DC 37), or Driving Lore (DC 35)

AC 36; **Fort** +28

Hardness 20, **HP** 250 (BT 125); **Immunities** object immunities

Speed 20 feet (clockwork, magical)

Collision 11d10 (DC 35)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

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NECRO ROAMER

VEHICLE 15

RARE HUGE

Price 19,900 gp

Favored by necromancers, this vehicle is a heavily fortified, armored wooden shed mounted on the legs of a dozen undead creatures.

Space 15 feet long, 15 feet wide, 15 feet high

Crew 1 pilot, 2 crew; **Passengers** 3

Piloting Check Arcana (DC 36) or Driving Lore (DC 34)

AC 34; **Fort** +26

Hardness 20, **HP** 220 (BT 110); **Immunities** object immunities, precision damage

Speed 30 feet (magical)

Collision 9d12 (DC 32)

Weapon Mounts This vehicle has two rooftop weapon mounts. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 36 Crafting check, and an appropriate weapon. These weapon mounts can be equipped with Large or smaller ranged siege weapons.

STEELSTONE ASSAULT ENGINE

VEHICLE 19

UNCOMMON HUGE

Price 120,000 gp

This steam-powered vehicle has eight sets of axles, each with a pair of huge, spiked metal wheels that are independently powered and can independently shift up and down. This enables the engine to maintain a constant speed even over difficult terrain. On top of the vehicle sits a rotating weapon mount outfitted with a steelstone cannon.

Space 30 feet long, 20 feet wide, 20 feet high

Crew 1 pilot, 5 crew; **Passengers** 2

Piloting Check Crafting (DC 41) or Driving Lore (DC 39)

AC 43; **Fort** +33

Hardness 25, **HP** 320 (BT 160); **Immunities** object immunities, precision damage

Speed 25 feet (alchemical, clockwork)

Collision 14d10 (DC 39)

Steelstone Cannon    (manipulate) Two crew members each perform a 3-action activity on their turn to fire a massive gunpowder cannon. The shell fired separates into large chunks of metal and stone after it's fired, dealing 13d6 bludgeoning damage to each creature in a 20-foot burst within 50 feet (DC 39 basic Reflex save). The cannon stops working if the vehicle is broken.

WAR STRIDER

VEHICLE 18

UNCOMMON HUGE

Price 63,000 gp

This massive steam-powered vehicle resembles a giant insect with six articulated legs topped with a bulbous turret capable of swiveling 360 degrees to bring its forward-mounted weapons to bear on enemies in any direction. It has weapon ports on either side of its head that give the appearance of eyes. With its long, mechanized legs, it can easily climb over obstacles and cross wide chasms.

Space 20 feet long, 20 feet wide, 40 feet high

Crew 1 pilot, 5 crew; **Passengers** 10

Piloting Check Crafting (DC 40) or Driving Lore (DC 38)

AC 40; **Fort** +32

Hardness 20, **HP** 280 (BT 140); **Immunities** object immunities

Speed 30 feet (alchemical, clockwork), ignores difficult terrain

Collision 12d10 (DC 38)

Long Stride A war strider can bridge a gap as wide as 30 feet during a move action as long as it has sufficient movement remaining.

Weapon Mount This vehicle has two forward-mounted weapon mounts. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 37 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

WAR WAGON

VEHICLE 8

HUGE

Price 1,500 gp

Often adorned with spikes and other defensive countermeasures, a war wagon is an intimidating sight on any battlefield. It can carry both soldiers and a siege weapon.

Space 15 feet long, 15 feet wide, 7 feet high

Crew 1 pilot, 1 crew; **Passengers** 6

Piloting Check Driving Lore (DC 24) or Nature (DC 26 to DC 34 depending on the pulling creatures)

AC 21; **Fort** +16

Hardness 10, **HP** 120 (BT 60); **Immunities** object immunities, precision damage

Speed the Speed of the slowest pulling creature (pulled by 6 Large creatures)

Collision 6d10 (DC 24)

Countermeasures A creature that Strikes a war wagon with a non-reach melee weapon or unarmed attack takes 3d8 piercing damage (DC 24 basic Reflex save).

Weapon Mounts This vehicle has one weapon mount. At purchase, the weapon mount is initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 24 Crafting check, and an appropriate weapon. This weapon mount can be equipped with a Large or smaller ranged siege weapon.

SEA VEHICLES

COMBAT CATAMARAN

VEHICLE 13

GARGANTUAN

Price 9,000 gp

This high-speed sailing ship is designed to track down fleeing vessels. When traveling downwind, the combat catamaran can deploy a pair of huge kite-like spinnakers that dramatically increase its speed.

Space 40 feet long, 40 feet wide, 80 feet high

Crew 2 pilot, 5 crew; **Passengers** 15

Piloting Check Nature (DC 33) or Sailing Lore (DC 31)

AC 29; **Fort** +23

Hardness 20, **HP** 230 (BT 115); **Immunities** object immunities; **Weaknesses** 10 fire until broken

Speed swim 30 feet or 50 feet using spinnakers (wind)

Collision 9d10 (DC 31)

Deploy Spinnakers **◆◆◆** (manipulate) This vehicle has massive kite-like spinnakers. Deploying and retracting these spinnakers takes two crew members to each perform a 3-action activity on their turn. While the spinnakers are deployed, the weapons installed on the weapon mounts can't fire.

Weapon Mounts This vehicle has 2 weapon mounts, with one on each of its hulls. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 31 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

FLOATING CAMOUFLAGE BLIND

VEHICLE 4

LARGE

Price 225 gp

The floating camouflage blind comprises a wooden platform fastened to a pair of pontoons and is powered by a small clockwork motor. On this platform are four short walls, with a canvas cover providing protection from the elements. Typically, the outside of the blind is painted to blend in with any surrounding foliage. Floating camouflage blinds are often placed near the mouth of strategic waterways so that traffic can be stealthily monitored.

Space 10 feet long, 10 feet wide, 10 feet high

Crew 1 pilot; **Passengers** 3

Piloting Check Crafting (DC 21) or Sailing Lore (DC 19)

AC 14; **Fort** +10

Hardness 5, **HP** 50 (BT 25); **Immunities** object immunities;

Weaknesses fire 5 until broken

Speed swim 10 feet (clockwork)

Collision 2d10 (DC 19)

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 19, standby

FLYING SUBMERSIBLE

VEHICLE 17

RARE **GARGANTUAN**

Price 55,000 gp

This tubular vehicle flies with the aid of a pair of large gas-inflated balloons. With a clockwork-powered aft propeller, the vehicle can move forward if there are no extreme headwinds. Upon landing in the water, the balloons are deflated and stowed within the vehicle, while the aft propeller continues to move it on the surface of the water. By filling a long ballast tank in the vehicle's keel, it can then submerge and travel underwater. The vehicle can stay submerged for only 1 hour until it must resurface to refresh its oxygen supply. The weapons of this vehicle are in a special compartment that allows them to be fired and reloaded underwater.

Space 60 feet long, 40 feet wide, 40 feet high

Crew 1 pilot, 3 crew; **Passengers** 30

Piloting Check Athletics (DC 38), Piloting Lore (DC 38), Sailing Lore (DC 36)

AC 39; **Fort** +30

Hardness 20, **HP** 280 (BT 140); **Immunities** object immunities; **Weaknesses** fire 10 until broken

Speed swim 30 (alchemical, clockwork)

Collision 11d10 (DC 36)

Amphibious This vehicle can land on water and then submerge up to a depth of 200 feet.

Deploy Balloons **◆◆◆** (manipulate) The pilot engages a lever that activates the clockwork components to launch two massive tethered balloons and fill them with lighter-than-air gas. This grants the flying submersible a fly Speed of 30 but removes its swim Speed. This transformation lasts until the pilot disengages the balloons by performing this action again.

Weapon Mounts This vehicle has two weapon mounts. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 36 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

ICE BREAKER

VEHICLE 20

RARE **GARGANTUAN**

Price 270,000 gp

Colder oceans are often beset with heavy layers of sea ice, providing some kingdoms natural barriers to sea-based assaults and bombardments. To counter this, as well as to resupply troops in these areas, engineers designed massive

steam-powered ice breakers. Powered by a dozen steam boilers lit with arcane flames, these ships can make their way through heavy ice fields that would crush most vessels, leaving an open channel behind them for other ships to follow.

Space 120 feet long, 40 feet wide, 50 feet high

Crew 1 pilot, 25 crew; **Passengers** 100

Piloting Check Arcana (DC 42) or Sailing Lore (DC 40)

AC 44; **Fort** +35

Hardness 20, **HP** 360 (BT 180); **Immunities** object immunities, precision damage

Speed swim 40 feet or 20 feet in heavy ice (clockwork, magical)

Collision 15d10 (DC 40)

Ice Passage This vessel can move through sea ice up to 20 feet thick, leaving a path of open water behind it.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Weapon Mounts This vehicle has eight weapon mounts; one each on the bow and stern, and three mounted on each side. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 40 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

ICEBOAT

VEHICLE 6

LARGE

Price 750 gp

In addition to sailing across open water, this vessel can also travel at high speeds over frozen rivers, lakes, oceans, and fjords.

Space 10 feet long, 10 feet wide, 20 feet high

Crew 1 pilot, 1 crew; **Passengers** 2

Piloting Check Nature (DC 24) or Sailing Lore (DC 22)

AC 18; **Fort** +13

Hardness 5, **HP** 80 (BT 40); **Immunities** object immunities; **Weaknesses** fire 5 until broken

Speed 50 feet on ice (wind), swim 30 feet (wind)

Collision 4d10 (DC 22)

Ice Traverser Ice is not difficult terrain for iceboats. However, they're unable to travel over land unless it's completely covered in ice.

Steel Keel Iceboats have steel blades affixed to their keels and outriggers that enable them to travel over ice at tremendous speed.

IRONCLAD

VEHICLE 20

UNCOMMON **GARGANTUAN**

Price 220,000 gp

This heavy gunboat features solid hardwood timbers covered with thick iron plates riveted together to protect the portions of the vessel above the waterline. These timbers slope inboard at an angle to reduce the effectiveness of siege projectiles and cannon shots. The vessel is powered by a twin pair of propellers spun



STEAM TURTLE

by steam from boilers that are magically fired, yielding glowing blue smoke through its twin pair of smokestacks. Ironclads are so formidable that a single one has been known to blockade an entire port by itself against more traditional wooden ships.

Space 100 feet long, 60 feet wide, 20 feet high

Crew 1 pilot, 19 crew; **Passengers** 30

Piloting Check Arcana (DC 42) or Sailing Lore (DC 40)

AC 44; **Fort** +34

Hardness 20, **HP** 320 (BT 160); **Immunities** object immunities, precision damage

Speed swim 40 feet (magical)

Collision 14d10 (DC 40)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Weapon Mounts This vehicle has four weapon mounts, two on each side of the vehicle. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 40 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

SIEGE BARGE

VEHICLE 19

GARGANTUAN

Price 120,000 gp

These special barges were designed to siege river and oceanside fortresses and enemy encampments. In addition to carrying two huge siege weapons and their crews, these barges also hold a variety of stones and other siege projectiles.

Space 60 feet long, 30 feet wide, 20 feet high

Crew 1 pilot, 4 crew; **Passengers** 20

Piloting Check Nature (DC 41 to 46 depending on the pulling creatures) or Sailing Lore (DC 39)

AC 42; **Fort** +33

Hardness 20, **HP** 300 (BT 150); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 4 Huge creatures)

Collision 13d10 (DC 39)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Weapon Mounts This vehicle has two weapon mounts. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a mount requires 1 day, a successful DC 39 Crafting check, and an appropriate weapon. The weapon mounts can be equipped with Huge or smaller ranged siege weapons.

SKIMMER

VEHICLE 11

HUGE

Price 4,000 gp

This sleek vessel generally appears as a fast-moving catamaran. Using a pair of clockwork mechanisms, the main hulls can be lifted out of the water, with only the narrow blade of their keels remaining slightly below the surface, turning the skimmer into an even faster hydrofoil, doubling its normal speed.

Space 20 feet long, 15 feet wide, 35 feet high

Crew 1 pilot, 3 crew; **Passengers** 2

Piloting Check Nature (DC 30) or Sailing Lore (DC 28)

AC 24; **Fort** +19

Hardness 15, **HP** 150 (BT 75); **Immunities** object immunities;

Weaknesses fire 5 until broken

Speed swim 30 feet or 60 feet using hydrofoil (wind)

Collision 7d10 (DC 28)

Deploy Hydrofoil ♦♦ (manipulate) The skimmer's hydrofoils are deployed by pulling a lever, doubling the vehicle's normal Speed. However, this makes the vehicle less maneuverable, and it must move twice its length for each 90-degree turn it makes while the hydrofoils are deployed. The pilot can take this action again to retract the hydrofoils and return the skimmer to its normal Speed and maneuverability.

STEAM TURTLE

VEHICLE 16

RARE GARGANTUAN

Price 30,000 gp

This heavily armored aquatic vehicle resembles a gargantuan sea turtle covered with steel plates. The steam turtle is designed for beach landings and assaults on port facilities. Once it disables enemy fortifications, it extends a long boarding gangplank for troops to disembark and deploy.

Space 80 feet long, 50 feet wide, 40 feet high

Crew 1 pilot, 3 crew; **Passengers** 40

Piloting Check Crafting (DC 37) or Sailing Lore (DC 35)

AC 36; **Fort** +29

Hardness 20, **HP** 250 (BT 125); **Immunities** critical hits, object immunities, precision damage

Speed swim 30 feet (alchemical)

Collision 11d10 (DC 35)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Release Steam ♦♦♦ (fire, manipulate) **Frequency** once per hour; **Effect** Two crew members each perform a 3-action activity on their turn to release a massive buildup of steam around the vehicle, dealing 11d6 fire damage to each creature in a 10-foot emanation (DC 35 basic Reflex save). The release mechanism stops working if the vehicle is broken.

TWO-PERSON SUBMERSIBLE

VEHICLE 2

UNCOMMON LARGE

Price 120 gp

This clockwork vehicle can travel just below the surface of the water for short periods of time to bypass enemy blockades or covertly land on enemy beaches.

Space 10 feet long, 5 feet wide, 5 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Crafting (DC 18) or Sailing Lore (DC 16)

AC 12; **Fort** +8

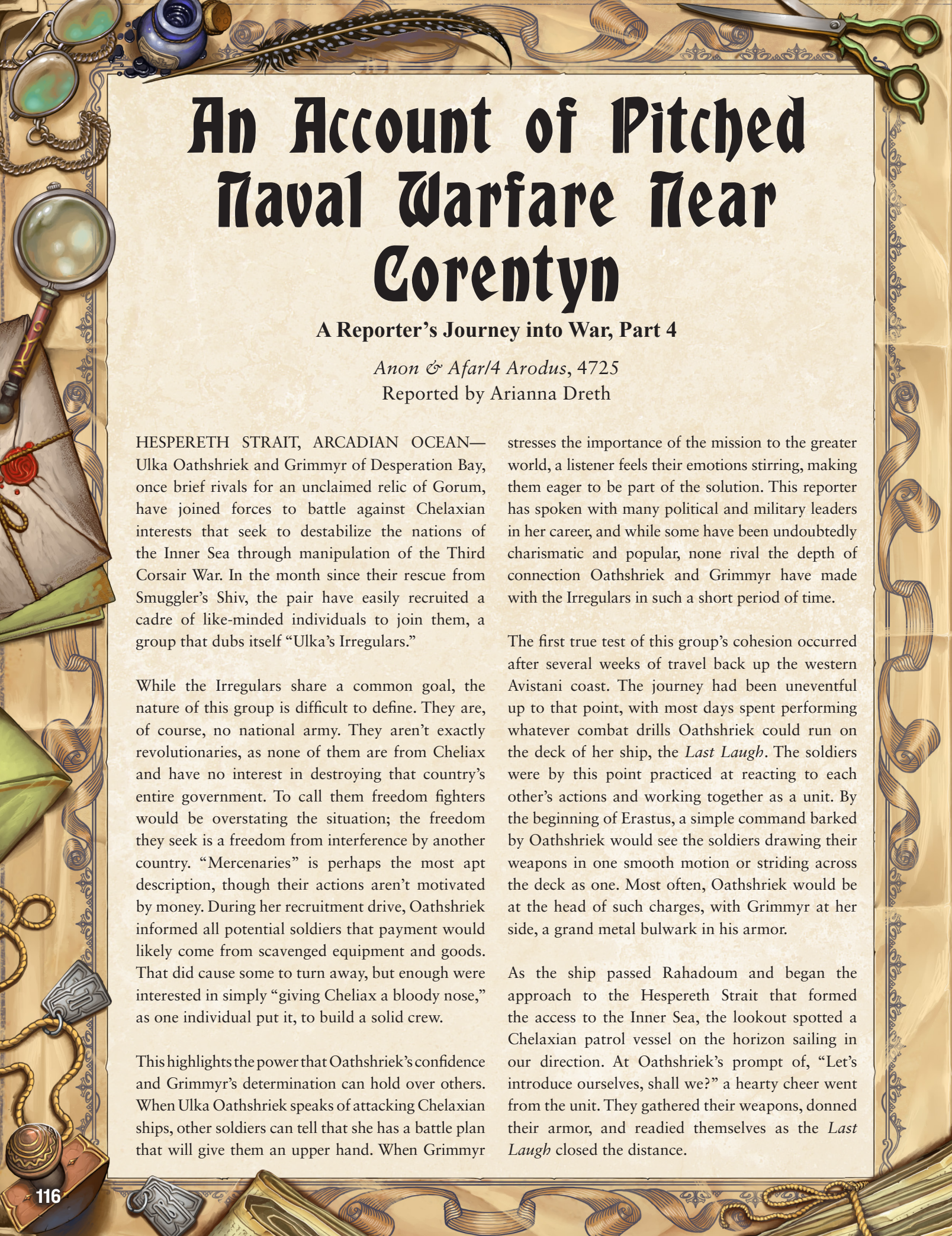
Hardness 5, **HP** 30 (BT 15); **Immunities** object immunities

Speed swim 20 feet (clockwork)

Collision 2d8 (DC 16)

Submersible This vehicle can travel just below the surface of the water.

Wind-Up 30 minutes of wind-up, 3 hours of operational time, DC 16, standby



An Account of Pitched Naval Warfare Near Corentyn

A Reporter's Journey into War, Part 4

Anon & Afar/4 Arodus, 4725

Reported by Arianna Dreth

HESPERETH STRAIT, ARCADIAN OCEAN—Ulka Oathshriek and Grimmyr of Desperation Bay, once brief rivals for an unclaimed relic of Gorum, have joined forces to battle against Chelaxian interests that seek to destabilize the nations of the Inner Sea through manipulation of the Third Corsair War. In the month since their rescue from Smuggler's Shiv, the pair have easily recruited a cadre of like-minded individuals to join them, a group that dubs itself "Ulka's Irregulars."

While the Irregulars share a common goal, the nature of this group is difficult to define. They are, of course, no national army. They aren't exactly revolutionaries, as none of them are from Chelax and have no interest in destroying that country's entire government. To call them freedom fighters would be overstating the situation; the freedom they seek is a freedom from interference by another country. "Mercenaries" is perhaps the most apt description, though their actions aren't motivated by money. During her recruitment drive, Oathshriek informed all potential soldiers that payment would likely come from scavenged equipment and goods. That did cause some to turn away, but enough were interested in simply "giving Chelax a bloody nose," as one individual put it, to build a solid crew.

This highlights the power that Oathshriek's confidence and Grimmyr's determination can hold over others. When Ulka Oathshriek speaks of attacking Chelaxian ships, other soldiers can tell that she has a battle plan that will give them an upper hand. When Grimmyr

stresses the importance of the mission to the greater world, a listener feels their emotions stirring, making them eager to be part of the solution. This reporter has spoken with many political and military leaders in her career, and while some have been undoubtedly charismatic and popular, none rival the depth of connection Oathshriek and Grimmyr have made with the Irregulars in such a short period of time.

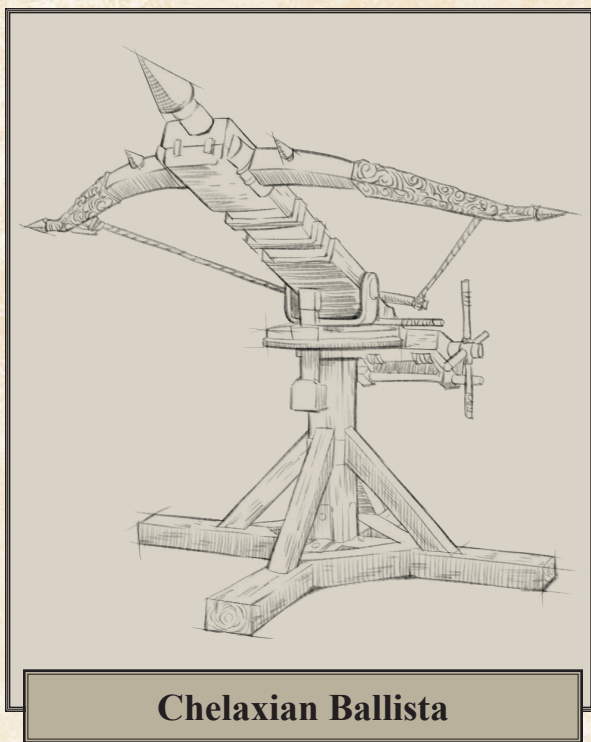
The first true test of this group's cohesion occurred after several weeks of travel back up the western Avistani coast. The journey had been uneventful up to that point, with most days spent performing whatever combat drills Oathshriek could run on the deck of her ship, the *Last Laugh*. The soldiers were by this point practiced at reacting to each other's actions and working together as a unit. By the beginning of Erastus, a simple command barked by Oathshriek would see the soldiers drawing their weapons in one smooth motion or striding across the deck as one. Most often, Oathshriek would be at the head of such charges, with Grimmyr at her side, a grand metal bulwark in his armor.

As the ship passed Rahadoum and began the approach to the Hespereth Strait that formed the access to the Inner Sea, the lookout spotted a Chelaxian patrol vessel on the horizon sailing in our direction. At Oathshriek's prompt of, "Let's introduce ourselves, shall we?" a hearty cheer went from the unit. They gathered their weapons, donned their armor, and readied themselves as the *Last Laugh* closed the distance.

As for your humble reporter, my position is perhaps best communicated in Grimmyr's own words: "Try to stay out of the fighting, but if something goes wrong, find me."

A tense hour passed. The Chelaxian ship, when it came into view, was clearly a military vessel. Its hull was formidable, and its deck lined with weapons. The spikes and angles of Chelaxian architecture were evident in its design, as was the leering face of a devil that served as its figurehead. Its name, *The Heartless Duke*, was emblazoned in tall letters across a plate on the prow.

From under their nation's flag, the Chelaxian lookout called a challenge to expect boarding and inspection before we would be allowed passage through the strait. At Ulka Oathshriek's command, the *Last Laugh* responded with a volley of ballista fire across their deck.



Chelaxian Ballista

Though the fighting lasted less than 30 minutes, it felt like hours. *The Heartless Duke* returned fire, though most of the Irregulars were hunkered behind the gunwale and avoided injury. Grimmyr was far too large to hide, and though a ballista bolt struck him in the center of his chest plate, it bounced off harmlessly. Several more ballista

exchanges occurred as the two ships drew closer; *The Heartless Duke* could clearly have overpowered the *Last Laugh* with its siege weapons given enough time, but a fortunate wind allowed us to decrease the distance quickly.

As the Irregulars extended boarding planks and swung across on ropes, Grimmyr leapt across the gap, bellowing for the Chelaxians to surrender. All enemies' focus fell on him, while Oathshriek also waded into the ensuing fray, a banner attached to the end of her polearm for all to see. The Chelaxian marines were disciplined in the defense of their ship, but Oathshriek's clever use of tactics and Grimmyr's sheer size seemed to flummox them. The Irregulars darted in and out of reach of Chelaxian blades. Grimmyr's massive flail shattered Chelaxian armor. Blood and bodies splashed into the surrounding sea, and the screams of the wounded were echoed by the cries of gulls circling overhead.

When it was clear his crew couldn't win the day, the captain of *The Heartless Duke* surrendered. His first mate made a doomed effort to execute one of the Irregulars who lay bleeding on the deck, but Grimmyr stopped his arm in mid-swing and then hurled him into the sea.

Medics tended to the wounded on both sides while Oathshriek held a long discussion with the Chelaxian captain. Oathshriek made it clear that she and her soldiers weren't interested in indiscriminate killing but needed to send a message to Chelax.

The Chelaxian captain was commanded to spread word of the Irregulars to any vessel who might come to their rescue. Oathshriek then ordered *The Heartless Duke*'s sails cut down and had Grimmyr lower the anchor and break its capstan, preventing it from being raised. The other soldiers took any goods they wanted from the *Duke*'s holds. Moments later, we were on our way again, leaving the Chelaxians alive, but adrift and stranded.

When asked about her plans to actually pass through the Hespereth Strait, Ulka Oathshriek simply smiled. "We won't be going through," she said. "We'll be going around."

Cry Battle!

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EQUIPMENT

The necessities of war often lead to innovations in weapons. Sometimes, weaponsmiths create all-new configurations of sharpened metal and wood, while others turn mundane tools into weapons when desperate need arises.

WEAPONS

Weapon Traits

Weapons crafted and used by a given ancestry (such as the maul-spade) often have the trait for that ancestry.

Capacity: Weapons that have the capacity trait typically have multiple barrels or chambers capable of containing a bolt or round of ammunition. Capacity is always accompanied by a number indicating the number of barrels or chambers. After a capacity weapon is fired, you can select the next loaded barrel or chamber as an Interact action that doesn't require a free hand. You can use abilities that let or require you to Interact to reload to switch barrels or chambers of a capacity weapon instead. Each barrel or chamber can be reloaded after it is fired as a separate Interact action.

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of

damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

Repeating: A repeating weapon is a type of ranged weapon with a shorter reload time. These weapons can't be loaded with individual bolts or bullets like other crossbows and firearms; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once that magazine is in place, the ammunition is automatically loaded each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0). When the ammunition runs out, a new magazine must be loaded, which requires a free hand and 3 Interact actions (to remove the old magazine, retrieve the new magazine, and slot the new magazine in place). These actions don't need to be consecutive and are the same as Interacting to reload.

Weapon Descriptions

Each of the weapons listed in the weapon tables below are described here.

Aldori Dueling Sword: An Aldori dueling sword is a slim, single-bladed dueling sword with a slight curve and a sharp, reinforced point.

Battle Lute: This reinforced lute is suitable both for use as a handheld musical instrument and for bashing

MELEE WEAPONS

Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Battle lute	7 gp	1d4 B	1	1	Club	Shove, two-hand 1d8
Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Fauchard	1 gp, 4 sp	1d8 S	2	2	Polearm	Deadly d8, reach, sweep, trip
Gaff	1 gp	1d6 B	1	1	Club	Trip, versatile P
Scourge	1 sp	1d4 S	1	1	Flail	Agile, disarm, finesse, nonlethal, sweep
Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bladed gauntlet	5 gp	1d4 modular	L	1	Brawling	Agile; finesse; free-hand; modular B, P, or S
Lion scythe	1 gp	1d6 S	L	1	Knife	Agile, finesse, trip
War lance	4 gp	1d8 P	2	2	Spear	Deadly d8, jousting d6, parry, shove
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Aldori dueling sword	2 gp	1d8 S	1	1	Sword	Finesse, versatile P
Bladesweeper	4 gp	1d10 S	2	2	Sword	Disarm, jotunborn, sweep, versatile P
Maul-spade	6 gp	1d10 B	2	2	Club	Deadly d10, jotunborn, shove

RANGED WEAPONS

Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Gauntlet bow	9 gp	1d4 P	60 ft.	1	1	1	Crossbow	Capacity 4, free-hand, parry
10 bolts	1 sp			L				
Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Repeating hand crossbow (level 1)	10 gp	1d6 P	60 ft.	0	L	1	Crossbow	Repeating
Magazine with 5 bolts	9 sp			L				

heads should a crowd turn sour. Its strings are finely braided wires that run along its sturdy metal neck. A battle lute adds its item bonus from weapon potency runes (if any) as an item bonus on Performance checks made while using it as an instrument.

Bladed Gauntlet: A dagger attached to a retractable mechanism is integrated in this gauntlet's dorsum, so a combatant can quickly arm themselves with a blade to exploit the weak points in an enemy's armor. Switching configurations on the gauntlet reveals or retracts the contained dagger as appropriate. The dagger isn't removable, and thus can't be wielded or etched with runes separately from the gauntlet.

Bladesweeper: Little more than three swords attached to a single hilt, a bladesweeper is a devastating weapon in the hands of a jotunborn warrior.

Fauchard: A fauchard is similar to a glaive, save that its cutting edge is along the concave side.

Gaff: These hooked staffs are popular among fishers and warriors alike.

Gauntlet Bow: The gauntlet bow is a heavy metal glove with a built-in crossbow and rotating chamber mechanism for easy reloading. A gauntlet bow can be used to make melee attacks like a standard gauntlet, and it retains any valid runes when used as such. You can't reload a gauntlet bow with the hand wielding it.

Lion Scythe: A lion scythe resembles a common sickle but is specially weighted to allow for greater power when attacking.

Maul-Spade: This heavy, club-like weapon can clobber foes, but it also functions as a shovel. A maul-spade adds its item bonus from weapon potency runes (if any) as an item bonus on checks made with Athletics and appropriate Lore skills (such as Labor Lore) when using it as a shovel to dig.

Repeating Hand Crossbow: This handheld crossbow features an ingeniously designed catch mechanism at the top of the flight groove, just in front of the latch, which automatically loads a bolt from a magazine and

resets the string each time the weapon is fired. A typical repeating hand crossbow magazine holds five bolts.

Scourge: A scourge—also known as a cat-o'-nine-tails—is a set of several knotted cords made from cotton or leather and attached to a handle. While most scourges are more suitable for torture than combat, when fashioned into a weapon, a scourge can have metal barbs woven into the cords to pierce clothing and armor.

War Lance: This lance appears shorter and stockier in comparison to other weapons of its type. The war lance notably features shielding integrated into its vamplate, exchanging its reach for a sturdier base when defending against attacks or attempting to overpower an opponent.

ADVENTURING GEAR

UNCOMMON ADVENTURING GEAR

Item	Price	Bulk	Hands
Repeater bandolier	1 gp	—	—
War saddle	50 gp	1	—

Adventuring Gear Descriptions

The gear listed in the table above is described below.

Repeater Bandolier: This leather bandolier holds up to three magazines for repeating weapons in leather pockets that pop open with the quick flick of a thumb. You can replace a magazine in a repeating weapon with a magazine from a worn bandolier faster, reducing the number of Interact actions required by 1. You can wear only one repeater bandolier at a time.

War Saddle: Each war saddle is specifically fitted to a mount's body type and has numerous straps that can secure you on your mount. You remain mounted even if you fall unconscious until either you or someone else uses an Interact action to unfasten the straps on the saddle. A creature or effect can separate you from your mount by pulling so hard it tears the straps, but to do so, the effect's DC, attack roll, or skill check must exceed 20.



BLADESWEEPER

REPEATING
HAND
CROSSBOW

MAUL-SPADE

LION SCYTHE

BATTLE LUTE

MAGIC ARMOR

An army might march on its stomach, but individual soldiers rely on their armor to keep themselves alive in the heat of battle.

ALKENSTAR PHALANX

ITEM 14

RARE INVESTED MAGICAL

Price 4,500 gp

Usage worn armor; Bulk 4

This rugged suit of +2 *resilient fortification full plate* has a large red gemstone inset into the overlapping plates of the chest piece. While wearing the armor, you might be given the role of protecting the flank of an army in battle, or perhaps standing your ground as the last line of defense in a castle keep.

Activate—Phalanx ◆◆◆ (concentrate, manipulate, metal)

Frequency once per day; **Effect** You raise walls of rapidly shifting metal plates in two 60-foot lines going in opposite directions. Each wall is 60 feet high and is greater difficult terrain. Whenever a creature enters or starts their turn in the wall's space, they take 6d10 slashing damage (DC 32 basic Fortitude save). The shifting walls also provide greater cover from any attack originating from the opposite side.

ANKHRAV CARAPACE

ITEM 7

UNCOMMON INVESTED MAGICAL

Price 350 gp

Usage worn armor; Bulk 1

This +1 *leather armor* has interlocking panels and short bristles along the outer edges of the arms and legs. While wearing this armor, you gain resistance 2 to acid damage.

Activate—Dig ◆ (manipulate) **Frequency** once per day; **Effect**

The bristles along your limbs enable you to tunnel through dirt and sand. For 1 minute, you gain a burrow Speed equal to half your land Speed.

AUTOLOAD LEATHERS

ITEM 9

INVESTED MAGICAL

Price 700 gp

Usage worn armor; Bulk 1

This +1 *resilient studded leather armor* has a built in ammunition bandolier that, once set up, can be used to almost instantaneously reload a weapon.

Activate—Autoload ◆ (manipulate) **Frequency** once per day;

Effect You reload a weapon with reload 1.

BALLOON PADDING

ITEM 8

UNCOMMON INVESTED MAGICAL

Price 480

Usage worn armor; Bulk L

This +1 *padded armor* enables you to hover above the ground

and either drift with the wind or be pulled along by another creature or vehicle.

Activate—Inflate 10 minutes (air, manipulate); **Frequency** once per day; **Effect** A gas-filled balloon pops out of the back of your armor and begins to inflate. It takes 10 minutes for the balloon to fully inflate and lift you and up to 5 additional Bulk 5 feet off the ground. By taking another 10 minutes, this balloon can be deflated and properly stowed in the back of your armor. Once inflated, you can spend an action that has the manipulate and move traits to adjust the height you are hovering up or down by up to 20 feet each time. If the balloon takes damage (AC 10, Hardness 0), it will quickly deflate and cause you to fall to the ground. The balloon magically repairs itself at the start of each day.

BISMUTH ARMOR

ITEM 13

UNCOMMON INVESTED MAGICAL

Price 2,800 gp

Usage worn armor; Bulk 4

This silvery, pink-tinged +2 *resilient full plate* is polished to the point that its surface is completely reflective. This armor can reflect some of the light generated by magical attacks.

Activate—Reflect Shine ↻ (arcane, light, manipulate)

Frequency once per hour; **Trigger** A creature targets you with a magical effect that has the attack trait; **Effect** You gain a +2 circumstance bonus to AC against the triggering attack. If the attack misses, the spell reflects toward the caster, who becomes dazzled for 1 round.

BUOYANT BUCKLE

ITEM 6

RARE INVESTED MAGICAL

Price 250 gp

Usage worn armor; Bulk 1

This +1 *leather armor* has several large pouches along the sides of the torso as well as the front and back sides of the legs. While wearing this armor, you can quickly inflate these large pouches with air, allowing you to float in water.

Activate—Flotation ◆ (manipulate) **Frequency** once per

day; **Effect** You inflate large pouches that allow you to float. You gain a swim Speed equal to half your land Speed. You can swim only along the surface of the water while this is active. You can stow the flotation devices as a 1-minute exploration activity. If the pouches take any damage (AC 10, Hardness 0), they quickly deflate, ending the effect.

COMMAND CUIRASS

ITEM 8

INVESTED MAGICAL

Price 500 gp

Usage worn armor; **Bulk** 3

This +1 *half plate* is imbued with a series of runes designed to amplify your voice on the battlefield. You are more readily able to command and motivate the troops, even over the din of battle.

Activate—Motivate ◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** For 1 minute, the volume of your voice is temporarily enhanced, and you gain a +1 status bonus to Diplomacy and Intimidation checks.

CRAFTING LEATHERS**ITEM 5**

UNCOMMON INVESTED MAGICAL

Price 150 gp**Usage** worn armor; **Bulk** 1

This simple leather armor is adorned with a series of pockets and pouches, all within easy reach. Designed for a busy crafter, each pocket or pouch contains a specific tool required for specialized crafting.

Activate—Find Tool ◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** You reach into a pouch or pocket and find the specific short or long tool you're looking for. The armor manifests the tool into existence for 1 hour.

DEEP POCKETS**ITEM 6**

UNCOMMON INVESTED MAGICAL

Price 220 gp**Usage** worn armor; **Bulk** 1

This +1 *leather armor* has two medium-sized pockets just above the waist where you might normally place your hands if they were cold. Each pocket is covered with a leather flap that surprisingly remains closed even with dynamic movement and heavy winds. Each individual pocket functions as a *type I spacious pouch*.

Craft Requirements The initial raw materials must include two *type I spacious pouches*.

DEEP SEA PLATE**ITEM 8**

RARE INVESTED MAGICAL

Price 500 gp**Usage** worn armor; **Bulk** 4

The interior of this heavy, brass +1 *full plate* is lined with waterproof fabric, especially covering the seams between plates. When worn, it provides a sealed environment that protects you from drowning as well as allowing you to move more freely while underwater.

Activate—Deep Dive ◆◆ (manipulate) **Frequency** once per day; **Effect** The *deep sea plate* enables you to breathe underwater and gives you a swim Speed equal to half your land Speed while in depths of 500 feet or less for 1 hour.

EAGLE WING**ITEM 10**

UNCOMMON INVESTED MAGICAL

Price 950 gp**Usage** worn armor; **Bulk** 1

Long black feathers cover the leather pieces of this +1 *resilient leather armor*. The armor gives you the ability to glide safely

to earth from high above the battlefield. It also grants you a +2 item bonus to Stealth checks you attempt while in the air.

Activate—Soar ◆ (manipulate) **Effect** You glide slowly toward the ground, 5 feet down and 30 feet forward through the air. Provided you spend at least 1 action gliding on your turn and haven't yet reached the ground, you remain in the air at the end of your turn. Otherwise, you fall.

FROST FURS**ITEM 14**

UNCOMMON COLD INVESTED MAGICAL

Price 4,500 gp**Usage** worn armor; **Bulk** 2

This fur-lined +2 *greater resilient cold-resistant hide armor* is favored by warriors in the Crown of the World. In addition to providing excellent protection from extreme elements, the armor also enables you to erect massive walls of ice.

Activate—Endure ◆◆◆ (concentration, manipulate, primal) **Frequency** once per day; **Effect** You cast 5th-rank *environmental endurance* on yourself.

Activate—Freeze Enemy ◆◆◆ (cold, concentration, manipulate, primal) **Frequency** once per day; **Effect** You cast *wall of ice*.

Craft Requirements Supply a casting of *environmental endurance* (5th rank) and *wall of ice*.

GRISLY BRIGANDINE**ITEM 12**

RARE INVESTED MAGICAL

Price 2,000 gp**Usage** worn armor; **Bulk** 1

This +1 *resilient studded leather armor* is a gruesome amalgamation of skulls and bones from various creatures held in place with straps of leather that resemble sinew. When you wear this armor, you reek of death, and you can display these trappings in such a way that strikes fear in the hearts of your enemies.

Activate—Unveil Fear ◀ (concentrate, occult) **Frequency** once per hour; **Trigger** A creature moves within 30 feet of you; **Effect** You cast *fear* on the target (DC 30 Will save).

Craft Requirements Supply a casting of *fear*.

INCENDIARY PLATE**ITEM 20**

FIRE INVESTED MAGICAL

Price 70,000 gp**Usage** worn armor; **Bulk** 4

This bright-red +3 *greater resilient full plate* is adorned with eerily beautiful, angry flames that flow and glow with your movement, making it appear as if you are engulfed in a living fire. You gain resistance 10 to fire while wearing this armor.

Activate—Living Flame ◆◆ (aura, concentrate, fire) **Frequency** once per day; **Effect** The armor engulfs you in a vortex of living fire in a 15-foot emanation for 10 minutes. Creatures that enter this aura or start their turn within it take 10d6 fire damage (DC 40 basic Reflex save). This area is difficult terrain for other creatures.

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JUGGERNAUT PLATE

ITEM 19

RARE INVESTED MAGICAL

Price 35,000 gp

Usage worn armor; Bulk 4

When you are wearing this armor, you're a veritable battering ram. This +3 *greater resilient fortification full plate* is topped with a reinforced helmet shaped like a ram's head that enables you to smash through doors and gates.

Activate—Ram ♦♦ (manipulate) **Frequency** once per hour; **Effect** You Stride up to 60 feet in a straight line. If you end your movement adjacent to an enemy, object, or structure, you can smash it. If you smash an enemy, you deal bludgeoning damage equal to the total distance traveled (DC 39 basic Fortitude save). Objects and structures you smash take damage equal to twice the distance traveled.

LIFTING LEATHER

ITEM 8

INVESTED MAGICAL

Price 450 gp

Usage worn armor; Bulk 1

This +1 *leather armor* has a metal exoskeleton that runs along your back and limbs and grants you increased strength for lifting and carrying. While wearing this armor, you can carry 2 more Bulk than normal before becoming encumbered and up to a maximum of 4 more Bulk.

Activate—Heavy Lift ♦ (manipulate) **Frequency** once per day; **Effect** For 10 minutes, your physical strength is temporarily bolstered, granting you a +1 status bonus to Athletics checks to Disarm, Reposition, Shove, and Trip.

LOCUST LEATHER

ITEM 8

INVESTED MAGICAL

Price 500 gp

Usage worn armor; Bulk 1

This +1 *studded leather armor* was specially designed for removing locusts and similar vermin that had swarmed over portions of the battlefield. It's fully sealed along all of its seams with extra stitching and care, granting a +1 item bonus to Reflex saving throws against Swarming Bites, Swarming Stings, and similar abilities from swarms. In addition, you can create a cloud of smoke that can drive swarms from the area.

Activate—Poison Fumes ♦♦ (concentrate) **Frequency** once per day; **Effect** You emit a quickly fading toxic cloud around you in a 5-foot emanation. All creatures within the emanation take 5d6 poison damage (DC 24 basic Fortitude save). Swarms that fail this save also take 1d6 persistent poison damage.

MESSAGE MAIL

ITEM 8

INVESTED MAGICAL

Price 430 gp

Usage worn armor; Bulk 2

This +1 *chain mail* is most commonly worn by mid-level leaders in charge of squads or platoons of soldiers and was designed to enable them to relay and receive tactical information from their commanders.

Activate—Mail Delivery ♦ (concentrate, manipulate, occult)

Frequency once per hour; **Effect** You cast *message* as a 3rd-rank spell.

Craft Requirements Supply a casting of *message* (3rd rank).

MITIGATION MAIL

ITEM 9+

UNCOMMON INVESTED MAGICAL

Usage worn armor; Bulk 2

This +1 *resilient chain mail* helps bind up your wounds when you're injured in battle, enabling you to continue fighting.

Activate—Salve ♦♦ (concentrate, healing, manipulate, vitality) **Frequency** once per day; **Effect** You restore 5d10+10 Hit points.

Type *mitigation mail*; **Level** 9; **Price** 700 gp

Type *greater mitigation mail*; **Level** 13; **Price** 3,000 gp

The armor is +2 *resilient chain mail*, and the healing is increased to 8d10+15 Hit Points.

Type *major mitigation mail*; **Level** 17; **Price** 14,000 gp

The armor is +2 *greater resilient chain mail*, and the healing is increased to 11d10+20 Hit Points.

PARACHUTE MAIL

ITEM 5

INVESTED MAGICAL

Price 150 gp

Usage worn armor; Bulk 2

Favored by soldiers deployed on airships, this chain mail has a built-in parachute connected to the armor itself, with an additional harness to be worn underneath. It takes 10 minutes and a successful DC 15 Crafting check to successfully repack the parachute.

Activate—Deploy Parachute ↻ (manipulate) **Frequency** once until repacked; **Trigger** You are falling; **Effect** Once activated, the parachute will fully deploy within 1 round. If it is deployed at a height greater than 100 feet, the parachute will prevent you from receiving falling damage. If deployed at a height of less than 100 feet, it will reduce the damage taken from falling by half.

REACTIVE MAIL

ITEM 5+

INVESTED MAGICAL

Usage worn armor; Bulk 2

Often heavily battle scared from use, this chain mail is commonly issued to frontline soldiers who are tasked with battling through enemies to reach high-value targets across the battlefield.

Activate—Quick Spike ↻ (manipulate, metal) **Frequency** once per hour; **Trigger** A creature within 15 feet uses a manipulate action; **Effect** An iron spike launches from your armor at the target, dealing 2d8 piercing damage to the target (DC 20 basic Reflex save). If the target critically fails, the triggering action is disrupted.

Type *reactive mail*; **Level** 5; **Price** 160 gp

Type *greater reactive mail*; **Level** 11; **Price** 1,400 gp

The armor is +1 *resilient chain mail*. The damage increases to 5d8 and the DC increases to 28.

Type *major reactive mail*; **Level** 17; **Price** 14,000 gp

The armor is +2 *greater resilient chain mail*. The damage increases to 7d8 and the DC increases to 36.



BISMUTH ARMOR



EAGLE WING



THUNDER MAIL

SHADOW SHROUD

ITEM 10

INVESTED MAGICAL

Price 1,000 gp

Usage worn armor; Bulk 1

A dark haze seems to envelop you when you wear this dusky +1 resilient shadow leather armor, muffling your steps and concealing your movement. While wearing the armor, you can create even deeper shadows to hide within.

Activate—Shroud ♦♦ (arcane, concentrate, manipulate)

Frequency once per day; **Effect** You cast *darkness* as a 4th-rank spell centered on you.

Craft Requirements Supply a casting of *darkness* (4th rank).

THUNDER MAIL

ITEM 15

INVESTED MAGICAL

Price 6,500 gp

Usage worn armor; Bulk 2

This +2 greater resilient greater electricity-resistant chain mail is adorned with two golden thunderbolts, one along each forearm. Even on a seemingly cloudless day, you can raise your arms to the heavens and draw down a bolt of lightning upon yourself, empowering your armor and blasting your enemies.

Activate—Call Down Lightning ♦ (concentrate, electricity, manipulate) **Frequency** once per day; **Effect** You conjure a bolt of electricity down onto yourself, dealing 6d6 electricity damage to all creatures in a 10-foot emanation. Additionally, for the next minute, whenever a creature touches you or

hits you with a melee unarmed attack or a non-reach melee weapon attack, it takes 1d8 electricity damage.

UMBRAL ARMOR

ITEM 10

UNCOMMON INVESTED MAGICAL

Price 1,000 gp

Usage worn armor; Bulk 1

This dark +1 resilient shadow studded leather armor is frequently used to bypass enemy positions or quickly travel around battlefield obstacles as it allows you to partially transit through the Netherworld.

Activate—Shroud Stride ♦ (concentrate, shadow) **Frequency** once per day; **Effect** You slip into the Netherworld for a moment, allowing you to Stride twice your speed. This movement doesn't trigger reactions and ignores difficult and hazardous terrain. Shadows lingers on the armor, causing you to become concealed for 1 round afterward.

WILDERNESS WEAVE

ITEM 5

INVESTED MAGICAL

Price 160 gp

Usage worn armor; Bulk L

This padded armor is favored by trackers and foragers who frequent uninhabited forests and brush lands. The armor enables you to communicate with wildlife and other animals.

Activate—Commune ♦ (concentrate, primal) **Frequency** once per day; **Effect** You cast *speak with animals* on yourself.

Craft Requirements Supply a casting of *speak with animals*.

MAGIC SHIELDS

Warriors who prefer to maximize their defense might choose to wear a shield, spending their downtime buffing out any dents it has accrued in previous battles.

BIVOUC TARGE

ITEM 2

UNCOMMON EXTRADIMENSIONAL MAGICAL

Price 35 gp

Usage held in 1 hand; Bulk L

This buckler (Hardness 3, HP 6, BT 3) has the appearance of a common wooden shield.

Activate—Deploy Encampment 1 minute (manipulate, structure) You pull a strap near the shield's enames to create a makeshift shelter that unfolds over the next minute. The shield becomes a pup tent until you spend another minute collapsing it. Within the tent is a satchel that holds 1 Bulk of rations and replenishes every week.

DRAGON SHIELD

ITEM 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage held in 1 hand; Bulk 1

This *moderate reinforcing steel shield* (Hardness 8, HP 84, BT 42) has an image of a cinder dragon's head painted on it. Additional metal adornments accentuate the fearsome mouth.

Activate—Burning Path ♦♦♦ (fire, manipulate) **Frequency** once per day; **Effect** You Raise your Shield and Stride up to twice your Speed in a straight line. You can move through creatures with this movement, but you can't end your movement in their space. Creatures you moved through take 5d8 fire damage (DC 31 basic Reflex save). Creatures who critically fail also take 1d8 persistent fire damage.

ENERGIZED SHIELD

ITEM 7+

UNCOMMON MAGICAL

Usage held in 1 hand; Bulk 1

This *minor reinforcing steel shield* (Hardness 8, HP 64, BT 32) is lined with pale silver that glows when struck. Whenever you use the Shield Block reaction, this shield becomes energized for 1 round.

Activate—Energized Blast ♦ (force, manipulate) **Frequency** once per 10 minutes; **Requirements** The shield is energized; **Effect** You direct the stored energy into a short blast, targeting a creature within 15 feet. The target takes 2d10 force damage (DC 23 basic Reflex save).

Type *lesser energized shield*; **Level** 7; **Price** 350 gp

Type *moderate energized shield*; **Level** 11; **Price** 1,300 gp

The damage increases to 3d10 and the DC increases to 28.

Type *greater energized shield*; **Level** 15; **Price** 6,000 gp

The damage increases to 4d10 and the DC increases to 34.

Type *major energized shield*; **Level** 19; **Price** 35,000 gp

The damage increases to 5d10 and the DC increases to 39.

MEDIC'S SHIELD

ITEM 14

UNCOMMON MAGICAL

Price 4,000 gp

Usage held in 1 hand; Bulk L

This standard-grade dawnsilver shield (Hardness 5, HP 20, BT 10) is inscribed with the symbol of a deity dedicated to healing and medicine. The shield is designed for combat medics to aid combatants or adventurers in the midst of battle. Healer's tools can be stored on the backside of this shield. This shield grants a +2 item bonus to Medicine checks.

Activate—Adrenaline Boost ♦♦ (manipulate) **Frequency** once per day; **Effect** You grant a medicinal boost to bring someone back into the fray. You Administer First Aid to stabilize an adjacent ally with the dying condition. On a success, they gain 6d6+20 Hit Points, can immediately Stand as a free action, and become quickened for 1 round. They can use this extra action only to Stride or Strike.

SIEGE SHIELD

ITEM 3

UNCOMMON MAGICAL

Price 60 gp

Usage held in 1 hand; Bulk 4

This massive tower shield (Hardness 5, HP 20, BT 10) is crafted from the toughest steel. It's not ideal for single combat, but it can be used to defend soldiers during a siege. While this shield is raised, you gain resistance to damage from siege weapons equal to half this shield's Hardness.

Activate—Plant Cover ♦ (manipulate) You unequip the shield and prop it on the ground. The shield grants standard cover for one Medium or smaller creature in its square and lesser cover for a Large one.

SUN SLAYER

ITEM 10

UNCOMMON MAGICAL

Price 1,000 gp

Usage held in 1 hand; Bulk 1

This *lesser reinforced wooden shield* (Hardness 6, HP 64, BT 32) is painted with intricate, pale-blue knots. The wood has been magically enhanced against solar energy and heat. While you have this shield raised, you gain fire resistance 5.

Activate—Sunset ♦ (darkness, manipulate) **Frequency** once per day; **Requirements** You are in sunlight; **Effect** You raise your shield in the air toward the sunlight, eclipsing it. The area in a 60-foot emanation becomes dim light for 1 minute.

TESTUDO SHIELD

ITEM 5+

UNCOMMON MAGICAL

Usage held in 1 hand; Bulk 4

This tower shield (Hardness 5, HP 20, BT 10) sports a bright red front with a gold inlay of an eagle. While it looks unassuming, this shield can protect not only yourself but also those behind you.

Activate—Tortoise Form ♦♦ (concentrate, force, manipulate)

Frequency once per day; **Effect** Your shield creates a magical barrier, consisting of translucent copies of the shield. The wall is 1 inch thick, 15 feet long, and 10 feet high. The barrier is conjured adjacent to you in a straight line on the border between squares and lasts for 1 minute. The barrier is created with the Hardness and Hit Points equal to those of the *testudo shield* and is immune to critical hits and precision damage.

Type *testudo shield*; **Level** 5; **Price** 150 gp

Type *greater testudo shield*; **Level** 13; **Price** 2,800 gp

The barrier created is 25 feet long.

TIGER SHIELD

ITEM 5

UNCOMMON MAGICAL

Price 145 gp

Usage held in 1 hand; **Bulk** 1

This *minor reinforcing wooden shield* (Hardness 6, HP 56, BT 28) is made with a sturdy but flexible wood found in Tian Xia. It's painted with bold, bright colors in the style of a fiendish tiger head. In combat, the eyes of the tiger seem to follow the opponent.

Activate—Tiger's Eyes ♦ (manipulate) **Frequency** once per day;

Requirements Your shield is raised; **Effect** The tiger's eyes glow and animate. The shield casts *ill omen* (DC 20) on a target within your melee range.

Craft Requirements Supply one casting of *ill omen*.

VAMBRACE OF GORUM

ITEM 20

UNIQUE ARTIFACT DIVINE MAGICAL

Usage held in 1 hand; **Bulk** 2

When the Lord in Iron shattered, immeasurable fragments fell to Golarion as pieces of metal. This piece of his armor has been shaped into the *Vambrace of Gorum*, a *supreme reinforcing high-grade adamantine shield* (Hardness 20, HP 160, BT 80). Pieces of sharp iron stick out, acting as +3 *major striking shield spikes*. The *Vambrace* still holds some of the deity's power. When the shield is broken, small fragments of metal explode outward, dealing 6d6 piercing damage in a 15-foot cone (DC 40 basic Reflex save).

Activate—Blade of Iron ♦♦ (concentrate, divine, manipulate)

Frequency once per day; **Effect** The shield reforms into a +3 *high-grade adamantine major striking greatsword* for 1 minute. While wielding this sword, you gain a +1 circumstance bonus to AC for each adjacent enemy (up to a +4 bonus).

Activate—Blood of Iron ♦ (aura, divine) **Frequency** once per day; **Requirements** The *Vambrace of Gorum* is in its shield form; **Effect** Your shield becomes an empowering symbol of the thrill of battle. You and your allies within 10 feet of you gain 30 temporary Hit Points that last for 1 hour, and reduce your clumsy, enfeebled, frightened, and stupefied conditions by 1.

Activate—Bones of Iron ↻ **Frequency** once per 10 minutes;

Trigger You use the shield to Shield Block and the attack overcomes the shield's Hardness; **Effect** The iron spikes lash out at the creature who made the attack. The creature takes 6d6 piercing damage and 3d6 persistent bleed damage (DC 40 basic Reflex save).



TESTUDO SHIELD

SUN SLAYER

WAR MAGE'S BUCKLER

Destruction If the *Vambrace of Gorum* is broken, buried under a rose bush in Nirvana, and left undisturbed for 100 years, it loses all its magic and becomes a standard steel shield.

VANGUARD'S SHIELD

ITEM 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage held in 1 hand; **Bulk** 3

This *moderate reinforced standard-grade duskwood tower shield* (Hardness 8, HP 84, BT 42) is slightly wider than standard. Designed for bodyguards, it grants the user a small burst of speed to save themselves and others from harm.

Activate—By Your Side ↻ **Frequency** once per day; **Trigger** An

effect within 15 feet would deal damage in an area and require a saving throw; **Requirements** Your shield is raised; **Effect** You Stride up to 15 feet and grant yourself and creatures adjacent to you after the movement a +2 circumstance bonus to the saving throw against the triggering effect.

WAR MAGE'S BUCKLER

ITEM 8

UNCOMMON INVESTED MAGICAL

Price 450 gp

Usage held in 1 hand; **Bulk** L

This *minor reinforced buckler* (Hardness 6, HP 50, BT 25) is a lightweight metal disk with a rounded bump at the center. The shield gives off a light hum near magic.

Activate—Spell Amp ♦ (manipulate) **Frequency** once per

day; **Effect** You throw your shield up to 30 feet into an unoccupied space you can see. The shield magically floats in the space as a focal point for your magic for 1 minute. You can cast spells using the shield as your point of origin, calculating range and cover from its space instead of yours. You can Dismiss this effect, causing the shield to fly back to your hand. If the shield breaks, the effect ends.

MAGIC WEAPONS

A well-prepared soldier always has a weapon or two at hand, whether it be an old, reliable sword or a brand-new armament of magical power.

BELKZEN DEADSMASHER

ITEM 13+

UNCOMMON MAGICAL

Usage held in 1 hand; **Bulk** 1

The head of this imposing steel +2 *greater striking vitalizing morningstar* is shaped to resemble a cluster of snarling orc faces, their sharpened tusks serving as the spikes. Forged deep in the Hold of Belkzen and wielded by elite warriors tasked with protecting their lands from the servants of the Whispering Tyrant, this brutal weapon grants void resistance 5 to any living creature who wields it.

Activate—Untouchable Spirit (fortune) **Frequency** once per day; **Trigger** You fail or critically fail a saving throw against an effect originating from an undead creature that would inflict void damage; **Effect** Reroll the saving throw and take the better result.

Type *Belkzen deadsmasher*; **Level** 13; **Price** 2,800 gp

Type *greater Belkzen deadsmasher*; **Level** 18; **Price** 22,000 gp

This +3 *greater striking ghost touch greater vitalizing morningstar* grants its wielder void resistance 10.

CAVALRY COMMANDER'S LANCE

ITEM 6

UNCOMMON MAGICAL

Price 225 gp

Usage held in 2 hands; **Bulk** 2

This +1 *striking lance* bears a pennant that displays a standard, heraldry, or other symbols desired by its original creator. When mounted and wielding a *cavalry commander's lance*, you gain a +2 circumstance bonus to Diplomacy checks when interacting with anyone loyal to the nation or cause represented by your pennant's imagery.

Activate—Ride Them Down! (auditory, concentrate, linguistic) **Frequency** once per day; **Requirements** Your last action was to Strike and inflict damage on a target with the *cavalry commander's lance*; **Effect** You shout a command to all mounted allies within 60 feet, granting them a +1 circumstance bonus on the next attack roll they make against the target you just damaged before the start of your next turn.

CHAINBREAKER

ITEM 5+

UNCOMMON MAGICAL

Usage held in 1 hand; **Bulk** 1

The head of this +1 *striking pick* is adorned with a detailed etching of an eagle with outstretched wings. When you use it to Strike an unattended object whose intended purpose is to restrain or confine, such as a pair of manacles or the bars of a prison cell, you ignore the first 5 points of the object's Hardness.

Activate—Liberating Strike (concentrate) **Frequency** once per day; **Effect** You Strike a creature with the *chainbreaker*. If you hit and deal damage, one grabbed or restrained ally within 60 feet of the target can use a reaction to attempt to Escape.

Type *chainbreaker*; **Level** 5; **Price** 150 gp

Type *greater chainbreaker*; **Level** 12; **Price** 1,750 gp

This +2 *striking pick* ignores 10 points of Hardness when Striking restraints.

CHAIN OF COMMAND

ITEM 6

UNCOMMON MAGICAL

Price 240 gp

Usage held in 2 hands; **Bulk** 1

This +1 *striking spiked chain*, strung with bloodied military insignia and other grisly trophies harvested from slain soldiers, is commonly used by hobgoblin commandants to motivate their troops. On a critical hit, the *chain of command* deals an additional 1d6 mental damage.

Activate—Mercy of the Commander (concentrate) The *chain of command* gains the nonlethal trait for 1 minute.

Activate—Will of the Commander (concentrate) **Requirements** Your last action was a critical hit with the *chain of command*; **Effect** You cast *command* on the target of your critical hit with a DC of 22. Regardless of the outcome, the target is then immune to this effect for 24 hours.

Craft Requirements Supply one casting of *command*.

DAZZLING SHORTBOW

ITEM 5

UNCOMMON MAGICAL

Price 160 gp

Usage held in 2 hands; **Bulk** 1

This +1 *striking shortbow* is a favorite of mage hunters and those who frequently fight enemies who can turn themselves invisible. A creature who is critically hit with a ranged Strike from a *dazzling shortbow* must succeed at a DC 19 Fortitude save or be dazzled for 1 minute.

Activate—Show Yourself! (concentrate) **Frequency** once per day; **Effect** You fire an arrow that glows with purple light at a spot. Each creature in a 10-foot burst within 60 feet is affected by *revealing light* (DC 19).

Craft Requirements Supply one casting of *revealing light*.

DOOMSWEeper

ITEM 8

UNCOMMON MAGICAL

Price 475 gp

Usage held in 2 hands; **Bulk** 2

Functioning as a +1 *striking halberd* when wielded as a weapon, a *doomsweeper* is a heavy steel rake-like implement commonly used by frontline soldiers to scour the battlefield for unseen dangers. When you hold a *doomsweeper* extended in front of you, you gain a +1 item bonus to Perception checks

to notice any hidden hazards in a 30-foot cone, with the bonus increasing to +2 if you are performing the Scout or Search exploration action.

Activate—Clear the Way ♦♦ (concentrate, manipulate)

Frequency once per day; **Requirements** You're holding the *doomsweeper* in 2 hands; **Effect** The *doomsweeper* sweeps the ground clear of obstacles in a 30-foot cone. This automatically removes any mundane effects of 4th level or lower that would hinder ground movement through the area of effect, including caltrops and non-magical difficult terrain features no deeper or higher than 4 feet. It also attempts to counteract any magical dangers or obstacles with a +14 modifier and a counteract rank of 4th. Finally, it attempts a Thievery check with a +14 modifier to disable all non-magical hazards (but not haunts) in the area. You don't need to be aware of any hazards or effects in the area for the *doomsweeper* to remove them, but you don't become aware of them if the attempt fails.

DRADDETH'S EDGE

ITEM 16

UNIQUE INTELLIGENT OCCULT

Usage held in 1 hand; **Bulk** 1

Perception +11; precise vision 30 feet, imprecise hearing 30 feet

Communication telepathy (Common, Varisian)

Skills Survival +28, Warfare Lore +35

Int +6, **Wis** +3, **Cha** +3

Will +28

It's uncertain how or why the intelligence occupying this +2 *greater striking shifting warhammer* came to be there, but over its many years of battlefield experience, it has proven itself to be a brilliant military tactician on par with some of history's greatest generals. Its earliest appearance was in the hands of its namesake, General Lord Draddeth, who attributed many of his successful campaigns to the counsel of a magical hammer he had commissioned during the Molthuni Cessation from Cheliox. Though the hammer disappeared upon the general's death, its legend has persisted, and the colloquialism "the Draddeth Edge"—referring to a natural talent for strategic planning and quick thinking—remains in common usage across Molthune.

Draddeth's Edge possesses a deep and abiding sense of patriotism for the nation of Molthune that sometimes outweighs its loyalty to those wielding it. Wielders who consistently express disrespect for Molthune or admiration for its enemies, or who fail to show proper respect for the hammer's tactical prowess, inevitably find it missing at some crucial moment when it departs in search of a more suitable comrade in arms. Conversely, it's unwaveringly loyal to and difficult to separate from those it deems worthy of its devotion. As long as you draw breath, the hammer can't be knocked from your grasp or dropped unless you will it, even remaining in your hand if you're rendered unconscious. It also grants an item bonus equal to the bonus it gains from any currently affixed potency rune to recovery checks you make while dying.

FINAL STAND

ITEM 17

UNIQUE ARTIFACT DIVINE MAGICAL

Usage held in 1 hand; **Bulk** 1

The origins of this +3 *greater striking rapier* are shrouded in mystery, but it earned its name in the hands of an unknown hero who used it to singlehandedly defend a remote Nirmathi village from a vicious gang of bandits, shrugging off dozens of blows that would have felled any other mortal. Only when all of the bandits had been dispatched or driven off did the noble warrior finally succumb to their injuries.

While wielding *Final Stand*, if you take damage that would reduce you to 0 Hit Points but not immediately kill you, attempt a DC 11 flat check. If you succeed, you avoid being knocked out and remain at 1 Hit Point instead. For the remainder of the encounter, you can't regain Hit Points in any way, though you can be stabilized if you gain the dying condition. If you're still conscious and there are no nearby enemies that you can perceive, you immediately drop to 0 Hit Points and are dying 1. If you have any other abilities that would allow you to remain at 1 Hit Point when you would be reduced to 0 Hit Points (such as Orc Ferocity), you must use those abilities before you can benefit from *Final Stand*'s ability.

Destruction If the wielder of *Final Stand* surrenders to their enemies while any of their allies are still standing, the blade weakens and the DC of the flat check permanently increases by 2. *Final Stand* shatters into hundreds of pieces the moment the DC of the flat check is ever higher than 20.

GENERAL'S WORD

ITEM 14

UNCOMMON MAGICAL

Price 4,500 gp

Usage held in 1 hand; **Bulk** 1

The mere act of wielding this heavy +2 *greater striking thundering mace* grants you a distinct air of authority and gravitas. While wielding the weapon, you can cast *bullhorn* (Player Core 2 241) as a 1st-rank cantrip at will.

Activate—Battlefield Broadcast ♦♦ (concentrate, linguistic, manipulate, mental, occult) **Frequency** once per day; **Effect** The weapon amplifies your force of personality across the battlefield with the effects of *telepathy* for 10 minutes, except the range is 500 feet. The effect ends immediately if you drop your weapon.

Craft Requirements Supply one casting of *bullhorn* and *telepathy*.

GRAVEDIGGER'S CALL

ITEM 12

MAGICAL OCCULT

Price 1,700 gp

Usage held in 2 hands; **Bulk** 2

This rusted shovel functions as a +2 *striking decaying glaive* when wielded as a weapon, but it more closely resembles a neglected tool. Its haft was carved from the trunk of a long-dead tree that once grew among the broken stones of an abandoned cemetery, and its blade was forged from shattered remnants of the armor that failed to protect those buried there. When you carry or wield a *gravedigger's call*, you gain a +1 item bonus to Perception checks to Seek haunts

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and to skill checks to determine the reasons for a haunt or spirit's existence.

Activate—Call the Fallen ♦♦ (concentrate, manipulate)

Frequency once per day; **Effect** You cast *rouse skeletons* (Player Core 2 250) as a 5th-rank occult spell. The DC is 30.

Craft Requirements Supply one casting of *rouse skeletons* (5th rank).

HELL'S JUDGMENT

ITEM 16

UNCOMMON FIRE MAGICAL

Price 10,000 gp

Usage held in 2 hands; **Bulk** 2

Access A character who is a member of the Hellknights has access to this weapon.

These massive +2 *flaming greater striking guisarmes* are bestowed only upon the most loyal and renowned Hellknight paravicans, especially those who have distinguished themselves in the service of the strict laws of the organization.

Activate—Flames of Phlegethon ♦♦ (concentrate, divine, manipulate, unholy) **Frequency** once per day; **Effect** You strike the ground with your axe, tearing open a one-way rift to the fourth layer of Hell in a 30-foot line that spews a curtain of hellfire. All creatures in the area take 6d6 fire damage and 6d6 spirit damage (DC 37 basic Reflex save) before the rift vanishes.

HORSELORD'S LONGBOW

ITEM 6

UNCOMMON MAGICAL

Price 250 gp

Usage held in 2 hands; **Bulk** 2

These +1 *striking longbows*, usually decorated with intricate animal carvings and hawk feathers, are a favored weapon among the mounted warriors of the Shriikirri-Quah clan in north-central Varisia, although Shoanti travel widely enough that they find frequent use by cavalries of other nations and cultures as well. While you are mounted, Strikes with this bow gain a +2 circumstance bonus to damage against unmounted creatures who are smaller than your mount.

JISTKAN COLOSSUS CRUSHER

ITEM 15

RARE MAGICAL

Price 6,250 gp

Usage held in 2 hands; **Bulk** 2

This +2 *greater striking maul* is a marvel of magical and mechanical engineering, designed thousands of years ago by the mages of the Jistka Imperium for the express purpose of disabling any of the Imperium's countless magical constructs and automatons that might turn against their creators. When you damage a construct with a Strike from the *Jistkan colossus crusher*, you deal an additional 1d6 persistent force damage. Additionally, whenever you critically hit a construct with this weapon, the *Jistkan colossus crusher* briefly disrupts the magical energy signature animating the construct; it must succeed a DC 35 Fortitude save or become stunned 1.

JISTKAN WAR CROSSBOW

ITEM 18

RARE MAGICAL

Price 22,000 gp

Usage held in 2 hands; **Bulk** 2

These +3 *greater striking grievous arbalests* are a fantastically intricate creation of the ancient Jistka Imperium, seamlessly weaving together mechanical ingenuity and powerful magic to create one of the deadliest projectile weapons ever devised by human hands.

Activate—Bolt of War ♦ **Frequency** once per 10 minutes;

Effect Make a Strike with the *Jistkan war crossbow*, ignoring the penalty for making a Strike within your second or third range increment. Additionally, the arbalest gains the splash trait and deals 10 piercing splash damage for this Strike.

KITHRENDER

ITEM 16

RARE MAGICAL

Price 10,000 gp

Usage held in 2 hands; **Bulk** 2

The head of this heavily notched +2 *greater striking fearsome greataxe* is crudely inscribed with the face of a hideous fiend, its fangs bared in a twisted leer. The name of the fiend has been lost to history, but legends say it took a particular delight in turning the bonds between mortal beings against them, and that it created these weapons for its mortal acolytes so that they might carry on its cruel work.

When you make a successful Strike with a *kithrender*, it deals 1d6 mental damage to all other enemies within 30 feet who consider the target an ally. All mental damage dealt by this weapon is doubled if the target is uniquely connected by a strong bond, such as family or a creature with the minion trait, or any kind of magical connection, such as *telepathy*.

Activate—Render Connection ♦ (concentrate) **Frequency**

once per 10 minutes; **Trigger** You reduce an enemy to 0 Hit Points with this weapon; **Effect** Each foe within 30 feet who considers the target an ally takes an additional 6d8 mental damage (DC 35 basic Will save).

LAMENTATION OF THE FAITHLESS

ITEM 25

UNIQUE ARTIFACT DIVINE MAGICAL UNHOLY

Usage held in 2 hands; **Bulk** 2

The weapon wielded in battle by Szuriel, Rider of War, is a perpetually blood-covered blade that has taken more lives than even the gods can count. *Lamentation of the Faithless* is a +4 *major striking speed unholy greatsword* with a blade of unyielding jet-black steel that absorbs all incident light, counteracting all light effects in a 15-foot radius with a +37 modifier as long as the weapon is unsheathed. Any creature within range attempting to use a spell or ability with the light trait must first succeed at a DC 15 flat check, or the attempt fails. Whenever the blade strikes and deals damage to a living creature, its wielder regains 1d12 Hit Points.

Activate—Lo and Behold ♦ (manipulate, unholy, visual)

Frequency once per day; **Effect** You raise *Lamentation of the Faithless* high above the battlefield, presenting its



HORSELORD'S LONGBOW



ULFEN SHILDBREAKER



RIGHTEOUS FURY



CHAIN OF COMMAND

terrible glory for all to witness. All creatures within 60 feet that are able to see the sword must attempt a DC 50 Will save. Creatures with the unholy trait are immune to this effect, but creatures with the holy trait take a -2 status penalty on this save.

Critical Success The creature is unaffected.

Success The creature is stricken by crushing despair. It becomes slowed 1 as it sobs uncontrollably, and it can't use reactions while it's slowed.

Failure As success, but the creature is also blinded for 1 round.

Critical Failure As failure, but the duration of the blinded condition is 1 minute.

Destruction *Lamentation of the Faithless* can only be destroyed if it's driven into the ground within the walls of the secluded garden at the summit of Heaven's mountain by a risen, repentant fiend, whereupon it shatters and crumbles to dust.

LAST HOPE

ITEM 16

UNCOMMON MAGICAL

Price 10,000 gp

Usage held in 1 hand; **Bulk** 1

Access A character who is a member of the Knights of Lastwall has access to this weapon.

These +2 *greater striking vitalizing longswords* are granted as special commendations to Knights of Lastwall who perform acts of exceptional heroism or strike decisive blows against the forces of the Whispering Tyrant.

Activate—Comes the Dawn ☞ (concentrate, divine, healing, vitality) **Frequency** once per day; **Trigger** You regain Hit Points from a magical effect; **Effect** You release a wave of vital energy in a 30-foot emanation. For every 10 Hit Points you are healed, you restore 1d10 Hit Points to all other living creatures and deal that amount of vitality damage to all undead creatures in the area, with a DC 37 basic Fortitude save.

MAGESLAYER

UNCOMMON MAGICAL

Price 500 gp

Usage held in 1 hand; Bulk 1

This roughly forged +1 *striking scimitar* is a favorite instrument of battlefield operatives seeking to weaken an enemy's forces by strategically eliminating their magical support. A *pageslayer* deals an additional 1d6 spirit damage to any creature it Strikes that's capable of casting spells from the arcane tradition. When wearing or wielding a *pageslayer*, you gain resistance 5 to damage from spells from the arcane tradition.

RADIANT VICTORY

UNCOMMON MAGICAL

Price 240 gp

Usage held in 1 hand; Bulk L

This finely crafted +1 *striking shortsword* is carried by field marshals and other military officers who fight alongside their troops on the battlefield. Numerous other types of this blade exist, ranging from falchions to scimitars to longswords, and their appearances vary as widely as the nations and causes to which their wielders swear fealty. Many say that a soldier can tell the worth of their commanding officer by noting whether their primary weapon gives off the faint residual glow associated with a *radiant victory*.

Activate—Rally the Troops ♦ (manipulate, visual) **Frequency** once per day; **Requirements** You reduced a creature to 0 Hit Points with a Strike from the *radiant victory* as your last action; **Effect** You raise the blade high above your fallen enemy to inspire your comrades, projecting a blazing beacon into the sky that sheds bright light in a 30-foot burst centered on you. This lasts for 1 minute and grants you and all allies within the area a +1 status bonus to attack rolls while within the light.

REAPER'S TOLL

UNCOMMON MAGICAL VOID

Price 6,500 gp

Usage held in 2 hands; Bulk 2

This +2 *greater striking decaying scythe* is deathly cold to the touch and exudes an unmistakable aura of menace. As long as you carry this weapon, your presence repels and noticeably unnerves most animals, causing them to avoid you if possible and react to you with a starting attitude one step worse than normal if made to interact with you directly. The one exception is vermin who scavenge corpses; they appear around you with greater frequency. Small mundane plants, such as grass or flowers, wilt and die after spending 24 hours in close proximity to a *reaper's toll*, crumbling to dust 24 hours after that.

Activate—Reaper's Claim ➤ **Frequency** once per day; **Trigger** A creature within 30 feet is reduced to 0 Hit Points; **Effect** Make a melee Strike with *reaper's toll* as though you were in the space of the triggering creature. If your Strike hits, you gain temporary Hit Points equal to half the damage dealt, which last for 1 minute.

ITEM 8

REVENANT BLADE

RARE INVESTED MAGICAL VOID

Price 900 gp

Usage held in 1 hand; Bulk L

The mortal agents of powerful necromancers are a varied lot, but they tend to share two things in common: a deep and abiding fear of death, and a desperate hope that loyalty to their foul masters might be rewarded with some means of transcending it. To most of these wretched souls, this simple +1 *striking sickle* is as close as they will ever come to realizing that desire.

Revenant blades are usually created in large numbers to arm a necromancer's mortal troops before sending them into battle, and despite their name, they can be crafted from whichever base weapon is best suited for the expected conflict. Whatever form it takes, every *revenant blade* is adorned in some way with a small gem of deep black onyx. When you invest in the weapon, a small portion of your soul is transferred into the gem, bonding it to you and granting the weapon the effects of the *decaying* rune for as long as it remains invested.

Should you die in battle while invested in a *revenant blade*, its gem shatters, and your corpse rises 1 round later to continue the fight. You become an undead creature under the GM's control, although you generally retain the motivations and loyalties you had in life. The GM chooses what type of undead you become, selecting an appropriate undead creature that has a level no greater than your level - 5, to a minimum of 0. You can't be raised from the dead by any means short of a *wish* ritual until your undead form is destroyed.

RIGHTEOUS FURY

UNCOMMON HOLY MAGICAL

Price 6,000 gp

Usage held in 1 hand; Bulk 1

This gold-plated +2 *greater striking holy longsword* sports an ornate hilt bearing the religious symbol of Ragathiel, General of Vengeance, and is painstakingly crafted to resemble the divine armaments wielded by the empyreal lord's celestial soldiers in their battles against the forces of darkness. These weapons are popular among the ranks of those who hold the line against similar enemies, such as the Knights of Lastwall and warriors of the former Mendevian Crusade.

Activate—Great Vengeance ♦ (concentrate, divine, holy, spirit, vitality) **Frequency** once per hour; **Trigger** Your last action was a successful melee Strike with *righteous fury* against a creature with the unholy trait; **Effect** The sword emits a 20-foot-radius emanation of holy fire centered on your target, inflicting 2d8 spirit damage and 2d8 vitality damage to all enemies in the area (DC 34 basic Reflex save). Creatures that fail the save are blinded for 1 round, and those that critically fail are blinded for 1 minute.

TALONSTRIKE BLADE

UNCOMMON MAGICAL

Usage held in 1 or 2 hands; Bulk 1

ITEM 10

ITEM 15

ITEM 12+

Access A character who is a member of the Eagle Knights has access to this weapon.

This large +2 *striking standard-grade silver bastard sword* is the signature weapon of many veteran Eagle Knights. It's easily recognized by its distinctively notched blade and the stylized wings adorning its cross guard. These blades are sometimes passed down from generation to generation.

Activate—Defense of Liberty ⤴ **Frequency** once per hour; **Trigger** You or your mount are targeted by a physical melee or ranged attack; **Requirements** You are aware of the attack and are not off-guard against it; **Effect** You or your mount gain a +2 circumstance bonus to AC against the triggering attack.

Type talonstrike blade; **Level** 12; **Price** 2,000 gp

Type greater talonstrike blade; **Level** 14; **Price** 4,500 gp
Eagle Knights charged with protecting Andoran's western border against Chelaxian incursion often carry these +2 *greater striking standard-grade silver bastard swords*, enchanted to offer greater utility when battling fiends. A *greater talonstrike blade* gains the Grasping Talons activation.

Activate—Grasping Talons ⤴ (arcane) **Frequency** once per day; **Trigger** You hit with a melee Strike using the *greater talonstrike blade* and deal damage; **Effect** You cast a 5th-rank *planar tether* on the creature you just dealt damage to, with a DC of 34.

Craft Requirements For a *greater talonstrike blade*, supply one casting of *planar tether*.

ULFEN SHIELDBREAKER

ITEM 6

UNCOMMON MAGICAL

Price 250 gp

Usage held in 1 hand; **Bulk** 1

The axe and shield are signature weapons of war and powerful cultural symbols for the Ulfen people. Duels among Ulfen warriors that don't end in death are traditionally called when one of the combatants' shield shatters, leading experienced warriors to take as much pride in the resilience of their shields as the sharpness of their axes. This has led to something of an ongoing rivalry between Ulfen armorers seeking to craft unbreakable shields and those seeking to forge unstoppable weapons, with this distinctively bearded +1 *striking battle axe* representing the current pinnacle of the latter group's craft.

When you damage a raised shield with an *Ulfen shieldbreaker*, your attack ignores the shield's first 3 points of Hardness. If the damage is not fully mitigated by any remaining Hardness, the shield takes an additional 1d6 slashing damage from the attack. This damage ignores all Hardness.

Activate—Battering Blow ⬠ **Trigger** Your melee Strike with the *Ulfen shieldbreaker* reduces an enemy's shield below its Broken Threshold; **Effect** The force of your blow threatens to knock your opponent to the ground. Attempt an Athletics check to Trip the target of the triggering attack. If your attack was powerful enough to destroy the shield outright, you gain a +2 circumstance bonus to the roll.

UNDEAD SCOURGE

ITEM 7

UNCOMMON MAGICAL

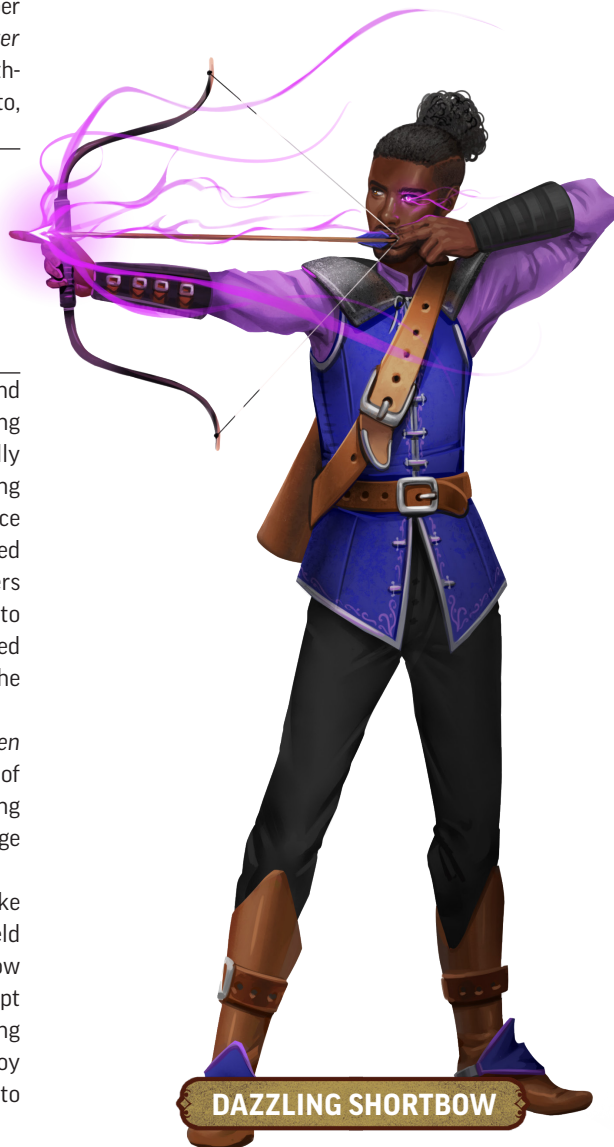
Price 350 gp

Usage held in 1 hand; **Bulk** L

Access A character who is a member of the Knights of Lastwall has access to this weapon.

An *undead scourge* is a +1 *striking vitalizing dagger* with a bluish-white metal blade that emits a faint glow. These used to be weapons of Pharasmin undead slayers only, but the slayers have since shared the secrets of their creation with the Knights of Lastwall.

Activate—Sever from the Void ⬠ (concentrate, divine, vitality) **Frequency** once per hour; **Trigger** You hit and damage an undead creature with an *undead scourge*; **Effect** You disrupt the undead's connection to void energy. For 1 minute, the undead damaged with the dagger can't be healed by void energy unless the effect attempting to heal the undead first counteracts the *undead scourge's* effect, which has a counteract rank of 4th and a DC of 25. Vitality energy still has the usual effects on the undead.



DAZZLING SHORTBOW

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MAGIC AMMUNITION

When normal ammunition just won't do the trick, canny archers and gunslingers turn to magic ammunition. Similar innovations in the field of siege ammunition can also give an attacking army an edge in battle. The full rules for activating magic ammunition appear on page 255 of *GM Core*.

MAGIC STANDARD AMMUNITION

BATTERING AMMUNITION

ITEM 4

CONSUMABLE MAGICAL

Price 15 gp

Ammunition any

Activate ♦ (manipulate)

Etched with the symbol of a ram's head, activated *battering ammunition* magically gathers momentum as it flies, imparting this momentum to its target on a successful Strike. It deals bludgeoning damage instead of its normal damage type and pushes the target 5 feet on a successful hit.

BURROWING BOLT

ITEM 7+

CONSUMABLE MAGICAL

Ammunition arrow, bolt

Activate ♦ (manipulate)

These arrows have tips grooved like a drill bit and angled fletching, causing them to spin quickly about their shaft when fired. When striking a structure or object of Hardness 14 or less within your first range increment, an activated *burrowing bolt* tunnels into the surface silently and leaves a hole behind it, burrowing through up to 5 feet of material before magically vanishing.

Type *burrowing bolt*; Level 7; Price 55 gp

Type *greater burrowing bolt*; Level 14; Price 650 gp

The bolt can burrow through up to 10 feet of material with Hardness 18 or less.

EXTINGUISHING BALL

ITEM 8

CONSUMABLE MAGICAL

Price 75 gp

Ammunition sling bullet

Activate ♦ (manipulate)

This deep-blue glass ball is filled with liquid, and its flight is accompanied by the sound of flowing water. An activated *extinguishing ball* does no damage. Instead, it bathes the target in a splash of magical water with the following effects, depending on the result of your attack roll.

Critical Success As success, but the water removes all instances of persistent acid or fire damage affecting the target. In addition, it reduces the DC of any future flat checks to end persistent acid or fire damage to 10 for 1 minute, as a particularly appropriate type of assistance to end persistent damage.

Success The water removes one instance of persistent acid or fire damage affecting the target, as if the target had been submerged in water. If the target is taking persistent damage from multiple sources, you select which one is removed. The water aids in ending any remaining sources of persistent acid or fire damage, reducing the DC of the target's next flat check to 10, as a particularly appropriate type of assistance to end persistent damage.

Failure The *extinguishing ball* misses the target but impacts nearby, splashing the target with enough water to reduce the DC of their next flat check to end one instance of persistent acid or fire damage to 10, as a particularly appropriate type of assistance to end persistent damage.

Critical Failure No effect.

PRESERVING SHOT

ITEM 1

CONSUMABLE MAGICAL

Price 3 gp

Ammunition any

Activate ♦ (manipulate)

Resembling a large salt crystal, *preserving shots* are made to allow troops to more easily hunt for food on long marches. When a large or smaller animal is killed by a *preserving shot*, the meat is magically transformed into jerky, salt pork, or some other preserved form appropriate for the animal, allowing the hunter to quickly butcher it and resume their march without the need to smoke or cure the meat.

SCOUTING ARROW

ITEM 8

CONSUMABLE MAGICAL

Price 85 gp

Ammunition arrow, bolt

Activate ♦ (concentrate)

The tip of this arrow is carved into the shape of a lidless eye. When an activated *scouting arrow* strikes a surface within the second range increment of the weapon it was fired from, the wielder of that weapon can Seek as though they were at the point of impact of the arrow using their normal senses. After this glimpse, the ammunition crumbles to ash.

MAGIC SIEGE AMMUNITION

BUOYANT SHOT

ITEM 5

CONSUMABLE MAGICAL

Price 20 gp

Ammunition stone sphere (bombard)

These stone spheres are etched with images of clouds. Each *buoyant shot* is 1 Bulk instead of 4 and can float on the surface of water instead of sinking. When this ammunition is Launched, a creature who fails their Reflex saving throw is also pushed 5 feet away from the center of the burst (10 feet on a critical failure).



INFESTING SHOT



BURROWING BOLT



PRESERVING SHOT

CALLING STONE

ITEM 7

CONSUMABLE MAGICAL

Price 60 gp

Ammunition stone (catapult)

Activate ◆ (concentrate)

This magical ammunition is made of clear amber with an inner glow that pulses rapidly. It is used by commanders to aid their troops in focusing fire on a specific enemy location. When activated, the blast area is illuminated in a brilliant light that draws the eye from across the battlefield. This light lasts for 1 minute, during which time Aim actions that end with a siege weapon targeting within the illuminated area can be made using one fewer action than normal (minimum 1).

FLOODING BOLT

ITEM 8

CONSUMABLE MAGICAL WATER

Price 75 gp

Ammunition heavy ballista bolt (heavy ballista)

The hardened glass head of this bolt is filled with sloshing sea water. Designed for sinking ships in naval combat, this bolt does damage as normal for its weapon type. If it deals damage to the ship's hull, it pierces through the wall and lodges itself in place, the tip shattering and flooding the hold at a rate of 10 gallons per round for 1 minute. This bolt can be removed from the hull with an Interact action.

GRAVITATIONAL FLUX

ITEM 9

CONSUMABLE MAGICAL

Price 150 gp

Ammunition large stone sphere (heavy bombard)

Small unattended objects tend to levitate slightly around this star-flecked onyx sphere. When Launched, gravity in the area of the burst is briefly inverted. Creatures in the burst must attempt a DC 25 Fortitude save with the following results.

Critical Success The creature is unaffected.

Success The creature is off-guard for 1 round.

Failure The creature is affected by the changing gravity, causing it to be propelled 20 feet straight up. Gravity then immediately returns to normal, potentially causing the creature to fall back to the ground according to the normal falling rules.

Critical Failure As failure, but the changing gravity is stronger, increasing the distance it falls up to 40 feet.

GRUESOME BOLT

ITEM 6

CONSUMABLE MAGICAL

Price 50 gp

Ammunition ballista bolt (ballista)

This sickly green ammunition emits an eerie wail as it flies through the air. When a *gruesome bolt* impacts its target, it embeds a seed of fear in nearby creatures. All creatures within 10 feet of the target are subject to the effects of a 3rd-rank *fear* spell (DC 19).

Craft Requirements Supply one casting of *fear* (3rd rank).

INFESTING SHOT

ITEM 10

CONSUMABLE MAGICAL

Price 200 gp

Ammunition stones (trebuchet)

This stone is riddled with holes and cracks large enough to allow insects or other small vermin to pass through. After it's Launched, two army ant swarms (*Monster Core 21*) crawl out of the stone into spaces adjacent to the stone. The swarms are agitated and attack the closest non-ant creatures.

MIRING ROUND

ITEM 7

CONSUMABLE MAGICAL

Price 70 gp

Ammunition mortar round (mortar)

Activate ◆ (manipulate)

This ammunition is made of thick glass filled with gray, murky water. When a *miring round* impacts the ground, it shatters, the murky water soaking into the ground in the normal blast area for the weapon and turning it into soft mud regardless of its normal composition. The area becomes difficult terrain for one minute. Any siege weapons or other heavy objects, as determined by the GM, sink into the mire. Siege weapons that sink in are difficult to operate, requiring 1 additional action to Aim for as long as they remain in the mud. After 1 minute, the mud dries up and the ground returns to its normal composition. Any creatures or objects in the mud are returned to the surface.

PLANAR SHOT

ITEM 8

CONSUMABLE MAGICAL

Price 90 gp

Ammunition cannonball (cannon)

Activate ◆ (manipulate)

Within each *planar shot* is a small gem magically linked to one of the following elemental planes: air (electricity), earth (acid), fire (fire), metal (electricity), water (cold), or wood (vitality), chosen when the shot is crafted. This gem shatters upon impact, dealing an additional 1d10 damage of the corresponding type. Any creature that critically fails its Reflex save also takes 1d10 persistent damage of the same type.

WHETSTONES

Whetstones are magically enhanced items designed to increase a weapon's effectiveness, sometimes taking the form of literal stones, but often instead constructed of materials with a metaphorical link to the whetstone's effect. They're similar to talismans, though unlike talismans, they don't need to be Affixed ahead of time. Whetstones have the whetstone trait.

While you need only one hand to hold a whetstone, you must be holding the weapon to which you're applying the whetstone in another hand. Applying a whetstone to that weapon takes a single action, typically involving dragging or rubbing the whetstone across the weapon's edge or striking surface, after which the whetstone crumbles to dust as its magic is expended. If the weapon is a two-handed weapon, you will need to spend an action to regrip the weapon after applying the whetstone. Once applied, a whetstone's effect lasts for 1 minute unless otherwise noted. A weapon can be under the effect of only one whetstone at a time.

Many whetstones alter a weapon's physical properties, while others imbue it with magical effects or enhance a wielder's skill with the weapon. Some whetstones even call fragments of spiritual energy from bygone warriors into a weapon; while this doesn't affect the departed soul, it grants the wielder a portion of their knowledge and talents.

ANALYSIS EYE ITEM 4

CONSUMABLE | MAGICAL | WHETSTONE

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This metal disk is engraved with an image of an open eye, which always seems to look directly at the creature viewing it no matter what angle it's seen from. The first time you succeed at a Strike against a given creature with a weapon under the effect of an *analysis eye*, as a free action, you learn one weakness or resistance of that creature; if the creature has multiple weaknesses or resistances, the GM selects which one you learn.

BLADE PHANTOM'S GUIDE ITEM 11

CONSUMABLE | MAGICAL | WHETSTONE

Price 300 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A *blade phantom's guide* is a metal rectangle, often on a chain, etched with an image of a warrior in a fighting stance. When you apply a *blade phantom's guide* to a weapon, it summons a spiritual fragment of a warrior who was adept with that weapon. For 1 minute, you treat your proficiency with that weapon as equal to your highest weapon proficiency. This effect cannot

affect a weapon whose level is higher than the *blade phantom's guide* (11th).

CHIVALRIC EMBLEM ITEM 5

CONSUMABLE | MAGICAL | WHETSTONE

Price 30 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Originally created by Taldan cavaliers acting as knights errant, *chivalric emblems* have since spread across the Inner Sea region and beyond. A *chivalric emblem* is crafted in the form of a small iron shield, embossed with heraldic insignia. These whetstones call protective spirits into a weapon; the effects last for 1 hour. While wielding a weapon under the effect of a *chivalric emblem*, if you witness an ally being reduced to 0 Hit Points or taking damage from a critical Strike, you gain a +1 circumstance bonus to attack rolls and damage with that weapon against the creature that damaged that ally for the remainder of the *chivalric emblem's* duration.

CHROMA KALEIDOSCOPE ITEM 7

CONSUMABLE | MAGICAL | WHETSTONE

Price 70 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

These iron rings filled with kaleidoscopic glass are popular among Shelynites. A *chroma kaleidoscope's* effects last for 1 hour. When you critically Strike a creature with a weapon under the effects of a *chroma kaleidoscope*, a blast of color from the weapon forces them to attempt a Will saving throw against your class DC or spell DC, whichever is higher, with the following effects.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 round after the blindness ends.

Critical Failure The creature is stunned 1 and blinded for 1 round, and dazzled for 1 round after the blindness ends.

DIMENSIONAL CLEAVESTONE ITEM 14

UNCOMMON | CONSUMABLE | MAGICAL | WHETSTONE

Price 900 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

The edges of this irregular hunk of obsidian seem to shimmer. While wielding a weapon under the effect of a *dimensional cleavestone*, you gain the Tear Rift action for 1 minute.

Tear Rift ◆◆ (magical, manipulate, teleportation) You carve a rent in space in an adjacent square, choosing another square within 30 feet to connect with your rift. A visible slash appears in both locations, displaying the view from

the other side. Until the end of your next turn, these two squares are treated as adjacent to each other; for example, creatures could Stride or be Shoved through the rifts to their other side, and a creature adjacent to one rift can Strike a creature adjacent to the other. When Tearing a Rift, you can choose to Step through the rift as part of the activity.

The rifts don't automatically pull creatures or objects through, as they take up only a small amount of space within the square, and a creature sharing a space with a rift is unaffected except for determining adjacency. You can have only one rift active at a time.

ETHEREAL CRESCENT

ITEM 3+

CONSUMABLE MAGICAL WHETSTONE

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This crescent-shaped shard of iridescent metal is strangely translucent, fading to a blurry outline when examined for too long. A weapon under the effects of an *ethereal crescent* becomes a *ghost touch* weapon for 1 minute.

Type *ethereal crescent*; **Level** 3; **Price** 58 gp

Type *greater ethereal crescent*; **Level** 7; **Price** 320 gp

A weapon under the effects of a *greater ethereal crescent* gains the effects of an *astral* rune for 1 minute. This does not count against the weapon's normal maximum number of runes.

FEATHERLIGHT FLETCHING

ITEM 4

CONSUMABLE MAGICAL WHETSTONE

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Elven archers were the first to create the *featherlight fletching*, meant for long-range battles, though artisans of many other ancestries have now learned the art of crafting these whetstones. A *featherlight fletching* is a feather-shaped trinket crafted of spun silver filigree and aids projectiles in flying true, even over great distances. A ranged weapon under the effects of a *featherlight fletching* doubles its range increment for 1 minute.

FOE-SENSING ROD

ITEM 10

CONSUMABLE MAGICAL WHETSTONE

Price 200 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Imbued with a spirit fragment that continually surveys the world around it, this crystalline bar is roughened to form a file at one end. When you apply the *foe-sensing rod* to a weapon, choose aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monitor, ooze, undead, or both fungus and plant. The spirit fragment is transferred into your weapon for 1 hour, keeping watch for creatures with the chosen trait or traits. The affected weapon vibrates slightly if such a creature is within 60 feet of you, unless the creature is disguised or hidden and has a Deception or Stealth DC of 26 or higher.

FRENZIED QUINTESSENCE

ITEM 14

CONSUMABLE MAGICAL WHETSTONE

Price 900 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Contained within this small iron-bound glass sphere is a raging whirlwind of colors, each fighting for prominence. After a successful Strike with a weapon enhanced by *frenzied quintessence*, you are quickened for 1 round. You can use the additional action only to Stride toward a foe or Strike.

HAND OF MERCY

ITEM 2

CONSUMABLE MAGICAL WHETSTONE

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Shaped like an open-palmed hand, this small sculpture of smooth sandstone seems to blunt a weapon when applied rather than sharpen it. For 1 minute, a weapon to which a *hand of mercy* is applied gains the nonlethal trait and can't be used to make lethal attacks. Any persistent damage the weapon would deal is negated.

KEY OF UNWINDING

ITEM 18

UNCOMMON CONSUMABLE MAGICAL WHETSTONE

Price 5,000 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A *key of unwinding* is a narrow brass clock hand, its pointed end fashioned into the shape of a key. When applied to a weapon, a *key of unwinding* forms a direct link to the Dimension of Time, allowing you to draw on a fragment of temporal power. For 1 minute, you gain the Rewrite Time reaction while wielding the attuned weapon.

Rewrite Time ⤿ (magical, occult) **Trigger** You or an ally within your weapon's reach or range increment would be hit by a Strike or a spell attack roll; **Effect** Attempt a Strike with the affected weapon against the triggering enemy. On a success, you deal no damage, but you negate the triggering attack or spell. Actions and spell slots used to attempt this attack are lost, and the triggering creature's multiple attack penalty increases as normal, as the results of the action are siphoned into the Dimension of Time. Any creature attempting to use Rewrite Time more than once per combat becomes slowed 1 for 1 round after each subsequent use, as their own time begins to leech away.

LEECHING FANGS

ITEM 12

CONSUMABLE HEALING MAGICAL WHETSTONE

Price 400 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A set of *leeching fangs* is a metal sculpture in the form of a fanged maw, and when applied to a weapon, it causes the weapon or its ammunition to grow numerous mouths filled with serrated teeth. *Leeching fangs* establish a metaphysical link between the life force

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of the wielder of the weapon it's applied to and those it damages. Whenever you deal Hit Point damage to a living creature with a weapon under the effect of *leeching fangs*, you heal yourself half the amount of Hit Point damage dealt. This cannot heal you above your maximum number of Hit Points.

LIMNING GEM

ITEM 4

CONSUMABLE LIGHT MAGICAL WHETSTONE

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This luminescent white gem glows from within, and a weapon it's applied to gains its inner radiance, shedding dim light in a 10-foot radius. Successful Strikes with a weapon affected by a *limning gem* outline the target in a bright white light; if the target was invisible, it becomes concealed instead. This light lasts until the end of your next turn or for the remainder of the *limning gem*'s duration on a critical hit.

MIGHTY COUNTERWEIGHT

ITEM 4

CONSUMABLE MAGICAL WHETSTONE

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This thick lead disk is etched with geometric patterns, and a weapon it's applied to grows unusually heavy. When you attack with a weapon under the effects of a *mighty counterweight*, you deal an amount of additional bludgeoning damage equal to the number of weapon damage dice.

MORPH JEWEL

ITEM 3

CONSUMABLE MAGICAL WHETSTONE

Price 12 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Constructed of an oddly flexible material, this golden jewel holds whatever shape it's twisted into. Choose bludgeoning, piercing, or slashing when you apply a *morph jewel* to a weapon. The weapon's damage becomes that type for 1 minute.

PENULTIMATE HEARTBEAT

ITEM 16

CONSUMABLE MAGICAL SPIRIT WHETSTONE

Price 2,000 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This small hunk of slightly rusted iron gives off a faint reddish glow that occasionally pulses when touched. Tales of *penultimate heartbeats* say that the metal attracts a creature's spirit at the moment of death and channels it outward for a grisly display. Once applied to a weapon, a *penultimate heartbeat*'s effects last for 1 hour.

When you reduce a living creature to 0 Hit Points with a weapon under the effect of a *penultimate heartbeat*, it doesn't perish immediately (though is visibly on the brink of death). You can Reposition the creature up to 10 feet as a free action, after which it dies in a dramatic fashion appropriate to the injury that

killed it. Foes in a 30-foot cone you direct originating from the creature's final position are sprayed with gore, taking 9d10 spirit damage from the release of the creature's soul. An affected target attempts a Will save against your class DC or spell DC, whichever is higher. This effect has the emotion, fear, and mental traits.

Critical Success The creature is unaffected.

Success The creature takes half damage and is frightened 1 from the shock.

Failure The creature takes full damage and is frightened 2. For the remainder of the *penultimate heartbeat*'s duration, the creature can't reduce the value of the frightened condition below 1 if it ends its turn where it can see you.

Critical Failure The creature takes double damage and is frightened 3. For the remainder of the *penultimate heartbeat*'s duration, the creature can't reduce the value of the frightened condition below 2 if it ends its turn where it can see you.

PHASING TRINE

ITEM 16

CONSUMABLE MAGICAL WHETSTONE

Price 1,900 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A *phasing trine* is a metallic triangle embedded with a clear crystal designed in the shape of a bow and nocked arrow. Strikes made with a ranged weapon under the effect of a *phasing trine* against a target who is observed by or hidden to you (but not undetected) pass through any non-magical barriers or walls in their way, though magical barriers stop the ammunition. These Strikes ignore all cover and circumstance bonuses to AC from shields. The Strike's damage can't be reduced with a Shield Block reaction using a non-magical shield.

PINPOINT ARROWHEAD

ITEM 6

CONSUMABLE MAGICAL WHETSTONE

Price 44 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This metal arrowhead is sharp at the tip but never draws the blood of its user. When you attempt a ranged Strike with a weapon under the effect of a *pinpoint arrowhead*, you treat any cover the target has as one degree less (for example, treat standard cover as lesser cover, and lesser cover as no cover).

REACTIVE FLASH

ITEM 5

CONSUMABLE MAGICAL WHETSTONE

Price 27 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

These whetstones are miniature stone replicas of weapons, such as a sword or an axe, though their function is the same regardless of their shape. When you attempt a Strike as a reaction (such as with a Readied action or the Reactive Strike reaction) using a weapon under the effect of a *reactive flash*, the target must first succeed at a DC 19 Reflex save or be off-guard against the attack.

SLAYER'S STONE

ITEM 6

CONSUMABLE MAGICAL WHETSTONE

Price 40 gp

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

This dull red stone is shot through with glittering veins of black and silver. When you apply a *slayer's stone* to your weapon, choose aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monitor, ooze, or both fungus and plant. A weapon under the effect of a *slayer's stone* deals an additional 1d6 precision damage to the creatures with the chosen trait or traits for 1 minute. It's up to the GM's discretion whether this benefit applies against a creature disguised as a creature with the chosen trait or traits.

SPELLSLASHER

ITEM 15

CONSUMABLE MAGICAL WHETSTONE

Price 1,200 gp

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

A *spellslasher* is made of faceted crystal, its edges sharp and oddly misaligned. When it's applied to a weapon, it attunes the weapon to magical energies, allowing it to slice through spells as though they were physical threads. While your weapon is under the effect of a *spellslasher*, you gain the Spellslash reaction; you can use this reaction only with the affected weapon, and the *spellslasher's* effects end as soon as you use Spellslash.

Spellslash ⤴ (magical, manipulate) **Trigger** You are the only target of a spell; **Effect** You swing or shoot your weapon to intercept the magic, attempting to counteract the spell. Your counteract rank is equal to half your level (rounded up), and your counteract check modifier is equal to your attack modifier with the affected weapon.

TOOTHY KNIFE

ITEM 5+

CONSUMABLE MAGICAL WHETSTONE

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

This jagged bit of metal is pitted and worn but wickedly sharp. The DC of the flat check to end persistent bleed damage dealt by a weapon under the effects of a *toothy knife* is 17 (or 12 with appropriate assistance). This bleeding still typically ends on its own after 1 minute, as normal.

Type *toothy knife*; **Level** 5; **Price** 25 gp

Type *greater toothy knife*; **Level** 15; **Price** 1,100 gp

The DC of the flat check to end persistent bleed damage dealt by the affected weapon is 19 (or 14 with appropriate assistance).

TRANSMUTING INGOT

ITEM 1+

CONSUMABLE MAGICAL WHETSTONE

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

A miniature ingot of metal hangs upon a leather cord, with deep weapon grooves on its surface. A weapon it's applied to counts as a particular precious material for physical damage it deals for 1 minute, depending on its type.

WINDSTEP SHEATH



VALOROUS COIN



LEECHING FANGS

Type *silver transmuting ingot*; **Level** 1; **Price** 3 gp

Type *cold iron transmuting ingot*; **Level** 1; **Price** 4 gp

Type *adamantine transmuting ingot*; **Level** 10; **Price** 154 gp

VALOROUS COIN

ITEM 8

CONSUMABLE MAGICAL WHETSTONE

Price 90 gp

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

Valorous coins are metal disks emblazoned with two crossed swords, with inscriptions exhorting bravery and optimism. The effects of a *valorous coin* last for 1 hour. During that time, if you're reduced below a quarter of your Hit Points while wielding the affected weapon, it empowers you with determination and resolve to finish the fight. You gain temporary Hit Points equal to your level that last for 1 minute, and you gain a +1 circumstance bonus to Strikes and damage rolls with the affected weapon for 1 minute. Once this minute ends, so do all effects and the remaining duration of the *valorous coin*, and you're fatigued until you're healed to your maximum Hit Points.

WINDSTEP SHEATH

ITEM 9

CONSUMABLE MAGICAL WHETSTONE

Price 101 gp

Usage held in 1 hand; Bulk L

Activate ♦ (manipulate)

Carved of ash wood and decorated with images of clouds and gusting winds, a *windstep sheath* is a small icon shaped like a weapon sheath or quiver. This whetstone is favored by duelists who like to take their foe by surprise. When you use the Quick Draw feat with a weapon under the effect of a *windstep sheath*, you can also Step as part of that action, either immediately before or after your Strike.

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BANNERS

It's customary for armies to march under a standard—both to identify themselves amidst the throng of fighters, and to create an air of professionalism and training for their troops. The sight of a banner on the battlefield is also a beacon of morale during the darkest moments of a battle. Such symbols are invaluable during any conflict between opposing factions. In addition to increasing morale among troops, magical banners and standards can also serve further purposes if they're enchanted prior to battle.

Magical banners can be affixed to a weapon or shield you're wielding (this takes 1 minute), attached to a simple pole or handle and held in one hand, or worn affixed to a pole alongside your backpack. A weapon or shield can have only one magical banner affixed to it at a time, and you can affix a magical banner and a talisman to the same item. Magical banners can only grant their benefits and be used when they're in somebody's possession. They often provide a benefit to creatures within the banner's aura, which is a 30-foot emanation centered on the creature in possession of the magical banner. A creature can benefit from the effects of only one magical banner at a time. If a creature is in the aura of two or more friendly magical banners, they gain the benefit of the higher-level one, or in the case of a tie, the banner the creature feels most loyal to. A commander can spend 1 minute to designate a magical banner as their commander's banner, granting them all the effects of the commander's banner class feature in addition to the effects of the item. Additionally, any ability that modifies the commander's banner aura also modifies the aura of magical banners in the same way.

ARCANE STANDARD

ITEM 10+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

This magical banner has glittery, arcane threads cross-woven into the fabric, causing it to reflect light in little sparkles. While holding an *arcane standard*, you can use the following ability.

Activate—Magical Weakness ♦ (concentrate) **Frequency** once per turn; **Effect** The magic of the banner causes energy to linger, tearing away at its target, leaving them vulnerable to more. One creature within the banner's aura that has taken acid, cold, electricity, fire, or sonic damage this turn gains weakness 5 to that damage type for 1 round.

Type *arcane standard*; **Level** 10; **Price** 960 gp

Type *greater arcane standard*; **Level** 20; **Price** 69,000 gp

The weakness inflicted by *Magical Weakness* increases to 10.

BANNER OF CREEPING DEATH

ITEM 4+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

The very fabric of this off-putting magical banner seems to be rotting with a slick, foul texture. Traditionally, these banners were created from the uniforms of fallen enemy troops, but this is considered a cruel and dishonorable practice by many modern nations. While holding a *banner of creeping death*, you can use the following ability.

Activate—Void's Embrace ♦ (concentrate, void) **Frequency** once per minute; **Effect** A massive wave of void energy floods out from the banner in all directions. All living creatures within the banner's aura take 1d4+1 void damage (DC 19 basic Fortitude save).

Type *lesser banner of creeping death*; **Level** 4; **Price** 120 gp

Type *moderate banner of creeping death*; **Level** 9; **Price** 750 gp

The void damage increases to 2d4+2 and the save DC increases to 26.

Type *greater banner of creeping death*; **Level** 14; **Price** 4,500 gp

The void damage increases to 4d4+4 and the save DC increases to 32.

Type *major banner of creeping death*; **Level** 19; **Price** 36,000 gp

The void damage increases 8d4+8 and the save DC increases to 42.

BANNER OF PIERCING SHARDS

ITEM 8+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

This magical banner has an intricately embroidered pattern of shards and cracks across its surface, almost like a broken mirror. Though it always feels dry to the touch, this banner from a distance gleams red as if slightly stained with the blood of your enemies. While holding a *banner of piercing shards*, you can use the following ability.

Activate—Shards Seek Wounds ♦ (concentrate) **Frequency** once per minute; **Effect** Shards of sharpened glass violently shoot out from the magical banner into the newly opened wounds of a nearby enemy. The magical banner deals 1d4 persistent bleed damage to any enemy within the banner's aura that has been dealt damage since the end of your last turn.

Type *banner of piercing shards*; **Level** 8; **Price** 465 gp

Type *greater banner of piercing shards*; **Level** 13; **Price** 2,600 gp

The persistent bleed damage increases to 2d4.

Type *major banner of piercing shards*; **Level** 18; **Price** 22,000 gp

The persistent bleed damage increases to 3d4.

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BLAZING BANNER



BANNER OF THE RISING STAR



BANNER OF CREEPING DEATH



BANNER OF PIERCING SHARDS

BANNER OF THE RESTFUL

ITEM 4+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

This peach-colored magical banner offers the promise of a good watch and a comfortable sleep. You and allies within the banner's aura gain a +1 item bonus to Perception DCs and protection from severe cold and heat.

Type *banner of the restful*; **Level** 4; **Price** 100 gp

Type *greater banner of the restful*; **Level** 12; **Price** 2,000 gp
The item bonus increases to +2.

Type *major banner of the restful*; **Level** 19; **Price** 36,000 gp
The item bonus increases to +3.

BANNER OF THE RISING STAR

ITEM 20

UNCOMMON AURA MAGICAL

Price 60,000 gp

Usage affixed or held in 1 hand; **Bulk** L

A single pale star shines bravely amid the dark cloth of this

magical banner. The star can be seen even in the dead of night. While holding a *banner of the rising star*, you can use the following ability.

Activate—Rise Up ♦ (concentrate, healing) **Frequency** once per day; **Effect** The magical banner lifts your allies from the brink of death. An ally within the banner's aura with the dying condition regains 30 Hit Points, does not increase their wounded condition, and can Stand as a free action. They become immune to Rise Up for 1 day.

BEACON OF THE WILDS

ITEM 14

UNCOMMON AURA MAGICAL

Price 3,800 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner lightens your feet and allows you to move adroitly. This banner is sometimes referred to as the marching flag. You and your allies ignore difficult terrain within the banner's aura.

BLAZING BANNER

ITEM 4+

UNCOMMON AURA FIRE MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

This magical banner shimmers in a fiery array of reds, oranges, and yellows. The rampant threads catch light in the wind and give the appearance of a blazing flame. Whenever you or an ally within the banner's aura critically succeeds with a Strike, the Strike deals an additional 1d4 persistent fire damage.

Type *blazing banner*; **Level** 4; **Price** 100 gp

Type *greater blazing banner*; **Level** 12; **Price** 2,000 gp

The additional persistent fire damage increases to 1d6.

Type *major blazing banner*; **Level** 19; **Price** 36,000 gp

The additional persistent fire damage increases to 1d8.

DAWNFIRE BEACON

ITEM 3+

UNCOMMON AURA LIGHT MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

The warm, caring light of the sun glows from the center of this magical banner, mirroring the dawn. This magical banner exudes bright light in the banner's aura (and dim light in an area equal to twice the banner's aura). This effect is suppressed when you aren't holding the banner or wielding the weapon it is affixed to.

Type *dawnfire beacon*; **Level** 3; **Price** 45 gp

Type *major dawnfire beacon*; **Level** 13; **Price** 2,600 gp

This magical banner also grants a +1 status bonus to saving throws against unholy effects to all creatures within the banner's aura.

FLAG OF THE STRONGHOLD

ITEM 10+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

This magical banner is off-white with a depiction of a stronghold that's often colored in a striking blue. Those who stand under the banner are prepared to face the weapons of war and defend their keep until the end. You and allies within the banner's aura gain resistance 5 to damage from siege weapons.

Type *flag of the stronghold*; **Level** 10; **Price** 1,000 gp

Type *major flag of the stronghold*; **Level** 20; **Price** 70,000 gp

The resistance to damage from siege weapons increases to 10.

HEXWISE BANNER

ITEM 10+

RARE AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

Multicolored threads are woven through this magical banner, causing it to appear purple in some light and green in others. The shimmering light offers hope and safety in the face of powerful magic wielders. You and allies within the banner's aura gain resistance 5 to damage from spells; for spells that apply multiple instances of damage, such as *force barrage*, this applies only to the first instance of damage.

Type *hexwise banner*; **Level** 10; **Price** 1,000 gp

Type *major hexwise banner*; **Level** 20; **Price** 70,000 gp

The resistance to damage from spells increases to 10.

KNAVE'S STANDARD

ITEM 4+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** –

This magical banner is dip-dyed in an ombre from black to red, mottled and uneven. Whenever you or an ally within the banner's aura critically succeeds with a Strike against an off-guard target, the Strike deals an additional 1d4 precision damage.

Type *knave's standard*; **Level** 4; **Price** 100 gp

Type *greater knave's standard*; **Level** 12; **Price** 1,800 gp

The additional precision damage increases to 1d6.

Type *major knave's standard*; **Level** 19; **Price** 36,000 gp

The additional precision damage increases to 1d8.

QUICKENED STANDARD

ITEM 18

UNCOMMON AURA MAGICAL

Price 24,000 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner flaps enthusiastically in the breeze, gleaming across the battlefield. While holding a *quicken standard*, you can use the following ability.

Activate–Speed Up ♦ (concentrate) **Frequency** once per minute; **Effect** The banner offers a magical boost of adrenaline. An ally within the banner's aura becomes quickened for 1 round and can use the additional action only to Stride.

STALWART'S BANNER

ITEM 7+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

This magical banner mimics the rich green of summer grass. While holding a *stalwart's banner*, you can use the following ability.

Activate–Stand Firm ♦ (concentrate) **Frequency** once per minute; **Effect** You and allies within your banner's aura gain 5 temporary Hit Points and a +1 status bonus to your Fortitude DC and Reflex DC against any effect that would move you or knock you prone. These effects last for 1 round.

Type *stalwart's banner*; **Level** 7; **Price** 360 gp

Type *greater stalwart's banner*; **Level** 12; **Price** 2,000 gp

The temporary Hit Points gained increase to 10, and the status bonus increases to +2.

Type *major stalwart's banner*; **Level** 17; **Price** 15,000 gp

The temporary Hit Points gained increase to 15, and the status bonus increases to +3.

STANDARD OF THE SURE-FOOTED

ITEM 11

UNCOMMON AIR AURA MAGICAL

Price 1,200 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner gleams a brilliant orange with steel-gray embellishments. While holding a *standard of the sure-footed*, you can use the following ability.

Activate–Help Up ♦ (air, concentrate) **Frequency** once per turn; **Effect** A gust of wind gives an ally a helpful lift. An ally within the banner's aura can Stand as a free action.

STANDARD OF THE TRUE ALLY

ITEM 10

UNCOMMON AURA MAGICAL

Price 1,000 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner reminds those who view it of the strong bond they have with their comrades on the battlefield. Whenever you or an ally within the banner's aura uses an action on your turn to prepare to help with Aid, they can Step or Stride towards an ally as part of that action. They then become immune to this effect for 10 minutes.

SWIFT STANDARD

ITEM 12+

RARE AIR AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

As this magical banner sways in the breeze, the horses embroidered across the fabric seem to gallop at unnatural speeds, racing across the field. You and allies that start your turn within the banner's aura gain a +5-foot status bonus to land Speeds for 1 round. This bonus is doubled while traveling.

Type swift standard; **Level** 12; **Price** 2,000 gp

Type greater swift standard; **Level** 15; **Price** 6,500 gp

The magical banner instead grants a +10-foot status bonus to land Speeds for 1 round.

Type major swift standard; **Level** 18; **Price** 24,000 gp

The magical banner instead grants a +15-foot status bonus to land Speeds for 1 round.

TIMEPIECE STANDARD

ITEM 10+

UNCOMMON AURA MAGICAL

Usage affixed or held in 1 hand; **Bulk** L

This magical banner seems to impossibly be made from many turning gears that encourage viewers to keep perfect time. Whenever you or an ally within the banner's aura uses the Delay or Ready action, you or the ally gain 5 temporary Hit Points that last for 1 minute and then become immune to this effect for 10 minutes.

Type timepiece standard; **Level** 10; **Price** 1,000 gp

Type major timepiece standard; **Level** 20; **Price** 70,000 gp

The temporary Hit Points granted increase to 10.

TITAN'S STANDARD

ITEM 18

UNCOMMON AURA MAGICAL

Price 24,000 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner stands largest on any battlefield. While holding a titan's standard, you can use the following ability.

Activate—Titan's Stature ◆ (concentrate) **Frequency** once per minute; **Effect** The magical banner causes a rapid surge of growth. A Medium or smaller ally within the banner's aura becomes Large for 1 round. Its equipment grows with it but returns to its natural size afterwards. While Large, the ally is clumsy 1, and its reach increases by 5 feet (or by 10 feet if it started out Tiny).

VANDAL'S BANNER

ITEM 4

UNCOMMON AURA MAGICAL

Price 100 gp

Usage affixed or held in 1 hand; **Bulk** —

This magical banner is imbued with the foolhardy courage of hooligans and troublemakers. Strikes you or an ally make while within the banner's aura ignore the first 2 points of Hardness of an object.

ZEALOUS BANNER

ITEM 18

UNCOMMON AURA MAGICAL

Price 24,000 gp

Usage affixed or held in 1 hand; **Bulk** L

This magical banner stands as a reminder to fight with everything because you're fighting for everything. While holding a zealous banner, you can use the following ability.

Activate—Forward with Zeal ◆ (concentrate) **Frequency** once per minute; **Effect** The magical banner offers a magical boost of zeal. An ally within the banner's aura becomes quickened for 1 round and can use the additional action only to Strike.



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HELD ITEMS

From batons signifying command to musical instruments played to rouse an army to victory, these magical items can help turn the tide of any conflict.

ATLAS ARCANES

ITEM 7

UNCOMMON MAGICAL

Price 350 gp

Usage held in 1 hand; Bulk –

This well-worn vellum scroll has edges trimmed with golden thread, and it unrolls to reveal a map of the nearby area. The *atlas arcane* always shows the surrounding area (out to a 36-mile radius centered on the map) with a reasonable level of detail, providing a +1 item bonus to Survival checks and any skill checks to Recall Knowledge, provided the checks are related to the location detailed on the map.

Activate—Situation Report ◆◆◆ (auditory, concentrate, detection, manipulate) **Frequency** once per day; **Effect** You speak a command phrase, and the map reveals the location of all troop movements within the area it maps. This intel is current the moment the phrase is spoken but does not update afterward, and moving the map does not reveal further intel.

BATON OF THE FALLEN

ITEM 16

MAGICAL

Price 9,000 gp

Usage held in 1 hand; Bulk 1

This pale shaft of wood has skulls and the mournful faces of the dead carved into its surface. Cold to the touch, it brings a slight chill to the air and smells of freshly disturbed earth.

Activate—Gather the Fallen ◆◆◆ (manipulate, occult, void) **Frequency** once per day; **Effect** You plant the baton into the ground, the soil softly parting to allow it to be solidly seated. Doing so summons a cloud of ghostly spirits in a 30-foot burst. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The spirits deal 8d6 void damage to each creature who enters or begins their turn in the cloud (DC 35 basic Fortitude). You are unaffected by the cloud. This effect lasts 1 minute or ends if an adjacent creature spends an Interact action to knock the baton over.

BEDROLL OF DEEP SLUMBER

ITEM 3

MAGICAL

Price 50 gp

Usage held in 2 hands; Bulk L

This bedroll is made of especially fine cotton, stuffed with goose down, and the hem is inscribed with the sigils of the Dreamlands. If you fall asleep in the bedroll, you gain 5 temporary Hit Points that last while you sleep and for 1 minute after you wake up, as well as a +1 status bonus to saves

against mental effects that occur while you are asleep, such as the *nightmare* spell.

BELLOWS PIPES

ITEM 5

UNCOMMON MAGICAL

Price 140 gp

Usage held in 2 hands; Bulk 1

Smaller than breath-powered bagpipes, the uilleann pipes are worked using a set of elbow bellows, and the pipes are made from finely carved bone. This bagpipe grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Hand Chords ◆◆ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You execute a complex set of complementary arpeggios for dramatic effect. You and all allies within a 15-foot emanation gain a +1 status bonus to the next attack roll, Perception check, saving throw, or skill check you attempt before the end of your next turn. Each target chooses which roll to use the bonus on before rolling.

BENTHIC DRUMS

ITEM 17

UNCOMMON MAGICAL

Price 14,000 gp

Usage held in 2 hands; Bulk 1

This large bass drum is made of driftwood and whale hide, with swirling shapes that hint at more distinct and sinister forms carved on its surface. This drum grants you a +2 item bonus to Performance checks while playing music with the instrument. You can communicate basic ideas with whales and other large sea animals by playing music with this instrument.

Activate—Call from the Depths ◆◆◆ (concentrate, emotion, fear, manipulate, mental, sonic) **Frequency** once per week; **Effect** You drum a song of an ancient creature, calling forth the cries of a great whale in the minds of your foes. All enemies in a 60-foot emanation take 9d10 sonic damage (DC 36 basic Will save). Creatures who fail are also frightened 1.

BLAKENSHIPPER

ITEM 7

MAGICAL

Price 340 gp

Usage held in 2 hands; Bulk 2

This strange instrument is both played and worn, consisting of a set of pipes on a metal arm attached to a harness, a horn, a drum attached to a foot pedal, arm bellows, various keys, cymbals, and more esoteric elements. The *blakenshipper* grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Be the Band ◆◆◆ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You work double-time, playing an entire band's composition yourself,

bolstering those around you by your mighty effort. You and all allies within a 60-foot emanation gain 15 temporary Hit Points that last for 1 round. For the next minute, you can Sustain to continue the music, granting you and all allies within a 60-foot emanation 5 temporary Hit Points that last for 1 round; this Sustain action gains the auditory and manipulate traits.

BOOMING BELL

ITEM 6

MAGICAL

Price 230 gp

Usage held in 1 hands; Bulk L

This large bronze bell has a fine ash handle, and the clapper is made of blackened iron. It grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Clarion Crescendo ♦♦ (manipulate, sonic)

Frequency once per day; **Effect** You ring a blasting note on the bell that sends shock waves through the air. The blast deals 4d6 sonic damage to each creature in a 15-foot emanation (DC 22 basic Fortitude save). On a failure, the target is also deafened for 1 round.

BOTTLE OF INFINITE DUST

ITEM 7

MAGICAL

Price 350 gp

Usage held in 1 hands; Bulk L

This plain, faintly green bottle full of sand looks deceptively mundane, though it contains a near endless supply of sand. A very slow but steady stream of sand can be poured from the bottle. Up to 1 pound of sand can be produced a day this way.

Activate—Grit Geyser ♦♦ (earth, manipulate, primal)

Frequency once per hour; **Effect** You aim the bottle and unleash a blast of sand. Scouring grit is released in a 15-foot cone, dealing 4d4 slashing damage to all creatures in the area (DC 23 basic Reflex save).

Activate—Sandstorm ♦♦♦ (earth, manipulate, primal) **Frequency**

once per day; **Effect** You dump out the bottle, creating a swirling sandstorm around you. A 20-foot emanation is filled with blowing sand that obscures vision. This has the effects of *mist*. The air within the sandstorm is unbreathable; creatures in the area must hold their breath. Creatures entering or starting their turn in the sandstorm take 2d4 slashing damage (DC 23 basic Reflex save). Creatures with the water trait or that are primarily made of liquid take double damage. This sandstorm lasts 10 minutes or until the bottle is corked with an Interact action, whichever comes first.

CONSTANT CROSIER

ITEM 10

MAGICAL

Price 900 gp

Usage held in 1 hand; Bulk 1

This weathered crook is often carried by chaplains of more primal deities. The carved wooden shaft bears the marks of fire damage and smells of campfire meals past. It counts as a wooden religious symbol for deities who grant the nature domain. While traveling in exploration mode, you and your

allies within 120 feet count anyone's travel Speed of 15 feet or lower as 25 feet.

Activate—Season of Grit ♦ (manipulate, visual) **Frequency** once per day; **Effect** You brandish the *constant crosier* high in the air and wave it about. All allies within 60 feet who can see the crosier receive a +1 status bonus to Fortitude saves and resistance 5 to persistent damage for 1 minute.

CORE BUGLE

ITEM 12

MAGICAL

Price 1,800 gp

Usage held in 1 hand; Bulk L

This brass horn is marked by age but remains in excellent condition. The rim of the mouth is ringed by finely carved runes. This bugle grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Reveille ♦ (auditory, manipulate) **Frequency** once

per day; **Effect** You blow a swift cadence of sharp notes that carries through the air. You and all allies within a 30-foot emanation can immediately Stand as a free action; this doesn't provoke reactions.

CORNUCOPIA OF PLENTY

ITEM 3

UNCOMMON MAGICAL

Price 60 gp

Usage held in 1 hand; Bulk L

This exquisite wicker horn is made of green wood and smells of fresh wheat and barley.

Activate—Bountiful Rations ♦ (manipulate) **Frequency** once

per day; **Effect** You draw forth and consume a filling snack from this cornucopia. You gain 5 temporary Hit Points that last for 1 minute and suppress the effects of the exhausted condition for 10 minutes.

DOOM SWITCH

ITEM 3

MAGICAL

Price 50 gp

Usage held in 1 hand; Bulk L

This short length of wood is decorated with fine carvings of symbols representing fate.

Activate—Bragging Rights ♦ (attack, manipulate) **Frequency**

once per day; **Effect** You attempt to Strike a significant enemy with the *doom switch*, marking them for defeat. The switch is treated as a simple melee weapon for the purpose of proficiency. This attack deals no damage.

Critical Success You and your allies gain a +1 status bonus to attack rolls against the target for 1 minute. If you reduce the target to 0 Hit Points during this time, you gain temporary Hit Points equal to twice the target's level for 1 round.

Success As success, except you gain temporary Hit Points equal to the target's level.

Failure You and your allies take a -1 status penalty to attack rolls against the target for 1 round.

Critical Failure You and your allies take a -2 status penalty to attack rolls against the target for 1 round.

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DRACONIC VERGE

ITEM 7

RARE MAGICAL

Price 370 gp

Usage held in 1 hand; Bulk L

This scepter is made from dragon bone, with minute runes carved along its length, a dragonskin leather grip, and caps of gold on each end. The scepter grants you a +1 item bonus to Intimidation checks to Demoralize. Such items are considered particularly gruesome and vile by dragons, and they're invariably hostile to any creature they discover carrying a *draconic verge*, going so far as to single out that individual for destruction.

Activate—Dragon's Eminence ♦♦ (concentrate, manipulate)

Frequency once per day; **Effect** You hold the verge aloft, tapping into the majesty of the dragon from whom the verge was made. All enemies in a 60-foot emanation must succeed a DC 23 Will save or become frightened 2 (frightened 3 on a critical failure).

FEATHER OF UNFOUNDED BRAVADO

ITEM 2

UNCOMMON MAGICAL

Price 30 gp

Usage held in 1 hand; Bulk L

This large feather is garishly colored in reds, oranges, and yellows, but on closer inspection, it's simply a particularly large chicken feather that's been dyed. Carrying the feather provides a boost to your self-confidence, but it might lead you into dangerous situations.

Activate—Overconfident Facade ♦♦ (concentrate)

Frequency once per day; **Effect** For 1 hour, the feather grants you a +1 item bonus to Intimidation checks to Demoralize and Diplomacy checks to Make an Impression, but a -1 item penalty on Acrobatics and Athletics checks, as your inflated confidence leads you to attempt things you simply cannot do.

FIFE OF THE FAITHFUL

ITEM 4

MAGICAL

Price 80 gp

Usage held in 2 hands; Bulk L

This small metal fife is of extraordinary fine quality, with gold filigree on the embouchure. A *fife of the faithful* grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Call to Arms ♦♦ (auditory, concentrate, manipulate)

Frequency once per day; **Effect** You play a rousing tune on the fife that carries across the battlefield. You and all allies in a 60-foot emanation gain a +1 status bonus to saving throws for 1 round.

GUANGU OF THE STEPPE

ITEM 6

MAGICAL

Price 225 gp

Usage held in 2 hands; Bulk 1

This large drum is made of hardwood and horse hide, with white silhouettes of coursing stallions along its circumference.

This drum grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—The Hammer of Hooves ♦♦ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You hammer a thundering beat on the guangu. For 10 minutes, mounted allies within a 60-foot emanation gain a +10-foot status bonus to their mount's Speeds. They also gain a +1 status bonus to Nature checks to Command an Animal and automatically succeed when they Command an Animal they're mounted on to take a move action (such as Stride).

HORN OF THE ARCHON

ITEM 16

UNCOMMON MAGICAL

Price 8,500 gp

Usage held in 1 hand; Bulk L

Crafted by archons for mortal use, this trumpet is made of luminous gold and ivory, giving off a soft glow that warms the soul. This trumpet grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Archon's Note ♦ (auditory, incapacitation, manipulate) **Frequency** once per day; **Effect** You blast a note on the horn so clear and pure that its grandeur stuns your enemies and inspires your allies. Allies in the area gain a +1 status bonus to attack rolls and saving throws for 1 round. Enemies within a 60-foot emanation must attempt a DC 35 Fortitude saving throw. They're then temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature is off-guard for 1 round.

Failure The creature is stunned 1 and off-guard for 1 round.

Critical Failure The creature is stunned 2 and off-guard for 1 round.

HORRIFIC EFFIGY

ITEM 15

RARE MAGICAL

Price 7,000 gp

Usage held in 1 hand; Bulk L

This blasphemous idol has the vague outline of a recumbent humanoid, but the more detail one perceives, the more its alien nature is revealed. The mere presence of the effigy causes disturbing dreams, and anyone who sleeps within 50 feet of the item must succeed at a DC 30 Will save or awaken fatigued.

Activate—Whispers of Leng 10 minutes (auditory, manipulate);

Frequency once per day; **Effect** You whisper a name and whatever details you recall about that person to the effigy, telling it everything you can about your target. The next time the target sleeps, they are subject to a *nightmare* spell (DC 30). This continues every time the target sleeps until they die, you whisper a new target to the effigy, or the target gets a critical success on their save against the *nightmare*.

Activate—Smothering Lassitude ♦♦ (concentrate, manipulate, visual) **Frequency** once per day; **Effect** You brandish the effigy aloft, exposing all who see it to its bizarre visage. You and all creatures within a 120-foot emanation must attempt a DC 34 Will save.

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MARSHAL'S BATON



SACK OF HYDRA'S TEETH



WARPIPES



ATLAS ARCANE

Critical Success The creature is unaffected.

Success The creature is stupefied 1 until the start of your next turn.

Failure The creature is stupefied 1 and stunned 1 until the start of your next turn.

Critical Failure The creature is stupefied 2 and stunned 1 until the start of your next turn.

HUNGRY LANTERN

ITEM 12

RARE MAGICAL

Price 1,900 gp

Usage held in 1 hand; **Bulk** L

This lantern is made of weathered tin and is cold and moist to the touch. The interior of the lantern, where a wick or candle would normally be placed, is filled with thick, black smoke, and there's no way to open the lantern.

Activate—Consuming Darkness ◆◆◆ (concentrate, darkness, death, manipulate, spirit) **Frequency** once per week; **Effect** Pure, impenetrable darkness flows out of the lantern like

smoke and simply eats the light. A 60-foot emanation centered on the lantern is plunged into darkness for 1 minute. This darkness functions as a 4th-rank *darkness* spell. When the darkness is created, it deals 6d8 spirit damage (DC 30 basic Fortitude save) to all creatures within the area. Any creature reduced to 0 Hit Points from this damage is destroyed entirely, leaving behind only a shadow that will slowly fade over the course of a year.

MARSHAL'S BATON

ITEM 3

MAGICAL

Price 60 gp

Usage held in 1 hand; **Bulk** 1

This short, thick, stick-like object is crafted of wood and steel. Precious metals decorate the grip, and fine filigree marks the caps on each end. A *marshal's baton* grants you a +1 item bonus to Diplomacy and Intimidation checks against troops, individual soldiers, and military leaders.

Activate—Stentorian Order ◆◆ (auditory, manipulate)

Frequency once per day; **Effect** You issue a command in a booming voice while gesturing with the *marshal's baton* and cast a *command* spell (DC 18). This spell affects troops and swarms as if they were a single creature.

POCKET WATCH OF STETHELOS

ITEM 8

RARE MAGICAL

Price 500 gp

Usage held in 1 hand; **Bulk** L

This brass pocket watch has an unusually complex winding mechanism, and the name inscribed on the back, as well as the numbers on the face, are written in a language no one can identify. Repeated use of the pocket watch attracts the attention of terrible creatures of the Dimension of Time.

Activate—Steal a Second ♦ (manipulate) **Frequency** once per day; **Effect** You manipulate time around an ally within 30 feet, allowing them to perceive time differently for a moment. The target is quickened for 1 round and can use the action only to Step or Stride.

Activate—Step Between the Ticks ♦♦ (manipulate) **Frequency** once per day; **Effect** You gain 3 actions, each of which must be immediately used to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list. While you take these actions, time pauses. All other creatures are completely unaware of your actions, can't speak, and can't use any actions that would be triggered by your movements. While you're taking these actions, you can't take any other actions, including any that would be triggered by the move actions. Once the actions are complete, time starts again, and to onlookers, you seem to have suddenly teleported across the distance you traveled.

SACK OF HYDRA'S TEETH

ITEM 12

MAGICAL

Price 1,800 gp

Usage held in 1 hand; **Bulk** 1

This soft cotton bag has a drawstring of sinew and a jagged embroidery pattern around the mouth. Inside are a seemingly endless number of needle-sharp teeth.

Activate—Sow a Tooth ♦♦ (manipulate, occult) **Frequency** once per hour; **Effect** You cast forth a tooth from the bag, and where it lands, a skeleton springs up from the ground. This has the effect of *phantasmal minion*, except the minion appears as a visible skeleton.

Activate—Fist Full of Fangs ♦♦ (manipulate, occult) **Frequency** once per day; **Effect** You draw a whole handful of teeth and cast them to the ground, casting *rouse skeletons* (Player Core 2 250) as a 5th-rank spell (DC 30).

SATCHEL OF NUMBERLESS SEEDS

ITEM 8

UNCOMMON MAGICAL

Price 480 gp

Usage held in 1 hand; **Bulk** 1

This satchel is made of finely worked leather and stitched with golden thread. A complex pattern of trees, leaves, and vines

covers its surface. The satchel always contains a bulk of seeds, and drawing one from the bag results in a random tree or crop plant seed.

Activate—Seed of Safety ♦♦ (manipulate, primal) **Frequency** once per day; **Effect** You draw a seed and cast it into a space within 30 feet. The satchel casts *protector tree* (Player Core 2 249) as a 2nd-rank spell.

Activate—Seed of Sustenance ♦♦ (healing, manipulate, primal) **Frequency** once per day; **Effect** You draw a seed and cast it into a space within 30 feet. A small tree sprouts within 10 minutes, producing 5 fruits. A creature who eats the fruit with an Interact action regains 1d6+2 Hit Points and receives as much nourishment as one meal for a typical human. After an hour, the tree and all its fruits wither away.

SEMAPHORE OF SLANDERS

ITEM 11

MAGICAL

Price 1,250 gp

Usage held in 2 hands; **Bulk** L

This semaphore set consists of two hardwood poles painted white, with finely crafted silk flags bisected by yellow and red fields. A tiny stylized black serpent with its tongue extended is depicted on the top outer corner of each flag. The *semaphore of slanders*, in addition to being a functioning semaphore set, can be used to send false signals to any enemy forces observing the signaler, providing a +2 item bonus to Deception checks to do so, and allies are always aware of this ruse.

Activate—Insidious Insinuation ♦♦ (concentrate, emotion, fear, manipulate, mental, visual) **Frequency** once per day; **Effect** You activate the semaphore to mislead the enemy. Choose a creature within 60 feet to attempt a DC 28 Will saving throw. **Critical Success** The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 1 and is off-guard for 1 round.

Critical Failure The target is frightened 2 and off-guard for 2 rounds.

SINUOUS RECORDER

ITEM 5

MAGICAL

Price 140 gp

Usage held in 2 hands; **Bulk** L

This ash recorder is highly polished, with a spiral, serpentine pattern etched along its length. The recorder grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Sooth Serpents ♦♦ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You play a swift composition that fascinates all snakes, pythons, vipers, and serpents that hear it. At the GM's discretion, creatures with major serpentine features, such as serpentfolk, are also subjected to this effect. All such creatures within a 30-foot emanation must attempt a DC 20 Will save.

Critical Success The target's attitude toward you decreases by one step.

Success The creature is unaffected.

Failure The target's attitude toward you improves by one

step, and it feels a powerful urge to dance. It takes a -5-foot penalty to its Speeds for 1 minute as it sways and dances to the music.

Critical Failure As failure, but the target's attitude toward you improves by two steps.

SNARE OF SPEED

ITEM 15

MAGICAL

Price 7,000 gp

Usage held in 2 hands; **Bulk** 1

This snare drum and sticks are made from dark wood, and the skin is fine antelope hide. This drum grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Prestissimo ♦♦ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You play the snare with an extreme cadence. You and all allies within a 30-foot emanation gain the quickened condition until the end of your next turn and can use the extra action each round for only Step and Stride actions.

Activate—Larghissimo ♦♦ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You play the snare with a lassitude that drains the speed from your foes. Enemies within a 30-foot emanation must attempt a DC 34 Fortitude save.

Critical Success The creature is unaffected.

Success The creature slowed 1 for 1 round.

Failure The creature is slowed 2 for 1 round.

Critical Failure The creature is slowed 2 and off-guard for 1 round.

SWAGGER STICK

ITEM 4

MAGICAL

Price 75 gp

Usage held in 1 hand; **Bulk** L

This stick is a decorative wooden baton with a metal cap on one end and a stylized handle in the shape of a horse or other martial beast on the other. Mundane swagger sticks are carried by officers in armies all across Golarion. This one is made of particularly fine wood, with an aged silver cap and handle, and small garnets for the creature's eyes.

Activate—Swagger ♦ (manipulate, visual) **Frequency** once per day; **Effect** You dramatically swing, twirl, or otherwise brandish the *swagger stick* to direct your troops. All allied creatures within 30 feet who can see your display gain +1 status bonus to attack rolls, Fortitude saves, and Will saves against mental effects for 1 round.

TIMPANI OF PANIC

ITEM 9

MAGICAL

Price 650 gp

Usage held in 2 hands; **Bulk** 1

This fine copper kettledrum has a dark skin stretched over it, and the tension rods are stained a dark red. This drum grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Sustain Dread ♦ (auditory, emotion, fear, manipulate, mental) **Frequency** once per day; **Effect** You beat a march on the timpani that continuously increases in tempo. Enemies within a 30-foot emanation must attempt a DC 26 Will save.

Critical Success The creature is unaffected.

Success The target can't reduce its frightened value below 1 for 1 round.

Failure The target can't reduce its frightened value below 1 for 1 minute.

Critical Failure As failure, and it becomes frightened 1.

VINE BATON

ITEM 5

MAGICAL

Price 160 gp

Usage held in 1 hand; **Bulk** L

This wooden baton is carved with a vine design that spirals from one end of the rod to the other. Similar batons were used by Taldan commanders of their Armies of Exploration for thousands of years.

Activate—Forward March! ♦♦ (manipulate, visual) **Frequency** once per day; **Effect** You brandish the *vine baton* with a flourish or in some other dramatic manner. You and your allies within 120 feet can Hustle for 1 additional hour. If you enter an encounter during this time period, the effect ends, but you receive a +2 status bonus to your initiative rolls for that encounter.

WARPIPES

ITEM 5

MAGICAL

Price 145 gp

Usage held in 2 hands; **Bulk** 1

This finely crafted set of bagpipes bears the hallmark scratches and wear of the battlefield, but it nonetheless shines with polish and has been played with love. These bagpipes grant you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Inspirational Salute ♦♦ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You tap into the great music of the pipes, inspiring all allies who can hear. You and all allies within a 60-foot emanation gain a +1 status bonus to damage rolls and saves against fear effects for 1 minute.

WYVERN NAFIR

ITEM 10

MAGICAL

Price 950 gp

Usage held in 1 hands; **Bulk** 1

This simple trumpet is carved from a single wyvern horn. A *wyvern nafir* grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Wyvern Scream ♦♦ (auditory, concentrate, manipulate, sonic) **Frequency** once per day; **Effect** You blast a draconic scream from the nafir. All creatures in a 30-foot cone take 5d10 sonic damage (DC 27 basic Fortitude save). On a failed save, the target is pushed back 5 feet (or 10 feet on a critical failure).

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WORN ITEMS

Many nations across Golarion support militaries with iconic uniforms and fashions, some of which include accessories that denote the wearer's rank or occupation. Many such items are often imbued with magical properties.

ABIDANCE BLINDERS

ITEM 2

INVESTED MAGICAL

Price 25 gp

Usage worn headwear (animal) and worn headwear (you); **Bulk** 1 While many skilled cavalry units have their own beloved mounts, troops often need to make do with whatever animals are available for mounted combat. These blinders, made of dark brown leather, nearly cover an animal's eyes and prevent it from seeing the dangers around them. It takes 1 minute to affix the blinders on an animal, whose attitude toward you must be indifferent or better. These blinders can be used only on a domesticated animal that doesn't have combat training or the minion trait. Animals with these blinders on do not suffer from the frightened condition due to being in combat, nor do they automatically flee combat, as would be normal for an animal without combat training (*Player Core* 295). Unless mounted by a rider with the paired headband, which is braided from the same dark brown leather, the animal's speed is reduced to 10 feet.

Activate—It Can't Hurt You ☞ (concentrate) **Frequency** once per day; **Trigger** An animal within 30 feet wearing the paired blinders attempts a saving throw against a fear effect but hasn't rolled yet; **Effect** You grant a +1 status bonus to its saving throw against the triggering effect.

ADMIRAL'S BICORNE

ITEM 10

INVESTED MAGICAL

Price 900 gp

Usage worn headwear; **Bulk** L

This ostentatious hat is trimmed with gold thread and tiny jewels, all proclaiming your position of authority on the high seas. While wearing the bicorne, you gain a +2 item bonus to Intimidation and Sailing Lore checks.

Activate—Fight On ☞ (concentrate) **Frequency** once per day; **Trigger** You take damage from an enemy's Strike or spell attack roll; **Effect** Despite your wounds, your troops are inspired to fight on. For 1 minute, all allies in a 30-foot emanation gain a +2 status bonus to saving throws against fear effects.

ALLY'S KERCHIEF

ITEM 2

INVESTED MAGICAL

Price 25 gp

Usage worn; **Bulk** –

Organizations generally buy these simple squares of fabric

in large batches with an invisible symbol on each. They help armies composed of troops unfamiliar with each other, such as mercenaries or conscripts, to recognize allied units. The kerchiefs might be tied around the head, neck, or arm. They can also be used to root out impostors.

Activate—Identify Allies ◇ (concentrate) **Trigger** You move within 15 feet of a creature wearing a matching ally's kerchief; **Effect** The symbol magically glows above your head. It's invisible to everyone not invested in a matching ally's kerchief.

BARDING SADDLE

ITEM 7

UNCOMMON COMPANION INVESTED MAGICAL

Price 330 gp

Usage worn saddle; **Bulk** 4

This saddle is covered with well-polished metal plates on the outside and adjusts to fit any mount.

Activate—Ready for Battle ◇◇ (manipulate) You touch the metal plates of the saddle, which begin to unfold around the creature, covering your mount in heavy barding (*Player Core* 295) that extends from a simple-looking saddle. The Bulk of the saddle is the same in either form, but your mount isn't affected by the restrictions or the benefits of wearing barding while it's in saddle form. If the mount is already wearing barding, this has no effect. You return the barding to saddle form by using the same activity.

BLOODSTAINED WAISTCOAT

ITEM 4

INVESTED MAGICAL

Price 85 gp

Usage worn garment; **Bulk** L

This white vest has a large crimson bloodstain that can never be removed. Imbued with the anguish of a comrade who bled to death in the creator's arms, a *bloodstained waistcoat* helps prevent you and your fellow soldiers from suffering the same fate. Your flat check to remove persistent bleed damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

Activate—Staunch Bleeding ◇ (manipulate) **Frequency** once per day; **Effect** The stain on the *bloodstained waistcoat* gets slightly larger as you bleed in lieu of an ally. The waistcoat ends a persistent bleed condition for one ally within 30 feet, but you gain that condition with the same parameters.

BOOTS OF QUICK MARCHING

ITEM 3

INVESTED MAGICAL

Price 50 gp

Usage worn shoes; **Bulk** L

These brown leather shoes have surprisingly thick soles, as though a cobbler had recently repaired them. The tan laces always pull to exactly the right tautness for your feet and ankles

to feel supported. You can perform the Hustle exploration mode activity for twice as many minutes as normal, equal to your Constitution modifier × 20 (minimum 20).

Activate—Big Step ♦ (concentrate) **Frequency** once per day;

Effect The soles on your boots grow even thicker for a moment, proving a bounce to your step. You Step twice.

BOOTS OF THE DEAD

ITEM 2

INVESTED MAGICAL

Price 35 gp

Usage worn shoes; **Bulk** L

Perhaps you had no other choice than to steal the boots off a fallen soldier. Yours may have been worn out, full of holes, or even coming apart. Did you take them from a fallen ally or adversary? Everyone looks the same after war has its way. Nevertheless, the guilt you feel weighs you down. You gain a +1 item bonus to saving throws and DCs against forced movement.

Activate—One of You ♦ (manipulate) **Frequency** once per hour; **Effect** You shuffle your boots, which still stink of the dead, causing one undead creature of your choice to think that you too are undead. The target is off-guard against the next melee attack you attempt against it before the end of your current turn.

BOOTS OF THE SECRET BLADE

ITEM 2+

INVESTED MAGICAL

Usage worn shoes; **Bulk** L

You pride yourself on being well prepared with weaponry for any situation. Your dark-gray boots might appear mundane, but you know that they can conjure a blade at any moment. Even the most thorough of searches can't find a knife that doesn't exist yet.

Activate—Draw Secret Blade ♦ (manipulate) **Frequency** once per hour; **Effect** You reach down to your boot, draw a dagger from it, and make a ranged or melee Strike with it. This dagger is created magically and does not exist before being drawn. The dagger remains a physical object until the next time you use Draw Secret Blade, and it disappears as a new blade is created.

Type *boots of the secret blade*; **Level** 2; **Price** 30 gp

Type *greater boots of the secret blade*; **Level** 8; **Price** 450 gp

When you Draw Secret Blade, you draw a +1 *striking dagger*.

Type *major boots of the secret blade*; **Level** 15; **Price** 5,500 gp

When you Draw Secret Blade, you draw a +2 *greater striking dagger*.

COMMANDANT'S SCABBARD

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn; **Bulk** L

Only the leader of an army could wear this diamond and ruby-encrusted scabbard that somehow always remains shiny no matter how terrible the conditions. While wearing the scabbard, you feel exceptionally powerful, and you gain a +3 item bonus to Athletics checks. When you invest the scabbard,

you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

The *commandant's scabbard* holds one melee weapon of 1 Bulk or lighter. Whenever a weapon is drawn from the scabbard, it gains a +4 status bonus to damage for 1 round.

Activate—Commanding Draw ♦ (fortune) **Frequency** once per hour; **Requirements** You have a weapon sheathed in your *commandant's scabbard*; **Effect** You Interact to draw your weapon from your scabbard and Strike with it. On that Strike, you can roll twice and take the better result.

ENDLESS QUIVER

ITEM 11+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** 1

Elite archers can go through countless arrows over the course of a battle. Smart ones carry an *endless quiver* to ensure they never run out. This quiver holds 40 mundane arrows and regenerates 10 per hour. Once an arrow is removed from the *endless quiver*, it dissipates after 1 minute.

Activate—Convert Arrows ♦ (manipulate) **Frequency** once per day; **Effect** You tap the quiver, and the arrows inside transform into cold iron or silver. They revert to wood after 1 minute.

Type *endless quiver*; **Level** 11; **Price** 1,200 gp

Type *greater endless quiver*; **Level** 18; **Price** 19,000 gp

The quiver holds 100 arrows at once. You can use Convert Arrows to also transform your arrows into adamantite or dawnsilver.

FIREPROOF GLOVES

ITEM 9+

INVESTED MAGICAL

Usage worn gloves; **Bulk** L

First developed by blacksmiths to move burning hot workpieces around, *fireproof gloves* then became popular with soldiers responsible for disabling bombs and magical traps. The thick tan gloves come up over the arm. When wearing these gloves, you gain fire resistance 5.

Activate—Release Heat ♦ (concentrate, fire) **Frequency** once per day; **Requirements** You have a free hand; **Effect** You take the heat that's built up in your gloves and discharge it onto an enemy. You deal 6d8 fire damage to one creature within reach (DC 26 basic Reflex save).

Type *fireproof gloves*; **Level** 9; **Price** 650 gp

Type *greater fireproof gloves*; **Level** 13; **Price** 2,500 gp

You gain fire resistance 10 when wearing the gloves. When you Release Heat, you instead deal 10d8 fire damage, and the DC is 31.

GAS MASK OF CLEAN AIR

ITEM 4

AIR INVESTED MAGICAL

Price 85 gp

Usage worn mask; **Bulk** L

This black canvas mask covers your mouth and nose, with thick tubes coming from the sides. While wearing this mask, you gain a +1 item bonus to saves against inhaled poisons, inhaled diseases, and olfactory effects.

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Activate—Breathe Clean ♦ (manipulate) **Frequency** once per day; **Effect** Your mask springs to life, pumping clean air into your nose and mouth. For 1 round, you are immune to inhaled poisons, inhaled diseases, and olfactory effects. If you have ongoing effects due to such an effect from before activating the mask, those effects continue as normal. If the air around you is unbreathable, you are underwater, or you are in a vacuum, you can breathe normally.

GOLDEN GREAVES

ITEM 4

INVESTED MAGICAL

Price 80 gp

Usage worn; **Bulk** L

These shiny greaves made of splinted metal coated with gold protect the shins and help you stand your ground in the heat of battle. While wearing the greaves, you gain a +1 item bonus to your Fortitude DC against forced movement effects and to your Reflex DC against effects that would knock you prone.

Activate—Make Them Fall ⤵ (concentrate, misfortune)

Frequency once per day; **Trigger** An enemy fails to Reposition, Shove, or Trip you; **Effect** Your *golden greaves* glow with a strange light, and you move your legs in just the right way to completely throw off your opponent. Your opponent instead critically fails on the triggering check.

GRIPPY GLOVES

ITEM 4

INVESTED MAGICAL

Price 90 gp

Usage worn gloves; **Bulk** L

A good pair of gloves is a critical item for any soldier, particularly if you plan to get up close to your enemy. When you wear these black leather gloves with fine silver stitching, you gain a +1 item bonus to Athletics checks to Climb, Grapple, and Reposition.

Activate—Sticky Grip ♦ (manipulate) **Frequency** once per day;

Requirements You have an enemy grabbed or restrained; **Effect** Your gloves help you squeeze even more tightly, keeping your opponent from moving freely. The enemy you have grabbed or restrained is slowed 1 for 1 round.

INSTRUMENT HARNESS

ITEM 3

INVESTED MAGICAL

Price 55 gp

Usage worn; **Bulk** L

Many armies recruit musicians among their number, who might keep time for marching with a drum, play out commands with a bugle, or intimidate foes with the bagpipes. Regardless of instrument, these musicians are still soldiers and need to be able to fight as well as play at the drop of a hat. The *instrument harness* is made from white leather decorated with gold musical symbols. You can attach up to 3 Bulk of musical instruments to the harness. If you drop an attached instrument, it remains safely at your side rather than dropped to the ground.

Activate—Ready to Play ♦ **Frequency** once per day;

Requirements There is an instrument attached to the *instrument harness* and you have enough hands free to hold it;

Effect Your harness ripples, pulling the required instrument into your hands. You Interact to draw the required instrument, but this manipulate action doesn't trigger reactions.

KILLER'S BELT

ITEM 4+

INVESTED MAGICAL

Usage worn belt; **Bulk** L

Small blood-red rubies decorate this black leather belt, which is a fashion accessory for only the most bloodthirsty soldiers. When you wear this belt, you gain a +1 item bonus to Intimidation checks.

Activate—Bleeding Rubies ♦ (manipulate) **Frequency** once per day; **Requirements** You have a free hand and your last action was to deal damage to an enemy with a Strike or spell attack roll; **Effect** You pull a ruby off your belt and crush it into dust. As this dust reaches the enemy you just harmed, it embeds into the skin, causing them to bleed. The target takes 1d6 persistent bleed damage. The ruby reappears on the belt after 24 hours.

Type *killer's belt*; **Level** 4; **Price** 95 gp

Type *greater killer's belt*; **Level** 9; **Price** 650 gp

The belt grants a +2 item bonus to Intimidation checks, and the persistent bleed damage dealt by Bleeding Rubies increases to 2d6.

LIEUTENANT'S SASH

ITEM 6

INVESTED MAGICAL

Price 240 gp

Usage worn belt; **Bulk** L

You wear a brightly colored sash around your waist as a symbol of your new position. You're bound to make mistakes in this role, but if you can learn from them, perhaps you'll live long enough to become an officer. If you trigger a reaction from an enemy or a hazard, you gain a +1 circumstance bonus to saving throws you attempt as a result of that reaction and a +1 circumstance bonus to your AC against attacks made during that reaction.

Activate—Heads Up! ⤵ (concentrate) **Frequency** once per hour; **Trigger** One of your allies triggers a reaction from an enemy or a hazard; **Effect** You share your hard-earned experience with your ally, giving them a +1 circumstance bonus to saving throws they attempt as a result of that reaction and a +1 circumstance bonus to their AC against attacks made during that reaction.

LOCKET OF LOVE LEFT BEHIND

ITEM 11

INVESTED MAGICAL

Price 1,200 gp

Usage worn; **Bulk** —

There's a tiny picture of a beloved partner, child, or even place nestled inside this small gold locket with a heart on the front. The locket reminds you that no matter how terrible the ravages of war are, you have something very important to live for. While wearing the necklace, you gain a +5-foot status bonus to your Speeds when you have the fleeing condition. If you are dying, the DC of recovery checks is reduced by 1.

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ADMIRAL'S BICORNE



GAS MASK OF CLEAN AIR



MAGICAL MEDALS



UNDERBRUSH CLOAK

Activate—True Love's Power ➤ **Trigger** You would die due to a death effect rather than the dying condition; **Effect** Your love pulls you back from the brink of death and the locket cracks. You avoid dying and remain at 1 Hit Point. You cannot use the ability again until you replace the casing of the locket, which typically takes around 1 month and costs 600 gp.

MAGICAL MEDALS

ITEM 3+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** —

Military leaders or heads of state award these special medals to commend exemplary performance by their top soldiers. They're typically worn on a special strip of fabric near the lapel, but soldiers from different countries sometimes wear them in other places. No matter how many *magical medals* you have, they collectively count as one invested item.

Type *medal of gorilla's might*; **Level** 3; **Price** 25 gp

This steel medal resembles the head and upper body of a gorilla. It's typically given in recognition of physical prowess, and it grants you a +1 item bonus to Athletics checks to Climb, Force Open, High Jump, and Long Jump.

Activate—Gorilla's Second Leap ➤ (concentrate, fortune)

Frequency once per day; **Trigger** You would fail but not critically fail an Athletics check to High Jump or Long Jump;

Effect The gorilla on the medal beats its chest, giving you another chance. You reroll the failed check.

Type *medal of griffon's heart*; **Level** 4; **Price** 80 gp

This copper medal features a griffon's face, wings, and talons in profile. It is given in recognition of remarkable bravery, and it grants you a +1 item bonus to saving throws against fear and mental effects. While wearing this pendant, you can also cast *forbidding ward* as an innate cantrip.

Type *medal of the wolf pack*; **Level** 7; **Price** 350 gp

There are three wolf's heads engraved on this pewter medal, typically awarded to squads who demonstrate exceptional teamwork. While wearing the *medal of the wolf pack*, you gain a +2 circumstance bonus to damage rolls against enemies you are flanking.

Type *medal of unicorn's purity*; **Level** 12; **Price** 1,700 gp

The profile of the unicorn on this silver medal has a horn that extends slightly beyond the circular border. This medal is awarded in recognition of true righteousness and exemplary service to a cause.

Activate—Unicorn's Grace ➤ (concentrate, healing, vitality)

Frequency once per day; **Trigger** You would regain Hit Points from a magical effect; **Effect** You regain an additional 4d6 Hit Points.

Type *medal of phoenix's fire*; **Level** 16; **Price** 9,000 gp

The phoenix on this gold medal is proud and fierce, and the medal features a border shaped like a flame. This medal is considered the highest honor in many countries and is awarded to those soldiers who have truly exemplified the ethics of their country through unbelievable service.

Activate—Phoenix's Sacrifice ◆ (vitality) **Frequency** once

per day; **Trigger** Your dying condition increases; **Effect** The phoenix bursts into flames. You lose the dying condition and regain 1 Hit Point. Your wounded value does not increase. You can use this action while unconscious.

MEDIC'S ARMBAND

ITEM 4+

INVESTED MAGICAL

Usage worn; **Bulk** L

You wear this white armband with a bright blue symbol identifying you as a combat medic. You gain a +1 item bonus

to Diplomacy checks to change the attitudes of diseased, poisoned, and wounded creatures.

Activate—Do No Harm ♦ (concentrate) **Frequency** once per day;

Trigger An enemy within 30 feet targets you with a Strike or a spell that deals damage; **Effect** Your armband glows, showing that you're here as a medic and not as a combatant. Both you and the triggering enemy take a -4 status penalty to damage rolls until the end of your next turn.

Type medic's armband; **Level** 4; **Price** 80 gp

Type greater medic's armband; **Level** 10; **Price** 900 gp

You gain a +2 item bonus to Medicine checks to Administer First Aid and Treat Wounds, and the status penalty to damage rolls from Do No Harm increases to -8.

MOTION-SEEKING LENSES

ITEM 3

INVESTED MAGICAL

Price 55 gp

Usage worn eyepiece; **Bulk** L

When you wear these green-tinted glasses, all the movement in the surrounding area seems to jump out at you. You gain a +1 item bonus to your Perception DC against Stealth checks to Hide or Sneak, and anyone attempting to Sneak doesn't benefit from the circumstance bonus from cover against your Perception DC.

Activate—Find the Hidden ♦ (detection, manipulate) You twist the lenses of your glasses as you look for someone hidden. You Seek with a +1 item bonus. If you find a hidden creature or object, you can Point Out as a free action.

NAME PENDANT

ITEM 2

INVESTED MAGICAL

Price 25 gp

Usage worn; **Bulk** —

Many soldiers wear this metal pendant engraved with their name and critical details. Sadly, they also ascertain the identity of fallen soldiers. Many soldiers find that the pendant helps them stay grounded. When you wear your *name pendant*, you gain a +1 bonus to saving throws against spells and magical effects with the mental trait.

Activate—Alert Superior Officer ♦ **Frequency** once per day;

Trigger You gain the dying condition; **Effect** The pendant alerts all other allies within 500 feet who are also wearing a *name pendant*.

PRISTINE EPAULETS

ITEM 5

FORTUNE INVESTED MAGICAL

Price 125 gp

Usage worn; **Bulk** L

Gaudy and sparkling, these intricately decorated epaulets have clearly never seen a battlefield. Worn by officers with more schooling or connections than actual fighting experience, these epaulets grant you a +1 item bonus to Society and Warfare Lore checks.

Activate—I Meant to Say ♫ (concentrate, fortune) **Frequency** once per day; **Trigger** You critically fail a Diplomacy check; **Effect** The *pristine epaulets* are often worn to both tense

military negotiations and social events and can help you recover from a misstep. You can reroll the check, but you must take the new result.

PROTECTIVE NETTING

ITEM 3+

FORTUNE INVESTED MAGICAL

Price 50 gp

Usage worn headwear; **Bulk** L

Troops fighting in locales filled with insects wear enchanted gauzy nets over their heads, draped from wide flat hats, to protect against swarms of stinging or biting creatures. While wearing *protective netting*, if you would be exposed to disease or injury poison from an attack, attempt a DC 17 flat check. On a success, you are not exposed.

Activate—Flutter Net ♫ (manipulate) **Frequency** once per day;

Trigger A swarm enters your space; **Effect** Your *protective netting* flutters rapidly, keeping the swarm away. You gain a +1 item bonus to saving throws against effects originating from swarms for 1 minute.

SAILOR'S COLLAR

ITEM 4+

INVESTED MAGICAL

Usage worn; **Bulk** L

Veteran sailors like to wear this jaunty blue collar, tied with a small bow in the front and tucked into the belt. It can even save your life if you fall overboard. When wearing the *sailor's collar*, you gain a +1 item bonus to Athletics checks.

Activate—Gasp for Air ♫ (air, concentrate) **Frequency** once per day; **Trigger** You fail a Swim check; **Effect** Your collar inflates, giving you something to breathe from. You can breathe underwater for 1 minute.

Type sailor's collar; **Level** 4; **Price** 80 gp

Type greater sailor's collar; **Level** 10; **Price** 850 gp

You gain a +2 item bonus to Athletics checks. When you Gasp for Air, you additionally gain a 10-foot swim Speed for 1 minute.

SHINING HACKLE

ITEM 4

INVESTED MAGICAL

Price 80 gp

Usage worn headwear; **Bulk** L

Some troops wear this plume of short feathers in their hats as part of a formal uniform, but the soft glow emanating from it can be useful elsewhere. While wearing the *shining hackle*, you gain a +1 item bonus to Perception checks based on sight, but you also take a -1 item penalty to your Stealth checks.

Activate—Glowing Hackle ♦ (concentrate, light) **Effect** Your *shining hackle* glows even brighter, shedding bright light in a 20-foot radius (and dim light for the next 20 feet). This effect lasts until you Dismiss it.

SPOTLESS SPATS

ITEM 2

INVESTED MAGICAL

Price 30 gp

Usage worn; **Bulk** —

No soldier in a parade or other formal appearance would dare forget their pristine white spats covering their boots. Their presence inspires the wearer to keep the rest of their uniform equally tidy. While wearing the *spotless spats*, your outfit is magically cleaned every 10 minutes, as if by the *prestidigitation* spell.

SQUIRE'S TABARD

ITEM 2

INVESTED MAGICAL

Price 25 gp

Usage worn garment; Bulk L

Squires with aspirations of being knights wear these loose, colorful tunics, typically emblazoned with the crest of the knight or kingdom they serve.

Activate—At Your Aid ◆ (concentrate) **Frequency** once per day; **Effect** You race to the side of an ally who needs your help. You Stride twice, ignoring difficult terrain, but your movement must end adjacent to an ally.

STURDY NECK STOCK

ITEM 11

INVESTED MAGICAL

Price 1,300 gp

Usage worn collar; Bulk L

This thick piece of leather decorated with purple threads makes an attractive necktie but also serves a functional purpose: protecting the neck from hits that you don't see coming. You gain a +1 circumstance bonus to AC against attacks while off-guard from flanking.

Activate—Stretch out Stock ◆ (concentrate) **Frequency** once per day; **Effect** The *sturdy neck stock* expands to cover not only your neck but also your shoulders and the back of your head. For 1 minute, you aren't off-guard to hidden, undetected, or flanking creatures, or creatures using surprise attack of your level or lower.

TASSET OF FLEXIBILITY

ITEM 4

INVESTED MAGICAL

Price 100 gp

Usage worn; Bulk L

You can attach these light-brown leather flaps adorned with gold stitching to a breastplate or even clothing to protect your upper legs in battle. They give you the freedom to move your body to its limit without worrying about exposing yourself to a hit. While wearing the *tasset of flexibility*, you gain a +1 item bonus to Acrobatics checks.

Activate—Lunging Attack ◆ (concentrate) **Frequency** once per day; **Effect** The tasset helps you stretch farther than you normally could. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike.

TRUSTY HELMET

ITEM 2

INVESTED MAGICAL

Price 30 gp

Usage worn headwear; Bulk L

You keep yourself protected from incoming projectiles with this sturdy steel helmet, painted brown.

Activate—Block Manipulation ◀ (concentrate) **Frequency** once per day; **Trigger** You gain the stupefied condition; **Effect** Your *trusty helmet* protects not only your head but your mind. The value of your stupefied condition is decreased by 1.

Activate—Hunker Down ◆ (manipulate) You hunker down, protecting your head using your helmet. You gain a +1 circumstance bonus to your AC against ranged attacks.

UNDERBRUSH CLOAK

ITEM 5

INVESTED MAGICAL

Price 90 gp

Usage worn cloak; Bulk 1

This hooded cloak is lined with rough foliage, vines, and bark that never wilts or rots away. When wearing this cloak, you gain a +1 item bonus to Stealth checks when in heavily forested areas.

Activate—One with the Woods ◆◆ (manipulate) **Frequency** once per day; **Effect** For the next minute, you ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth.

WARMING PARKA

ITEM 3

INVESTED MAGICAL

Price 50 gp

Usage worn garment; Bulk 1

Only a fool would march an army into a freezing climate without adequate protection. This thick parka with a hood protects you from even the harshest of conditions. You negate the damage from severe environmental cold, reduce the damage from extreme cold to that of severe cold, and reduce the damage from incredible cold to extreme cold.

Activate—Extra Warming ◆ (manipulate) **Frequency** once per day; **Effect** You draw the hood of your *warming parka* closed to fend off the cold as much as possible. For the next minute, you gain resistance 3 to cold damage, but also take a -2 item penalty to Perception checks. You can Dismiss this effect.

WATCHER'S ARMBAND

ITEM 8

UNCOMMON DETECTION INVESTED MAGICAL

Price 500 gp

Usage worn armband; Bulk —

Soldiers who wear this burgundy armband serve as law enforcement within the ranks of a nation's military, seeking out those who would commit crimes while in uniform. While wearing the armband, you gain a +2 item bonus to your Perception DC against Deception checks to Lie to you. In addition, you can cast *ring of truth* once per day as an innate 3rd-rank occult spell.

Activate—Find the Plant ◆ (concentrate, detection, manipulate) **Frequency** once per day; **Effect** Sometimes people aren't in control of their minds. You activate your armband, which, for the next minute, suddenly glows red if anyone within 30 feet of you is under the effect of a magical mental effect that is controlling their mind or body (such as *dominate*).

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CHAPTER 4: THE ART OF WAR

Soldiers clash on the fields of battle. Militant druids animate a forest to break down the walls of a besieged city. Generals pore over maps and scout reports to determine the best path to victory. Diplomats meet to discuss terms for treaties between nations. National leaders give fiery speeches to rally their citizens behind the cause at hand. Each of these events—and more—forms the images in the grand tapestry of war.

With a new subsystem focusing on larger-scale battles, a host of troop stat blocks, advice on creating and running campaigns with a backdrop of war, and information on some of the most volatile areas of the Pathfinder setting, this chapter is a terrific resource for GMs who want to enlist their players' characters in war.

SKIRMISH WARFARE

While player characters can aid in the war efforts by completing tactical missions to steal information from the enemy, secure an important resource that was guarded by a monster, or negotiate with a neutral party to gain new allies, they sometimes need to stand on the front lines, commanding their fellow soldiers to face their foes in direct conflict.

The new rules presented in this section, which starts on page 158, show GMs and players how to run these skirmish encounters, with each PC taking control of a troop—a group of allied creatures working as one that's represented by a single creature stat block. In effect, that PC becomes a member of that troop, moving with them across the battlefield as a unit. This gives the character the freedom to move within the spaces occupied by the troop, but makes them a target, as a troop without a leader has a chance to be routed, fleeing the scene as their morale breaks.

During each turn of a skirmish encounter, a player leading a troop decides the actions their troop takes but can take their own actions as well, so a spellcaster can still detonate a fireball in the middle of the battlefield or a barbarian can still make a raging charge.

Given the time to train with a troop, a player character can form a deep connection with these allies, represented in the form of skirmish bonds. These bonds grant their troop a small edge in a fight, from gaining a bonus to their Speeds to learning how to strike at enemies who try to hastily disengage.

With troops at their disposal, player characters can face more difficult foes, including other troops. This section also includes advice for GMs on how to build and balance skirmish encounters.

GARRISON

Wars need armies, and this section provides legions of new troops. From a battalion of deadly dwarven

sharpshooters to a squad of ruthless infernal devils, from an army of animated statues to a legion of wicked wights, these foes can be used as enemies in any campaign or as allies for PCs in skirmish warfare encounters. Advice on how to construct your own troop stat blocks appears on page 170, along with a table that lists every troop creature from this book, *Monster Core 2*, and *NPC Core* for handy reference. The section's many troop stat blocks are arranged in alphabetical order starting on page 172.

WAR CAMPAIGNS

Creating a campaign centered around war can be a tricky endeavor. This section, starting on page 196, contains a plethora of advice for GMs on how to theme such a campaign, as well as ideas for ways to use Victory Points to chart the course of a war and the types of missions to send your PCs on to further the fight. Whether the heroes are preventing a wide-reaching conflict before it begins or winning a war to protect their homelands, this section will help you tell that story.

WAR GAZETTEER

A gazetteer of likely war hotspots across Golarion starts on page 204. These areas include the tensions between Andoran and Cheliax that are about to bubble over into a full-scale war over the fate of Isgar, the near-constant fighting between Molthune and Nirmathas, a brewing storm between the Free Captains, Vidrian's army, and Walkena in the Mwangi Expanse, and an ancient rivalry between sorcerers returning to the forefront on Yeonji Island in Tian Xia.

This information can be used by GMs as seeds for campaigns both long and short or by players as backstories for characters affected by ongoing or upcoming wars.

ULKA AND GRIMMYR

By now, you've likely noticed the story of Arianna Dreth, reporter for the Absalom broadsheet *Anon & Afar*, as her path crosses that of Ulka Oathshriek and Grimmyr, the new iconics for the classes introduced in this book. While that story concludes in this chapter, you can read about Ulka's and Grimmyr's beginnings on the paizo.com blog!

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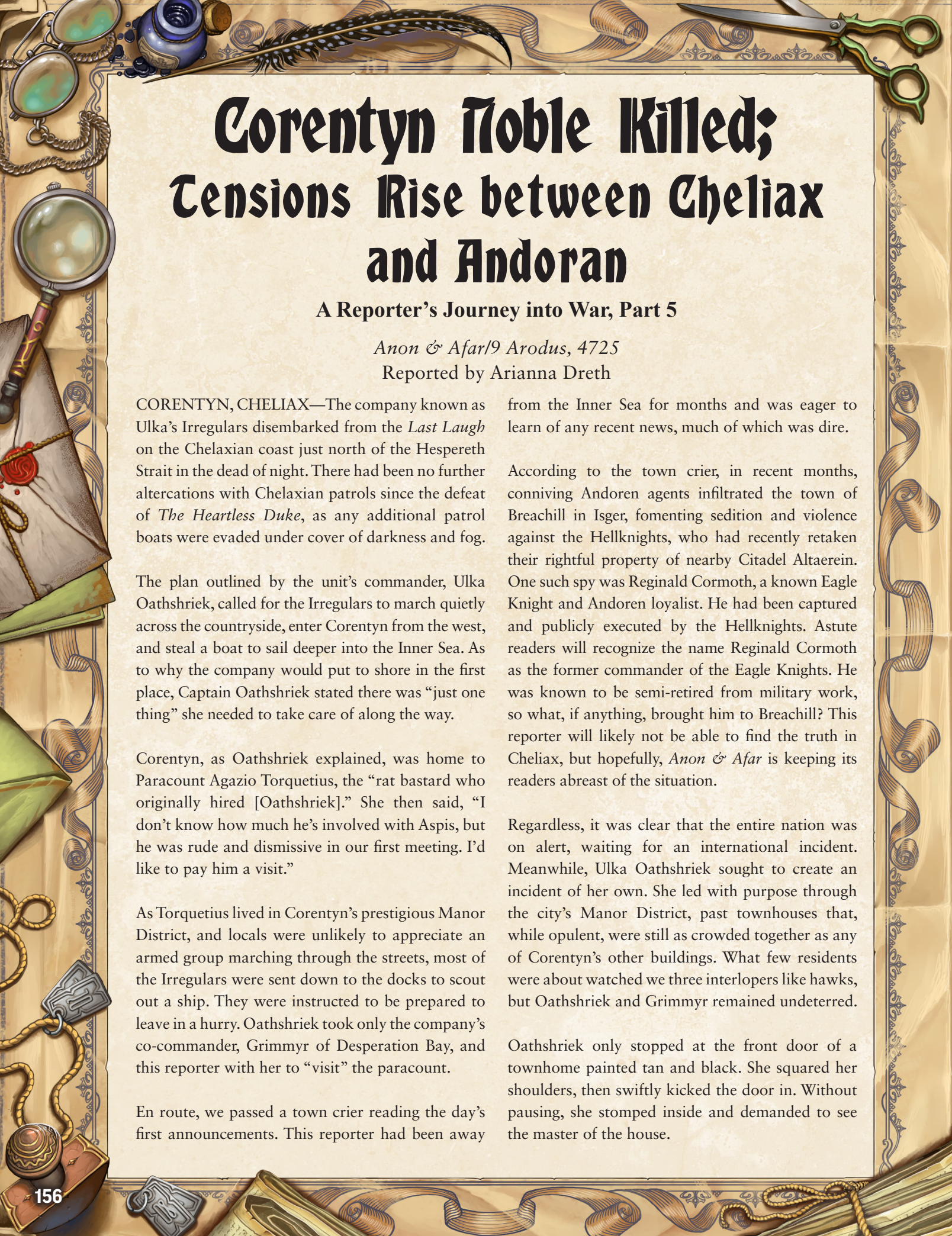
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Corentyn Noble Killed; Tensions Rise between Cheliox and Andoran

A Reporter's Journey into War, Part 5

Anon & Afar/9 Arodus, 4725

Reported by Arianna Dreth

CORENTYN, CHELIX—The company known as Ulka's Irregulars disembarked from the *Last Laugh* on the Chelioxian coast just north of the Hespereth Strait in the dead of night. There had been no further altercations with Chelioxian patrols since the defeat of *The Heartless Duke*, as any additional patrol boats were evaded under cover of darkness and fog.

The plan outlined by the unit's commander, Ulka Oathshriek, called for the Irregulars to march quietly across the countryside, enter Corentyn from the west, and steal a boat to sail deeper into the Inner Sea. As to why the company would put to shore in the first place, Captain Oathshriek stated there was "just one thing" she needed to take care of along the way.

Corentyn, as Oathshriek explained, was home to Paracount Agazio Torquetius, the "rat bastard who originally hired [Oathshriek]." She then said, "I don't know how much he's involved with Aspis, but he was rude and dismissive in our first meeting. I'd like to pay him a visit."

As Torquetius lived in Corentyn's prestigious Manor District, and locals were unlikely to appreciate an armed group marching through the streets, most of the Irregulars were sent down to the docks to scout out a ship. They were instructed to be prepared to leave in a hurry. Oathshriek took only the company's co-commander, Grimmyr of Desperation Bay, and this reporter with her to "visit" the paracount.

En route, we passed a town crier reading the day's first announcements. This reporter had been away

from the Inner Sea for months and was eager to learn of any recent news, much of which was dire.

According to the town crier, in recent months, conniving Andoren agents infiltrated the town of Breachill in Isger, fomenting sedition and violence against the Hellknights, who had recently retaken their rightful property of nearby Citadel Altaerein. One such spy was Reginald Cormoth, a known Eagle Knight and Andoren loyalist. He had been captured and publicly executed by the Hellknights. Astute readers will recognize the name Reginald Cormoth as the former commander of the Eagle Knights. He was known to be semi-retired from military work, so what, if anything, brought him to Breachill? This reporter will likely not be able to find the truth in Cheliox, but hopefully, *Anon & Afar* is keeping its readers abreast of the situation.

Regardless, it was clear that the entire nation was on alert, waiting for an international incident. Meanwhile, Ulka Oathshriek sought to create an incident of her own. She led with purpose through the city's Manor District, past townhouses that, while opulent, were still as crowded together as any of Corentyn's other buildings. What few residents were about watched we three interlopers like hawks, but Oathshriek and Grimmyr remained undeterred.

Oathshriek only stopped at the front door of a townhome painted tan and black. She squared her shoulders, then swiftly kicked the door in. Without pausing, she stomped inside and demanded to see the master of the house.

The paracount's office was an expansive room on the townhome's second floor. Agazio Torquetius rose from his desk at our entrance, his gaunt, angular face frozen in a look of surprise. He wore fine, silken robes of black and red, a pin of the Chelaxian national flag on his lapel.

Ulka Oathshriek brandished her halberd at him, demanding all he knew about the happenings in the Fever Sea, lest she have "Grimmyr flatten [him]." The jotunborn loomed silently behind her.

Torquetius's answer was not forthcoming. "You've been down there for a bit, so I'll forgive you your ignorance of what's been going on here," he said instead. "The Inner Sea is going to war. The actions of a few bloodthirsty pirates mean nothing."

"There's always another war, Agazio," returned Oathshriek with a sneer. "And there are always people like you who will profit from it."

The paracount then mocked Oathshriek for "speaking dismissively of profit" as a mercenary, but his taunts were silenced by Grimmyr, who needed only step forward and loom with his intimidating size to send the weak-minded man shuffling backward. Torquetius confessed all, confirming that he and other Chelaxian nobles had been paying the Aspis Consortium to prolong the Third Corsair War. In defiance, he declared, "Chelaxian coin helped build up that region, and Chelaxian coin will bring it down if we can't reap the benefits!"

This enraged Ulka Oathshriek. She sliced Torquetius's ledger in half with the blade of her halberd and roared in anger.

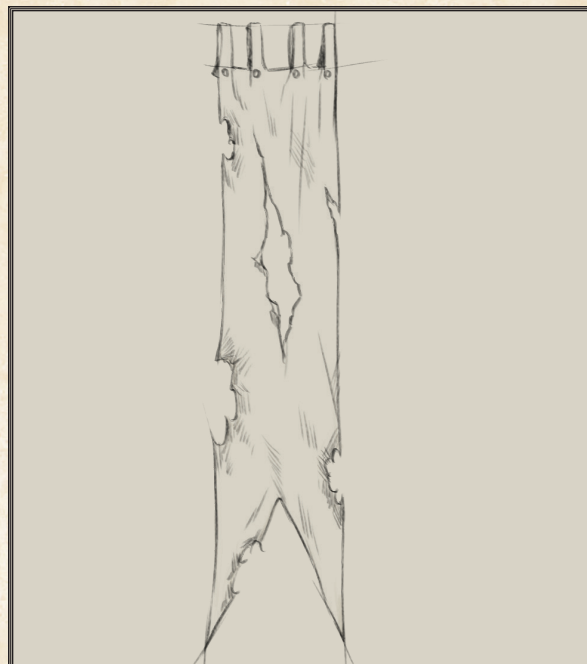
A pitched battle erupted then as the paracount leapt toward a corner of the room and drew a hidden wand of fire magic, at which point this reporter saw fit to retreat toward the door. Grimmyr and Oathshriek engaged Torquetius with flail and halberd respectively and, though both were at points singed or even wreathed in flames, emerged victorious. Torquetius was felled by a command from Oathshriek and a blow from Grimmyr, which shattered the wand and blew the paracount against the wall in a flaming heap. His

dying screams will linger in this reporter's mind for years to come. Oathshriek's banner, attached to her halberd from the start, burned even as Torquetius's robes faded to smoldering ashes.

The sounds of the battle must have been overheard, for as Grimmyr looked out a window, he noted the approach of city guards. Oathshriek quickly recovered a pouch of coin and an expensive ebony trinket from Torquetius's desk. She then tore her singed banner from her halberd and laid it across Torquetius's charred corpse before we escaped via a servants' stair concealed behind a curtain.

We eventually reached the eastern edge of Corentyn with the midday sun hanging high above. The Irregulars had found a small fishing boat whose owner was interested in selling on the cheap. In payment, Oathshriek handed over the coin pouch from Torquetius's desk without ever looking inside.

And so, Ulka's Irregulars are back on the waters again, having spent less than a day in Corentyn. This reporter is... admittedly shaken after recent events, and both Oathshriek and Grimmyr have been silent for some time since. When the Irregulars asked what would come next, Ulka Oathshriek replied, "If Chelax wants a war, then let's give them a war."



The Oathshriek Banner

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SKIRMISH WARFARE

A skirmish encounter places players characters and the troops under their leadership on a large battlefield. If you want to play out a single battle as part of a larger war, this subsystem is for you! First, PCs will need to establish their leadership of a single troop outside of battle. In combat, they'll then lead their troop in special maneuvers called skirmish actions. Their bond to their troop lets them carry out special tactics that meld with their class abilities for tight teamwork.

SKIRMISH OVERVIEW

Skirmish encounters place the PCs as leaders of squads represented by troop stat blocks. Typically, each PC leads one troop of their own, and their side clashes with enemy troops, often led by NPCs or monstrous leaders. The PC is placed within the troop and moves along with it, similar to mounted combat.

A troop led by a PC acts on that PC's turn. The PC and troop get a total of 5 actions divided into one set of 2 actions and one set of 3 actions (page 160). The PC gets to choose whether they or their troop takes more actions. As troops get reduced in size (typically by losing

HP), they become more likely to disperse and retreat—to be routed and chased from the battlefield. The PCs win a skirmish if they successfully complete their objectives, which could range from capturing specific locations to keeping enemies from passing through an area, or even to routing enough foes to make the enemy forces retreat.

TAKING THE LEAD

Before a skirmish battle, each PC can become the leader of one troop of their choice. Usually, the GM provides a selection of troops for the PCs to choose from—these could be a variety of forces or very similar ones. The PC remains the leader of that unit until circumstances change. They lead the unit in battle whenever a skirmish begins, immediately moving into the troop's space if they aren't already in it (such as in the case of an ambush or other similar situation). In extreme circumstances, the troop might have to operate without a leader, as detailed on page 161.

Establishing leadership takes 10 minutes of instructing the troop. Each leader approaches this in their own way, relaying signals, procedures, or other battle plans to

their troop. Generally speaking, an individual can lead only one troop at a time, though a GM might allow PCs to control more than one depending on the scale of the conflict without giving additional troops the full leadership benefits.

Greater Preparation

If the leader takes 1 day of downtime to train with their troop, they can choose a special skirmish bond as well. These options are described starting on page 161. Usually, the GM will provide enough downtime if the campaign or adventure calls for repeated battles with the same troop. The 10-minute preparation version is typically used only if the party are leading troops for a single skirmish rather than fighting in a larger war or forming an ongoing bond. Once you've spent at least 1 day of downtime to establish leadership of a specific troop, taking lead of them with 10 minutes is enough to grant a skirmish bond since you've already come to know them well.

SKIRMISH UNITS

A troop and a leader have some significant rules adjustments that enable them to work together efficiently as a unit. Skirmish warfare largely has creatures taking the same actions they can in normal encounters, but their actions, positioning, movement, and morale are all modified.

Shared Space and Movement

A leader and their troop combine into one unit as they battle together. Movement and space are abstracted a bit more than in a typical combat encounter to make the battle flow more smoothly.

Shared Space

A troop's leader occupies every square of their troop's space for the purpose of making attacks, determining range, and the like. A leader can attack a creature on one side of their troop, then attack on the far end. (Remember that a troop is only as tall as its component creatures, so determine vertical reach accordingly!) The leader has to choose which space they're in each time they use an ability. For example, if a Medium leader uses an ability with a 5-foot emanation, they then need to choose one square to be in for that use of the ability.

A creature who makes use of an effect that can target only a single creature, such as a weapon Strike, chooses whether to attack the leader or the troop when they make the attack. The leader is in the reach, range, or area of the effect if any square of the troop is within an appropriate reach, range, or area.

Cover: A leader and troop use their full space for determining cover. Therefore, they don't grant each other cover, nor do they block each other's attacks when determining an enemy's cover.

THE PURPOSE OF THIS SUBSYSTEM

This system is designed to enable squad-scale combat where the individual PCs' character options are still central to play. The intended purpose is to let your group play out battles that incorporate the PCs and troop creatures in a method that is somewhat different from a standard encounter but still fundamentally uses the normal combat rules with some adjustments made for special actions and the number of combatants in the fight. The reason for this is simple: players who show up to play Pathfinder get to play Pathfinder with some tweaks rather than a totally different game. They still get to use the tools they chose for their character.

These rules aren't intended to simulate a traditional war game or full-sized army battle. Such a conflict might be better abstracted via a Victory Point challenge. You can also use the results of a traditional war game and the battles you play out using that system to track progress in the war in your campaign, as described on page 202.

Flanking: Regardless of their positioning, a leader and their troop can't flank with each other. However, if two allied troops are flanking an enemy (or a segment of an enemy troop), their leaders can benefit from this flanking.

Minions: If the leader has a minion, such as an animal companion or summoned creature, that minion typically occupies the troop's space the same way the leader does. This can be dangerous for a weaker companion like a familiar, but the Troop Mascot skirmish bond (page 163) can help.

Mounts: Sharing space with a mount or a troop works in a similar fashion, and you can ride a mount while sharing space with a troop. The mount's movement is combined (see below) just like yours is, and it counts as being in any square of the troop's space just like you do. You can use your mounted reach when attacking. You take the penalty to Reflex saves while mounted as normal, but you don't gain lesser cover from your mount; this alteration falls under the cover rules for sharing space with a troop.

Combined Movement

Any move action a troop or leader takes moves the whole unit. For example, if the leader uses a Stride action, they move the troop. Use the acting creature's Speed to determine how far the group moves. The GM determines whether the group can move together using a Speed they don't both possess (such as if the leader has a fly Speed and the troop doesn't).

Movement Limit: To prevent the combined unit from rocketing across the battlefield in the space of a single turn, the leader and troop combined can take no more than 3 actions worth of move actions and activities that

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WHEN TO USE A SKIRMISH ENCOUNTER

Since they include player characters, multiple troops, and possibly enemy leaders, skirmish encounters take longer and involve an additional layer of complexity. This makes them well suited for occasional special sessions. Avoid giving the PCs access to their troops on a regular basis, and carefully think out the structure of your skirmish encounters. It's especially important to set clear objectives (as described on page 163) to avoid the battle bogging down and feeling overlong.

include move actions in a turn. Any of these actions that include more than one move action or increase movement still apply, though. For instance, if an elf PC has the Elf Step feat, which lets them Step twice for 1 action, they can use it three times to let their troop Step a total of six times.

If an ability lets the troop and its leader move outside their turn, the unit can move only once. For example, if a commander tactic lets multiple squadmates Stride as a reaction, and the troop and leader are both squadmates, they can only collectively move one time. Only the leader or troop would need to spend a reaction, and the other could save their reaction for another purpose.

Five Actions

At the start of each of the leader's turns, they regain actions for both themselves and their troop instead of regaining their normal number of actions. The leader can choose to either grant themselves 3 actions and their troop 2 actions or to grant themselves 2 actions and their troop 3 actions. Either way, both the leader and troop each regain 1 reaction. The leader can choose whether they take their actions first or the troop takes their actions first, but the two can't alternate taking actions in the same turn.

Gaining and Losing Actions: Conditions that adjust a creature's number of actions, such as quickened and slowed, are tracked separately. For instance, if the leader and troop were both slowed 1 and the leader chose to give themselves 2 actions and their troop 3, the leader would get 1 action after the deduction from slowed, and the troop would have 2. The leader still chooses how to distribute the actions if they're unable to act. A troop that loses its leader can still take some actions, as described under Losing a Leader on page 161. More information on how these conditions work appears on page 446 of *Player Core*.

Boosted Morale

A leader's presence inures their troop against terror and retreat. Troops in a skirmish encounter have a chance to become afraid or run away, as described under Routing Troops (see below). When a troop with a leader attempts a rout roll, it gets a result one degree of success better than it rolled.

TROOPS IN SKIRMISHES

Skirmish encounters rely heavily on the special creature type called troops. You can find troop stat blocks in the Garrison that starts on page 170, and many more appear in *Pathfinder NPC Core* and *Pathfinder Monster Core 2*. In skirmish encounters, a troop can be routed, making it flee from the battlefield. This applies to any troop in the encounter, even if it doesn't have a leader. This section also includes rules for a troop that has a leader but loses them during the battle.

Routing Troops

A troop is held together by strong leadership and confidence in their battle skill. A troop must attempt a rout check each time something happens that could massively damage their morale. This happens in two situations:

- The troop is reduced from one HP threshold to another.
- The troop has a leader, and that leader is knocked unconscious.

If both happen at the same time, the troop rolls only one rout check. To attempt its rout check, the troop rolls a Will save against the standard DC for the level of the enemy that damaged it. This is an emotion, fear, and mental effect.

Critical Success The troop is unaffected.

Success The troop is frightened 1.

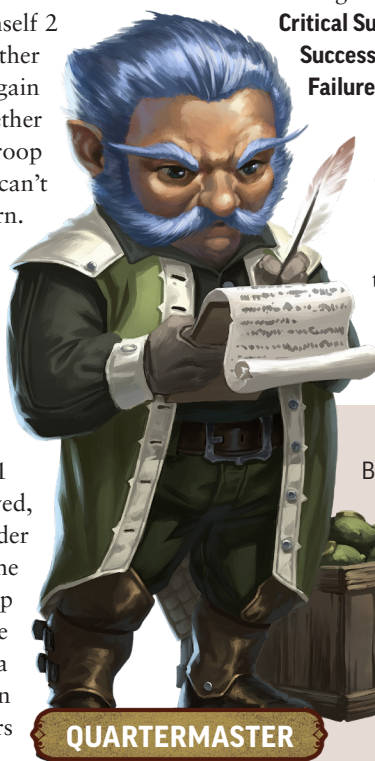
Failure The troop is frightened 2.

Critical Failure The members of the troop break formation and run away, removing the troop from the battle.

The result of a rout check applies only to the troop, not its leader. If the troop is led by a PC or NPC, the degree of success increases by one step, as noted in Boosted Morale (see above).

UNROUTABLE TROOPS

Because of the traits on a rout check, some troops are entirely immune to them, in particular mindless hordes like zombies or clockwork constructs. NPCs often use these kinds of troops due to this advantage, but PCs might also be able to raise skeleton infantry or build a similar fearless army.



QUARTERMASTER

Losing a Troop

When a leader's troop is defeated, the leader remains on the battlefield and can place themselves anywhere within the space their troop occupied. If the troop is forced to retreat in some way, such as after gaining the fleeing condition, the leader can usually choose to stay behind, abandoning their troop. If they exercise this option, they can't become the leader of that troop again in the same encounter.

Losing a Leader

All the benefits a troop gets from having a leader are lost if the leader is knocked out, leaves the battlefield, can't act, or is otherwise unable to command the troop. Their troop can still act, but not as effectively.

A troop in a skirmish that has lost its leader regains 2 actions and 1 reaction each round, taking its turn at the same point in initiative as its former leader. If the troop had a skirmish bond, it loses those benefits since they're closely tied to the leader. Also, remember that without a leader, the troop is also subject to the full effects of rout checks! If the leader was a PC who's been knocked out, the GM can usually have that PC run and roleplay the troop while their character is unconscious. In other situations, the GM should run the troop.

Back-up Plans

A leader can usually preemptively issue an order their troop will attempt to follow if the leader is knocked out or otherwise removed from the battle. This could include taking the leader to safety, assisting another troop, or simply retreating. If a troop is under such an order, the GM should determine what happens when the leader is lost. Typically, the troop will try to follow the back-up plan, but circumstances might render that difficult or even impossible.

Establishing a New Command

When a troop loses its leader, one of its allies (another PC or allied NPC, typically) can attempt to become its new leader—even during an active battle. This isn't easy to do! The potential leader must use the following activity to do so.

Take the Lead ♦♦ (auditory, concentrate, linguistic)

Requirements You aren't leading a troop, and you're adjacent to an allied troop that had a leader at the start of the encounter but has since lost its leader; **Effect** You try to become the leader of the troop. Attempt a Diplomacy check against the easy DC for the troop's level.

Success You become the leader of the troop until the end of this combat and immediately Step into its space. The troop doesn't gain any special skirmish actions or bonds, even if it had one with its former leader or if you had one for a troop you've since lost.

Failure You fail to lead the troop.

Critical Failure You fail to lead the troop, and the troop must immediately attempt a rout check.

CHOOSING A TROOP

When a player is choosing a troop for their character to lead in battle, usually their best options are to choose a troop that shores up one of their shortcomings (such as a wizard choosing a defense-focused troop) or one that can work in tandem with them (such as a rogue picking a stealthy troop). Usually, the GM should pick a limited number of troops for the players to choose from. If two characters want to lead the same troop, they can determine who gets first pick in character by drawing lots, playing a game of chance, or the like.

Return of the Leader

If a leader is knocked out and then revived, they regain leadership of their troop. This includes all benefits they set up when they took leadership of the troop. If someone else has established command in the time between the leader being knocked out and coming back, they can voluntarily cede leadership to the original leader. If the original leader is revived but no longer within the troop's space, they must enter the troop's space before regaining leadership. If the original leader doesn't wish to regain leadership of the troop when they're revived despite being revived within the troop's space, they're moved to a space of their choosing adjacent to the troop.

SKIRMISH BONDS

If you bond more deeply with a troop, you can choose one special action or ongoing benefit. This comes from training with your troop during a day of downtime. You can change your selection with another day of downtime, but you can't have more than one special bond for your troop at a time. Skirmish bonds are between one leader and one troop. A leader can't normally transfer these tactics or bonds to a different troop. As noted above, if a leader has formed a skirmish bond with a troop once, that bond takes effect if they lead the troop again—they don't need to spend another day of downtime.

Offensive Abilities: Many skirmish bonds refer to your troop's "offensive abilities." This term refers to the activities troops have that represent the individual troops attacking together, such as the goblin rabble's Dogpile ability on page 182. Most of them thematically correspond to melee attacks and take a variable number of actions to use, dealing more damage if the troop has more actions to spend on them.

AMBUSH TROOP

Prerequisites expert in Stealth

You've trained your troop in several techniques that allows your group to remain stealthy despite your numbers. Any time you and your troop need to attempt a Stealth check, you roll only once and use the higher Stealth modifier. This benefit applies when you explore with your troop—such as when using

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the Avoid Notice exploration activity—not only in a skirmish encounter.

In addition, you let your troop take full advantage of creatures that are off-guard to them, even though most troops can't coordinate their attacks precisely enough to do so. Creatures that are off-guard to your troop take a -2 circumstance penalty to saving throws and save DCs against your troop's offensive abilities.

COMBO ATTACK

AUDITORY **CONCENTRATE** **SKIRMISH**

Prerequisite expert proficiency with one or more weapons or unarmed attacks

You can attack in tandem with your troop, using your attacks to make openings for your troop to finish the job. When you make a Strike on your turn, any creature you hit takes a -1 status penalty to saving throws against any offensive ability your troop uses this turn.

COORDINATED CASTING

Prerequisites You're a spellcaster, and your troop has spells or an offensive ability with the arcane, divine, magical, occult, or primal trait.

You can cast spells in tandem with your troop. When you Cast a Spell on your turn, any creature that you hit with a spell attack for the spell or that fails its save against your spell takes a -1 status penalty to AC, save DCs, and saving throws

against any spell your troop Casts this turn or magical ability your troop uses this turn.

DESPERATE FERVOR

Prerequisites expert in Diplomacy, Intimidation, or Performance

When the chips are down, your troop becomes more dangerous. While your troop has 3 or fewer segments, it gains a +1 status bonus to AC, save DCs, and saving throws, and a status bonus to damage rolls equal to half your level. The damage bonus increases to your full level if the troop has only 2 segments.

DISCIPLINE

Prerequisites expert in Will saves

Your troop automatically critically succeeds at rout checks. If you're knocked unconscious, your troop still improves its degree of success on rout checks by one step until the end of the encounter, as a troop with a leader does.

DISPERSED FORMATION

Prerequisites expert in Reflex saves

You've developed special formations that give your soldiers more room to dodge, thereby making your group less susceptible to explosions, alchemical bombs, and the onslaughts of other troops. Your troop's weaknesses to area damage and splash damage are reduced by half your level (or

by 1 if you're 1st level). This can reduce their weakness to 0 if your level is high enough.

INESCAPABLE TROOP

Prerequisites Reactive Strike

Your troop locks down opposing forces, keeping them from repositioning on the battlefield. Your troop gains the Inescapable Onslaught reaction.

Inescapable Onslaught  **Trigger** A creature adjacent to the troop uses a move action that would cause it to no longer be adjacent; **Effect** The troop uses the 2-action version of one of its offensive abilities that has an emanation, but only the triggering creature is affected. In addition, if the creature critically fails its saving throw, the move action is disrupted. If the offensive ability could be used only once per round, this reaction ignores that limit.

MAGICAL DEFENSES

Prerequisites You're a spellcaster.

You develop magical wards for your troops. Your troop gains a +1 status bonus to all defenses against magic.

MOBILE TROOP

Prerequisites expert in Acrobatics

Your troop can move across the battlefield nimbly. When you and your troop are moving, the combined unit gains a +5-foot status bonus to all movement Speeds. In addition, if you or your troop uses a special action, spell, or other ability that allows a special type of movement, such as Wall Jump, *translocate*, or a fly Speed, you can move together even if that normally wouldn't be possible.

RAGE AND RULE

Prerequisites You have the Rage action.

Your troop learns the incredible rush of raging in battle. When you Rage, your troop gains half the number of temporary Hit Points you do. These temporary Hit Points last for 1 minute, and the troop can't gain temporary HP from this ability again for 1 minute.

SHIELD WALL

AUDITORY | CONCENTRATE | SKIRMISH

Prerequisites Shield Block

Requirements You're wielding a shield.

You've equipped your troop with shields, and they raise them at your command. You Raise your Shield, and both you and your troop gain a +2 circumstance bonus to AC and Reflex saves until the start of your next turn.

TROOP MASCOT

Prerequisites You have a companion (such as an animal companion, eidolon, familiar, or pet).

Your troop finds your companion creature charming, and the members of your troop have bonded with your pet. Your companion gains resistance equal to your troop's level to all damage. If you have an eidolon, when an effect damages

CREATING NEW BONDS

Since the skirmish bonds can't cover every class and ability combination in the game, you might want to create your own skirmish bonds sometimes. For example, if you have a fire kineticist in your game (using the *Pathfinder Rage of Elements* class), you might let them combine fire impulses with troop abilities that use the fire trait, following the structure of the Coordinated Casting skirmish bond.

both of you, this resistance applies after you determine the higher amount of damage.

If you have an animal companion, its Support benefit applies to your troop as well as you.

UNDER COMMAND

Prerequisites You have the tactics class feature.

Leading troops is second nature to you, and the lessons of your tactics apply to entire groups of allies. Your troop counts as one of your squadmates and doesn't count against your maximum number of squadmates.

In addition, troops who are your squadmates can use an offensive ability instead of a Strike whenever you use a tactic that would allow them to Strike. If you specifically grant a melee Strike, they have to use an emanation ability; if you specifically grant a ranged Strike, they have to use a burst ability. They must use the 1-action or 2-action version of the offensive ability. These offensive abilities count against the number of Strikes you can grant with your tactic. This works with any troop squadmates, whether you're leading them or an ally is.

BUILDING SKIRMISH ENCOUNTERS

Because skirmish encounters require more from the players and GM, they need to be set up with more care than a typical combat encounter. Build your skirmish encounter deliberately, following these steps.

1. Set objectives and victory and defeat conditions.
2. Pick the battlefield.
3. Choose a difficulty.
4. Add the right enemies.

1. Set Objectives

Given the large number of creatures involved in a skirmish encounter, it's best to avoid just playing out a fight until everybody is at 0 HP. A skirmish encounter should have a specific objective! You can set up any objective that makes sense, which is usually relevant to the PCs but can sometimes be a shared objective both sides are competing to attain. Once the objective is attained or becomes impossible to complete, the encounter ends. It's vitally important to make the objective clear to the players at the start of the encounter, usually while

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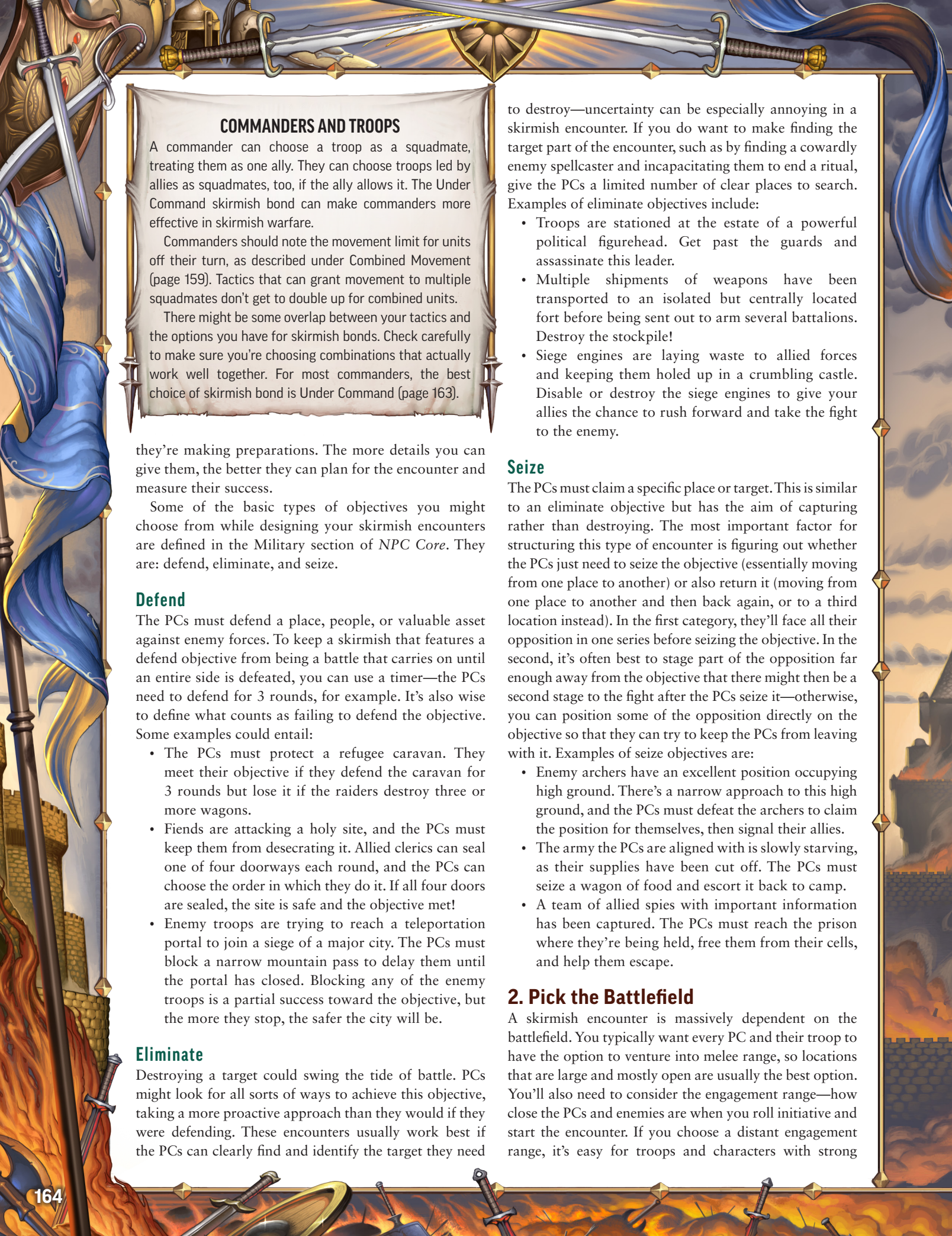
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COMMANDERS AND TROOPS

A commander can choose a troop as a squadmate, treating them as one ally. They can choose troops led by allies as squadmates, too, if the ally allows it. The Under Command skirmish bond can make commanders more effective in skirmish warfare.

Commanders should note the movement limit for units off their turn, as described under Combined Movement (page 159). Tactics that can grant movement to multiple squadmates don't get to double up for combined units.

There might be some overlap between your tactics and the options you have for skirmish bonds. Check carefully to make sure you're choosing combinations that actually work well together. For most commanders, the best choice of skirmish bond is Under Command (page 163).

they're making preparations. The more details you can give them, the better they can plan for the encounter and measure their success.

Some of the basic types of objectives you might choose from while designing your skirmish encounters are defined in the Military section of *NPC Core*. They are: defend, eliminate, and seize.

Defend

The PCs must defend a place, people, or valuable asset against enemy forces. To keep a skirmish that features a defend objective from being a battle that carries on until an entire side is defeated, you can use a timer—the PCs need to defend for 3 rounds, for example. It's also wise to define what counts as failing to defend the objective. Some examples could entail:

- The PCs must protect a refugee caravan. They meet their objective if they defend the caravan for 3 rounds but lose it if the raiders destroy three or more wagons.
- Fiends are attacking a holy site, and the PCs must keep them from desecrating it. Allied clerics can seal one of four doorways each round, and the PCs can choose the order in which they do it. If all four doors are sealed, the site is safe and the objective met!
- Enemy troops are trying to reach a teleportation portal to join a siege of a major city. The PCs must block a narrow mountain pass to delay them until the portal has closed. Blocking any of the enemy troops is a partial success toward the objective, but the more they stop, the safer the city will be.

Eliminate

Destroying a target could swing the tide of battle. PCs might look for all sorts of ways to achieve this objective, taking a more proactive approach than they would if they were defending. These encounters usually work best if the PCs can clearly find and identify the target they need

to destroy—uncertainty can be especially annoying in a skirmish encounter. If you do want to make finding the target part of the encounter, such as by finding a cowardly enemy spellcaster and incapacitating them to end a ritual, give the PCs a limited number of clear places to search. Examples of eliminate objectives include:

- Troops are stationed at the estate of a powerful political figurehead. Get past the guards and assassinate this leader.
- Multiple shipments of weapons have been transported to an isolated but centrally located fort before being sent out to arm several battalions. Destroy the stockpile!
- Siege engines are laying waste to allied forces and keeping them holed up in a crumbling castle. Disable or destroy the siege engines to give your allies the chance to rush forward and take the fight to the enemy.

Seize

The PCs must claim a specific place or target. This is similar to an eliminate objective but has the aim of capturing rather than destroying. The most important factor for structuring this type of encounter is figuring out whether the PCs just need to seize the objective (essentially moving from one place to another) or also return it (moving from one place to another and then back again, or to a third location instead). In the first category, they'll face all their opposition in one series before seizing the objective. In the second, it's often best to stage part of the opposition far enough away from the objective that there might then be a second stage to the fight after the PCs seize it—otherwise, you can position some of the opposition directly on the objective so that they can try to keep the PCs from leaving with it. Examples of seize objectives are:

- Enemy archers have an excellent position occupying high ground. There's a narrow approach to this high ground, and the PCs must defeat the archers to claim the position for themselves, then signal their allies.
- The army the PCs are aligned with is slowly starving, as their supplies have been cut off. The PCs must seize a wagon of food and escort it back to camp.
- A team of allied spies with important information has been captured. The PCs must reach the prison where they're being held, free them from their cells, and help them escape.

2. Pick the Battlefield

A skirmish encounter is massively dependent on the battlefield. You typically want every PC and their troop to have the option to venture into melee range, so locations that are large and mostly open are usually the best option. You'll also need to consider the engagement range—how close the PCs and enemies are when you roll initiative and start the encounter. If you choose a distant engagement range, it's easy for troops and characters with strong

ranged attacks to pick off enemies effectively from far away. Usually, you'll want to set the range far enough that ranged attackers aren't useless, but close enough that melee attackers who are determined can get at least one attack (or offensive troop ability) off in the first round of combat.

If the battlefield is small, narrow, or has many impediments like walls in the way, it can be hard for troops to engage successfully in melee. Most combats call for something in the middle: a mostly open field that still provides some tactical depth through a couple pieces of terrain, which won't completely block the path of the forces but must still be navigated around.

Terrain and Hazards

Difficult terrain, hazardous terrain, and mechanical or magical hazards can add more considerations to the battle. This isn't always a good thing! Skirmish encounters are already complex, with players and the GM already needing to run troops in addition to their normal characters. If you incorporate these features, look for ones that either add to creativity or that grant certain combat participants advantages. For instance, if one of the PCs has a flying troop, you might place some terrain that makes them the best troop to go take out a ranged enemy troop. Alternatively, you might put a fortification of spikes or flaming coals down along the most direct path to the enemy but provide a slightly longer side path, so the PCs need to decide whether to rush through and take damage or get fewer attacks in by taking the long way. Either way, use special terrain and hazards sparingly!

3D Terrain

Skirmishes can occur across three dimensions if you make use of multiple floors in a castle turret, a bridge above a bigger battlefield, or similar areas. This can make the best use of your space but can be hard to play out in the game, so these scenarios work best if you're playing with 3D gaming terrain. In other situations, you might need to build out a map that has segments for each floor and arrows or colored zones to show how they're linked. If you want to use this technique, it's best to start small, such as by making a gatehouse that has small turrets to the side, so you don't need to stack one layer on top of another.

3. Choose a Difficulty

Designing a skirmish encounter starts the same way as designing a regular encounter. Choose a threat and XP budget appropriate for your group. Then, add the troops you want the PCs to have to their side (see page 169 for tips) and increase the XP budget by the troops' XP value.

For example, if you were designing a low-threat skirmish encounter for a 7th-level group of four PCs, you'd start with 60 XP for the budget (the standard amount found on the Encounter Budget table on page 75

of *GM Core*). If each PC had a 7th-level troop, you'd add 160 XP to the encounter budget since that's the XP for four 7th-level creatures. You would then have a total budget of 220 XP. This still counts as a low encounter, though if you later decide you want a moderate encounter, you can adjust the budget to 240 XP and add more adversaries or increase the level of the ones you have.

4. Add the Right Enemies

Now you have your encounter budget, but you need to pick the troops and other adversaries. The normal encounter-building guidelines still apply in a skirmish encounter! Most of the budget should be for troops and opposing leaders within 1 or 2 levels of the party. Of course, choosing enemies for a skirmish is about more than just the numbers. Consider the following factors in the structure of your battle to pick the best options.

Troop Variety

A skirmish encounter is large enough that some variety between troops is essential for keeping the encounter interesting. Try to include mostly melee-focused troops



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with a few ranged or spellcasting ones. You can include multiples of the same troop, and often should, just like how you might use multiples of the same individual monster. This lets the players learn how best to battle those specific enemies.

Leaders

A variety in leaders can be just as important as a variety of troops. Even two of the same troop can play differently if they have two different leaders or one has a leader and the other doesn't. Usually, you'll want to choose leaders out of the base XP budget before adjusting for troops. If you want to focus the narrative on one significant leader, spend much of your budget on one NPC who's 2 levels higher than the PCs. If you want a more even battle, choose leaders of the PCs' level or 1 lower.

Including troops with no leaders lets you bring the full set of skirmish rules into play. Troops who can be routed can simplify the battlefield quickly and make the PCs feel powerful. Usually, you'll want at least one or two leaderless troops in a skirmish encounter.

Wild Cards

Despite all the focus on troops versus troops, non-troop monsters still work in skirmish encounters, so you might throw in a mantichore, dragon, or other creature for

more variety. They can add surprise tactics and shake up the expected style of the encounter, and they don't have the same weaknesses to troops' offensive abilities that other troops do. Creatures that can Fly, Burrow, or use other movement modes are especially useful. Individual humanoids, especially Medium or smaller creatures, are usually a poor addition to the encounter unless they're leading a troop.

Special Considerations

The advice in this section addresses certain issues that might arise when planning or running skirmish warfare.

Lone Wolf PCs

So, you have a PC in your group who doesn't play well with others. They might not be at all interested in leading a group because of their character's personality or abilities. Usually, your best course of action as GM is to reduce the number of troops the PCs can command by one when building your encounter, which adjusts the XP budget accordingly.

If you find that all or most of your group feels the same way, skirmish encounters are probably a bad fit for your campaign or adventure. You might look at ways to turn warfare into background or set dressing rather than making it an active part of combat that needs to be played out using these rules.

One Tough Enemy

You can add troops to the PCs' side of a combat against a big monster to even the odds and turn what would be an extreme encounter into a moderate encounter. It's still extremely challenging to go above party level + 4 for an adversary. For such an encounter, giving every PC a troop will likely make the encounter too easy, so it's usually better to start with the intended enemy and add troops until you have your desired encounter budget balance. For example, you could add a boss of party level + 4, worth 160 XP, and add 80 XP worth of troops to the PCs' side to make it effectively a moderate encounter. Note that if you have an enemy who can frequently dish out effects that deal damage in an area, the troops will likely be less effective because the enemy can easily exploit their weaknesses.

EXAMPLE OF PLAY

This example skirmish encounter illustrates how the system plays out at the table. The group consists of three players and their 7th-level characters. Each of the characters commands a troop, and they've had enough time to drill with the troops to set up skirmish bonds.

- **Felix** plays Grimmyr, a jotunborn guardian. He leads a 7th-level orc skullcrushers troop (*NPC Core* 207). They share the Inescapable Troop skirmish bond (page 163).
- **Michelle** plays Ulka Oathshriek, an orc commander. She leads a different troop of 7th-level orc skullcrushers. They share the Under Command skirmish bond (page 163).
- **Josh** plays Lem, a halfling bard. He leads a 7th-level gnome cannon corps troop (page 182). They share the Magical Defenses skirmish bond (page 163).

Building the Encounter

The GM, **Ivis**, prepares by building a skirmish encounter. She calculates a moderate encounter for the party (80 XP) and adds the XP for a troop of the party's level (40 XP) three times to account for the PCs' troops. This gives her an encounter budget of 200 XP. She wants an encounter that involves stopping a necromantic ritual taking place in an abandoned monastery on the side of a mountain. She adds four 6th-level skeleton mobs (page 191; worth 30 XP apiece for her 7th-level party). This leaves her 80 XP. She spends the remainder of her budget on a 9th-level mummy pharaoh and re-themes the mummy's sand-themed abilities to be based on ice and snow instead.

Playing the Encounter

When the encounter begins, Ivis sets out a battle map of a flat area on a snowy mountainside that showcases the ruins of an old temple and its walls. On the other side, she has the players arrange their troops, with each character's miniature placed in the middle of the troop

PLAYING AT A DIFFERENT SCALE

Troops take up a lot of space on the battlefield. This can be a fun twist if you're using a digital tabletop that lets you zoom in and out or if you have plenty of space and gaming miniatures to indicate the scale. In other situations, it might work better for your playing space to change the scale of your map for a troop skirmish. You might want to play using a 10-foot scale, with each segment of a troop filling one square. If you do, you'll need to take care of two main tasks.

Rounding Movement and Size: It's usually best to round up movement and sizes to the nearest 10 feet. This makes a 25-foot speed travel 3 squares, has a Medium or Small creature fill 1 square, and has a Huge creature fill a 2 × 2 space. You can still place up to four Medium or Small creatures in a single square if necessary, though usually you want to play out skirmishes on a large enough scale that such fine positioning isn't important.

Track Troops and Individual Creatures: It can be tricky to differentiate between a troop and their leader at this scale. To represent a leader and troop on the battlefield, it's best to put a miniature for the leader in one square and three miniatures for the troops in the other squares. This way, you can remove one miniature each time the troop drops below an HP threshold, then remove the final troop mini when the troop is defeated, leaving just the leader on the battlefield.

they command. On the far side of the map, inside the temple, Ivis places a large portal surrounded by the skeleton mobs and puts the mummy inside one of them as its leader.

Ivis: You finally make your way up the interminable stone steps and get your first look inside the Monastery of Cursed Chains. A mummy leading this troop of skeletons is conducting a necromantic ritual. You know that if they complete it, it's bad news for everybody.

Josh (Lem): You made me exercise, and you're going to pay!

Ivis: Roll initiative! Your troop will go on your turn, so just roll once for yourself.

The players roll initiative for their characters, and Ivis rolls for the enemies and sets the initiative order.

Ivis: With a heck of an initiative roll, we have Grimmyr up first in the order!

Felix (Grimmyr): Okay, job number one is getting up into melee. Can my troop fit between these buildings?

Ivis: Sure can. They can fit through any gap big enough for a Large creature.

Felix (Grimmyr): Well, I'm Large, so I'm used to it. Two Strides can get us there, so I'm going to give myself

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3 actions and my troop 2. I Stride twice and move us all up next to the nearest skeletons. Then I spend my last action to Strike the skeletons! I rolled a 4, though, so I'm sure that's a miss. Then I have my skullcrushers use Sacred Salvo, which deals extra damage to undead. It's a burst within 50 feet, so it can get two of the mobs. It's a DC 22 Reflex save.

Ivis rolls a saving throw for each troop in the area.

Ivis: One failed and one succeeded, so they take how much?

Felix (Grimmyr): I rolled... very well. That's 18 bludgeoning and 5 vitality damage for the one who failed, and 9 and 2 for the one that takes half on a success.

Ivis: Ouch—and they take 7 more from their weakness to area damage. You blast away a segment of the skeletons closest to you.

Ivis removes one Large miniature representing a segment of the troop from the battle map to indicate that the troop has lost a substantial number of its members.

Ivis: Good start! Ulka, you're up!



Michelle (Ulka): I yell, "Strong in life, we crush the dead!" I'm going to give my troop 3 actions and myself 2. The troop Strides once to get in range for... Sacred Salvo! Same two troops Grimmyr targeted. That's 12 bludgeoning and 3 vitality.

Ivis: Both succeeded, but their weakness still gives it some extra sting.

Michelle (Ulka): That's their actions finished... or not! I use my 2 actions for the Strike Hard! tactic, which lets them do it again using their reaction.

Josh (Lem): Isn't that just for Strikes?

Michelle (Ulka): Normally, but the Under Command skirmish bond lets me use it with their thingies. Damage is 11 bludgeoning and 1 vitality.

Josh (Lem): Oh, that's super cool. I have a hunch we're gonna win.

Ivis: Well, if I keep rolling like this. One troop succeeded, but the other critically failed. The good news is, it's their turn. They want revenge, so bones rattling and jaws clattering, they charge Ulka's orc skullcrushers!

Felix (Grimmyr): Not so fast. My skirmish bond is Inescapable Troop, so when they run past me, my orcs can smash them with Crush Skulls! Hehe. So glad I took Reactive Strike a level ago. I rolled 12 bludgeoning damage. If they critically fail, they don't get to move.

Ivis: They failed, but didn't critically fail, but they also count as being in your reach since you use your troop to determine your reach. So...

Felix (Grimmyr): A Reactive Strike for me too! Nat 20, but not a great damage roll, so 18 after doubling.

Ivis: Now they're not going anywhere, and they're down to 1 segment of troops, which means they flee. That means Lem's up!

Josh (Lem): My gnome pals are really excited to try this Arcane Explosion, so I give them 3 actions and myself the other 2. Hmm. Can I *haste* my troop?

Ivis: Yes, but their offensive abilities aren't Strikes, so they can only use the extra action to Stride.

Josh (Lem): So *courageous anthem* won't help them either?

Ivis: They don't make attack rolls, but it will help their damage rolls and saves against fear.

Josh (Lem): Then instead of that, I think I'll toot my flute for a *rallying anthem* with 1 action, then Recall Knowledge about that mummy whatever with action number 2. Or not. Not with that roll. All right, fire away, gnome buddies! Right on that mummy's troop. DC 22 Reflex, and it has a difficult terrain thing. Dang, 22 force damage! Wish I could get the mummy in it, but they're a little far away for the 15-foot burst.

Ivis: Actually, they count as being in any space their troop's in! The mummy succeeds for half damage, but their troop fails.

Josh (Lem): The gnomes are pleased.

Ivis: Let's see if they're still pleased as the mummy seeks revenge!

CUSTOMIZING TROOPS

Choosing the right troops for your group can be challenging since the number of troops in the game is limited compared to the number of creatures overall. The Troops by Level table on page 171 lists troops in this book, *NPC Core*, and *Monster Core 2* and can be especially useful as a reference.

When choosing troops, first remember that you can stretch a level up or down fairly easily. Second, you can use the elite and weak adjustments (*Monster Core* 6–7) for a quick and dirty adjustment to statistics. Third, you can freely “reskin” troops to change their theme, such as making a boggard scouting party (page 175) human rogues who use grappling hooks instead of tongues to pull in enemies. Fourth, you can mix and match abilities from different troops of similar levels—if one has an emanation offensive ability you like and another’s ranged ability works for the theme you like, swap them in as needed!

QUICK SKIRMISH GROUPS

If you want to have a skirmish encounter that’s ready to go, here are some skirmish encounters pre-built for certain levels. They include one troop per PC for a four-person party, but you can remove troops or add duplicate troops to each side to adjust. Creatures come from the Garrison (page 170) unless they have a superscript: NPCC for *NPC Core*, MC for *Monster Core*, or MC2 for *Monster Core 2*.

Undead Soldiers (Level 4)

Threat Low (60 XP)

PC Troops apprentice magician clique (60 XP), 2 goblin rabbles (40 XP each), orc raiding party (60 XP)

Enemy Commanders 2 wights^{MC} (30 XP each); **Enemy Troops** skeleton mob (80 XP), 3 shambler troops^{MC2} (40 XP each)

Clash of Steel (Level 6)

Threat Moderate (70 XP)

PC Troops 2 dwarf battalions^{NPCC} (40 XP each), heavy cavalry^{NPCC} (60 XP), line infantry^{NPCC} (40 XP)

Enemy Commanders hobgoblin archer^{MC} (20 XP), 2 hobgoblin generals^{MC} (40 XP each); **Enemy Troops** goblin get gang^{NPCC} (30 XP), 2 hobgoblin battalions^{NPCC} (40 XP each), Qadiran camel corps (40 XP)

Abominable Armies (Level 8)

Threat Moderate (80 XP)

PC Troops animated army (40 XP), 2 hobgoblin veteran regiments (60 XP each), woodland scouts^{NPCC} (40 XP)

Enemy Commanders 2 jah-tohls^{MC} (40 XP each); **Enemy Troops** 2 fleshwarp amalgams (40 XP each), 2 sinswarms (60 XP each)

Open the Gates of Hell (Level 9)

Threat Severe (110 XP)

PC Troops mercenary band^{NPCC} (40 XP), watchmage squadron^{NPCC} (60 XP), 2 woodland scouts (30 XP each)

RECURRING TROOPS

Your campaign’s story might revolve around the same troops appearing in several skirmish encounters over the course of multiple levels. The GM might choose to lean into recurring troops and reinforce their experience with a PC leader.

Additional Skirmish Bonds

A leader can typically share one skirmish bond with a troop. To give an advantage for the growing bond with a recurring troop, the GM can allow the leader to select a second skirmish bond. They need to take a day of downtime with their troop to prepare them with the new skirmish bond the first time they use it, as usual. The GM determines when the second bond gets unlocked. Usually, it occurs with the troop’s second appearance, though typically this doesn’t happen if the troop reappears very soon after its first appearance. A good basic rule is to give the additional bond if the leader is at least 9th level and has gained at least 2 levels since their first skirmish with the troop.

The GM can grant a third skirmish bond if the troop continues to appear. Usually this happens after the leader has reached 13th level and has gained at least 2 more levels since the troop’s second appearance.

Leveling Up Troops

If the GM wants to increase a troop’s level, they can use the troop creation guidelines on page 170 to generate its new statistics. They might also want to add new abilities, such as a fly Speed, for higher-level troops. These improvements can often be themed as the troop being outfitted with additional magic items or magical abilities.

Enemy Commanders greater hell hound^{MC} (40 XP), 2 phistophiluses^{MC} (60 XP each); **Enemy Troops** hell hound pack (30 XP), Hellknight cavalry brigade^{NPCC} (30 XP), vordine legion (60 XP)

Glorious Death! (Level 11)

Threat Moderate (80 XP)

PC Troops angelic chorus (60 XP), weak vanth guardian flock (60 XP), 2 viking guards (40 XP each)

Enemy Commanders 2 graveknights^{MC} (30 XP each), lich^{MC} (60 XP); **Enemy Troops** 2 rancorous priesthoods^{NPCC} (40 XP each), 2 skeleton infantries^{MC2} (40 XP each)

Nature Versus Nature (Level 13)

Threat Moderate (90 XP)

PC Troops dezullon thicket (60 XP), druid circle (30 XP), 2 first-class infantries (40 XP each)

Enemy Commanders crag linnorm^{MC} (60 XP), 2 dryad queens^{MC} (40 XP each); **Enemy Troops** drake flight (40 XP), 2 xulgath dinosaur cavalries (40 XP each)

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GARRISON

What's a war without large forces battling it out over a piece of land, a precious resource, or a cherished ideal? While these conflicts can sometimes be represented narratively, with the PCs either present tangentially or in the aftermath, sometimes they need to be in the thick of things, clashing directly with opposing armies. However, it's impractical (and not recommended) for a group of heroes to face a dozen or more individual creatures in a combat encounter. That's where troops come in. A troop is a collection of creatures who work together as a single unit, with abilities and defenses that represent that cohesion.

The following pages present several dozen troop creatures that can be used in any appropriate combat encounter as enemies or with the new skirmish encounter subsystem (page 155) as allies. Additional troop stat blocks can be found in *Monster Core 2* and *NPC Core*.

DESIGNING TROOPS

While swarms work well for creatures that are particularly small or not especially intelligent, troops are an ideal way to portray tactical groupings of foes sized similarly to

most PCs. In addition to the creature creation guidelines from *GM Core*, consider the following elements when building troops for your campaign.

Conceptualizing a Troop: When conceptualizing a troop that's made of combat-capable creatures, it's often useful to start by considering how an individual's abilities could scale up when many of that creature fight together. What weapons, spells, and special abilities would the individuals have, and how could those abilities interact with each other? Could an ability that one creature can use against a single target transform into an area effect when done by many of those creatures simultaneously? If a creature has abilities that seem difficult to use in a coordinated fashion, consider omitting them from the troop. A troop need not be based on an existing creature, but looking at it through the lens of its component creatures can guide you.

Troops can also be far more than the sum of their parts, allowing creatures that wouldn't be strong enough to pose a threat on their own to gather together and challenge PCs. With troop mechanics, creatures weaker than level -1 can appear in combat, in much the same

TROOPS BY LEVEL

Creature	Level	Source
Conscript squad	3	<i>NPC Core</i> 89
Corn leshy throng	4	<i>NPC Core</i> 201
Deluded mob	4	<i>NPC Core</i> 155
Goblin rabble	4	page 182
Kobold trap squad	4	page 184
Mitflit vermin cavalry	4	page 185
Shambler troop	4	<i>Monster Core</i> 2
Apprentice magician clique	5	page 173
Bill-band	5	<i>NPC Core</i> 190
City guard squadron	5	<i>NPC Core</i> 114
Clockwork runner pack	5	page 176
Goblin get gang	5	<i>NPC Core</i> 187
Orc raiding party	5	page 187
Boggard scouting party	6	page 175
Dromaar company	6	page 178
Dwarf battalion	6	<i>NPC Core</i> 175
Hobgoblin battalion	6	<i>NPC Core</i> 194
Line infantry	6	<i>NPC Core</i> 90
Phalanx formation	6	<i>NPC Core</i> 91
Qadiran camel corps	6	page 189
Scamp inferno	6	page 190
Skeleton mob	6	page 191
Wolf pack	6	page 194
Xulgath army	6	page 194
Bandit gang	7	<i>NPC Core</i> 22
Deinonychus pack	7	page 177
Giant ant army	7	page 181
Gnome cannon corps	7	page 182
Heavy cavalry	7	<i>NPC Core</i> 92
Orc skullcrushers	7	<i>NPC Core</i> 207
Ratfolk shank squad	7	page 189
Animated army	8	page 173
Arrester squadron	8	<i>NPC Core</i> 118
Charau-ka shrieker crew	8	page 175
Fleshwarp amalgam	8	page 180

Creature	Level	Source
Halfling lucky draw	8	page 182
Hell hound pack	8	page 183
Hellknight cavalry brigade	8	<i>NPC Core</i> 93
Woodland scouts	8	<i>NPC Core</i> 179
Arboreal copse	9	page 173
Gargoyle wing	9	page 181
Hobgoblin veteran regiment	9	page 183
Mercenary band	9	<i>NPC Core</i> 84
Sinswarm	9	page 191
Wight battalion	9	page 194
Boggard dreadknot	10	page 175
Dwarf longshot squad	10	page 179
Redcap brigade	10	page 189
Vordine legion	10	page 193
Watchmage squadron	10	<i>NPC Core</i> 120
Clockwork infantry	11	page 176
Rancorous priesthood	11	<i>NPC Core</i> 35
Skeleton infantry	11	<i>Monster Core</i> 2
Viking guard	11	page 193
Zecui horde	11	page 195
Angelic chorus	12	page 172
Archer regiment	12	page 174
Druid circle	12	page 179
Protean tumult	12	page 188
Drake flight	13	page 178
First-Class infantry	13	page 180
Vanth guardian flock	13	page 192
Xulgath dinosaur cavalry	13	page 195
Leukodaemon plague	14	page 184
Monk cadre	14	page 186
Dezullon thicket	15	page 177
Ofalth stampede	15	page 186
Archon bastion	16	page 174
Omox slime pool	17	page 187
Lich legion	18	page 185

way that swarms allow rats, spiders, and other animals to form an interesting encounter. Troops can also allow for more unusual situations, like an army of people who aren't physically durable on their own but are skilled at wielding siege weaponry.

Troop Level: A troop consisting of many individuals is always significantly higher level than one of its members. Around 5 to 6 levels higher than a single component creature is a useful benchmark, meaning a troop of level –1 creatures would be a level 4 or 5 troop. Troops with particularly poor or good coordination may be higher or lower level than the standard.

Movement, Senses, and Languages: Troops have the same movement types, senses, and languages as their component creatures. However, they are restricted to moving together as a group, as described in troop movement (page 217).

Skills: When giving skills to a troop, consider how sensible it is for a large group to work together at various

tasks that the skill represents. A large group of people is likely to do well at skills that represent knowledge, as they can pool their experiences. However, large groups are unlikely to be particularly good at Stealth, unless they have powerful magic or other extenuating circumstances, such as a troop that has trained to work together as assassins.

Armor Class, Hit Points, and Thresholds: Troops use the standard rules for determining Armor Class and Hit Points from *GM Core*. After accounting for their default weaknesses to area and splash damage, a typical troop has high AC and moderate Hit Points, or moderate AC and moderate to high Hit Points. Troops with additional defenses and resistances should have lower AC or fewer Hit Points to compensate.

As a troop takes damage, it eventually shrinks to take up fewer squares. At the first threshold, after taking an amount of damage equal to one-third of its maximum

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Hit Points, the troop is reduced to 12 squares (or three segments, each 10 feet on a side). At the second threshold, after taking an amount of damage equal to two-thirds of its maximum Hit Points, the troop is reduced to 8 squares (or two segments).

Immunities, Resistances, and Weaknesses: All troops have troop defenses (page 216) and gain any immunities, resistances, and weaknesses that their component creatures have. For example, a troop of elementals has the standard elemental immunities. A troop is typically weak to both area and splash damage. Use the average values for weaknesses from page 119 of *GM Core* for both. If it makes sense for a troop to not have these weaknesses, consider lowering its Hit Points since you're removing one of the main tactics the PCs have for dealing with troops.

Troop Damage: Most troops have an offensive ability that's themed like coordinated melee attacks and can be activated by spending the troop's choice of one, two, or three actions. Using the table on page 120 of *GM Core*, the damage for the one-action version should be roughly half of the low Strike damage, the damage for the two-action version should be roughly three-quarters of the high Strike damage, and the damage for the three-action version should be roughly equal to the high Strike damage.

If the offensive ability has a ranged counterpart—an area burst offensive ability—it's typically always two actions. The ranged ability's damage should be lower than the troop's 2-action melee ability, typically three-quarters of the moderate Strike damage. If a troop is dedicated to ranged attacks, this might be a bit higher, but the troop should have a weaker melee offensive ability and lower defenses and Hit Points.

Troop ability DCs tend to use moderate spell DCs (*GM Core* 121). If a troop has multiple offensive abilities, you might make one's DC a bit lower if it suits the troop's theme. For example, a troop of barbarians might have a DC 2 lower for a ranged offensive ability. Similarly, you might use a lower DC for an ability that inflicts conditions or otherwise shakes up the battlefield.

Spells: Troops composed of creatures with spells often have spellcasting abilities. Troops can cast spells with a single target on themselves; this represents each member of the troop casting the spell. To represent the effects of many creatures casting an offensive spell at the same time, consider using a version of the spell heightened up to a higher rank as appropriate for their level. For example, if level 5 pyromancers that can cast 3rd-rank *fireball* gather together into a level 11 troop, consider giving the troop 6th-rank *fireball*.

As usual for creature design, spells that deal damage or have the incapacitation trait are most useful when they are of the highest rank the creature could use, and rapidly diminish in value at lower ranks.

TROOPS

Angelic Chorus

While choral angels are content to sing their hymns in Nirvana, they must sometimes take to the mortal realm to provide needed succor for those engaged in righteous battle against the wicked. An angelic chorus often acts as support for armies who have gained the favor of the celestial realms.

ANGELIC CHORUS

CREATURE 12

UNCOMMON GARGANTUAN ANGEL CELESTIAL HOLY TROOP

Perception +22; darkvision

Languages Diabolic, Draconic, Epyrean; *truespeech*

Skills Acrobatics +22, Diplomacy +25, Performance +27, Religion +24

Str +2, **Dex** +5, **Con** +3, **Int** +3, **Wis** +4, **Cha** +7

AC 32; **Fort** +19, **Ref** +22, **Will** +25; +1 status to all saves vs. magic

HP 210 (4 segments); **Thresholds** 140 (3 segments), 70 (2 segments); **Weaknesses** area damage 10, splash damage 10, unholy 10; **Resistances** sonic 15

Harmonizing Aura (aura, divine, sonic) 20 feet. Allies in the aura gain a +2 status bonus to sonic damage rolls and a +1 status bonus to AC and all saves against effects with the auditory or sonic trait. Enemies in the aura take a -2 status penalty to sonic damage rolls and a -1 status penalty to AC and all saves against auditory and sonic effects.

Troop Defenses (page 216)

Speed 30 feet, fly 40 feet; troop movement (page 217)

Divine Innate Spells DC 19, attack +24; **6th** *clear mind*, *heal*, *noise blast*, *zealous conviction*; **5th** *breath of life*, *heal*, *noise blast*; **4th** *cleanse affliction* (at will), *clear mind* (at will), *noise blast* (at will); **3rd** *counter performance* (at will); *Player Core* 370); **Cantrips** (6th) *courageous anthem* (*Player Core* 370), *uplifting overture* (*Player Core* 372); **Constant** (5th) *truespeech*

Rituals DC 29; **6th** *angelic messenger* (*Monster Core* 364)

Admonishing Hymn ◆◆ (divine, holy, sonic) The angelic choir raises their voices in song, singing a note that vibrates the very fabric of being. This takes the form of a 15-foot burst within 90 feet that deals 6d6 sonic damage (DC 29 basic Fortitude save). A creature who critically fails the save is deafened for 1 minute. When the angelic chorus is reduced to 2 segments, this area decreases to a 10-foot burst.

Harmonized Spellcasting When the angelic chorus Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that deals sonic damage, that spell gains a status bonus to damage equal to its rank.

Righteous Clamor ◆ to ◆◆◆ (holy, magical) **Frequency** once per round; **Effect** With sonorous shouts, the angelic chorus lashes out with their fists in a coordinated melee attack against each enemy in a 5-foot emanation (DC 29 basic Reflex save). The damage depends on the number of actions.

- ❖ 1d8 bludgeoning damage plus 1d6 sonic damage
- ❖❖ 2d8+7 bludgeoning damage plus 2d6 sonic damage
- ❖❖❖ 3d8+10 bludgeoning damage plus 2d6 sonic damage

Animated Army

Animated statues usually appear in pairs or alone, hiding in plain sight among the other decor. Occasionally, a creator will fashion dozens of animated statues to serve as a nigh-unstoppable fighting force that doesn't complain or tire.

ANIMATED ARMY

CREATURE 8

GARGANTUAN CONSTRUCT MINDLESS TROOP

Perception +13; darkvision

Skills Athletics +18

Str +6, **Dex** +0, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 27 (23 when broken); **construct armor**; **Fort** +16, **Ref** +14, **Will** +13

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** area damage 8, splash damage 8

Construct Armor Like normal objects, the animated statues of the animated army have Hardness. This Hardness reduces any damage the animated army takes by an amount equal to the Hardness. Once an animated army is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 23.

Troop Defenses (page 216)

Speed 20 feet; troop movement (page 217)

Battering Fists ❖ to ❖❖❖ (magical) **Frequency** once per round;

Effect The animated army makes a melee attack against each enemy in a 5-foot emanation (DC 23 basic Reflex save). The damage dealt depends on the number of actions.

- ❖ 1d8+2 bludgeoning damage
- ❖❖ 2d8+8 bludgeoning damage
- ❖❖❖ 3d8+10 bludgeoning damage

Apprentice Magician Clique

Students at academies that teach magic sometimes form fast friendships. When not studying or blowing off steam together, these cliques might be called to defend their place of learning from outside attack.

APPRENTICE MAGICIAN CLIQUE

CREATURE 5

GARGANTUAN HUMAN HUMANOID TROOP

Perception +12

Languages Common, Draconic

Skills Acrobatics +12, Arcana +13, Diplomacy +10, Deception +10, Thievery +12

Str +0, **Dex** +4, **Con** +1, **Int** +5, **Wis** +1, **Cha** +2

AC 21; **Fort** +9, **Ref** +12, **Will** +15

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 4, splash damage 4

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Arcane Prepared Spells DC 22, attack +15; **3rd** fireball, wall of wind; **2nd** blazing bolt, entangling flora, laughing fit; **1st** dizzying colors, hydraulic push, sleep; **Cantrips (3rd)** electric arc, ignition, light, prestidigitation, telekinetic projectile

Barrage of Force ❖❖ (arcane, force) The apprentice magicians launch shards of pure magic at all creatures in a 10-foot burst within 120 feet. This barrage deals 5d4 force damage (DC 19 basic Reflex save). When the clique is reduced to 2 segments, this area decreases to a 5-foot burst.

Clique Spellcasting When the apprentice magician clique casts a spell, its members pool their arcane power into the spell. A creature who critically fails their save against the spell or whom the clique hits with a critical spell attack is also stupefied 1 for 1 minute.

Sparkling Wands ❖ to ❖❖❖ (arcane, electricity) **Frequency** once per round; **Effect** The apprentice magicians wave wands that shoot out minor bolts of electricity at short range. Each enemy in a 5-foot emanation must attempt a DC 19 basic Reflex save. The damage dealt depends on the number of actions.

- ❖ 1d8 electricity damage
- ❖❖ 2d8+3 electricity damage
- ❖❖❖ 2d8+7 electricity damage

Arboreal Copse

Though arboreal wardens typically remain within the boundaries of the forests they protect, they occasionally gather into copses to seek information about potential threats to report back to arboreal regents. Arboreals are typically slow to act, but copses must sometimes make quick judgment calls when faced with imminent dangers.

ARBOREAL COPSE

CREATURE 9

UNCOMMON GARGANTUAN PLANT TROOP WOOD

Perception +18; low-light vision

Languages Arboreal, Common, Fey

Skills Athletics +20, Stealth +16 (+20 in forests)

Str +5, **Dex** +1, **Con** +5, **Int** +2, **Wis** +5, **Cha** +1

AC 27 (29 with shield raised); **Fort** +20, **Ref** +16, **Will** +18

HP 150 (4 segments); **Thresholds** 100 (3 segments), 50 (2 segments); **Weaknesses** area damage 10, axes 8, fire 12, splash damage 10; **Resistances** bludgeoning 8, piercing 8

Reactive Attack ➤ **Trigger** An enemy within 5 feet of the arboreal copse uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The arboreals swing their stone swords. The triggering enemy takes 2d8+9 bludgeoning damage (DC 25 basic Reflex save). If the creature critically fails their saving throw and the trigger was a manipulate action, the troop disrupts that action.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Raise Shields ❖ The arboreal wardens of the copse raise their shields in tandem, gaining a +2 circumstance bonus to AC and Reflex saves.

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Shoving Shield Wall ♦♦ The arboreal copse Strides. All enemies whose square the copse begins in or passes through during their movement take 5d6 bludgeoning damage (DC 25 basic Fortitude). On a failed saving throw, the arboreal copse carries the creature along on their shields, moving them in the same distance and direction for the rest of their Stride.

Sword Bash ♦ to ♦♦♦ The arboreal copse uses their blunt stone longswords to pummel its foes. Each enemy in a 10-foot emanation must attempt a DC 25 basic Reflex save. The damage depends on the number of actions.

- ♦ 1d8+1 bludgeoning damage
- ♦♦ 2d8+9 bludgeoning damage
- ♦♦♦ 3d8+10 bludgeoning damage

Archer Regiment

Archer regiments are capable of filling the sky with arrows at great distances, making them vital to any war leader who wishes to weaken the enemy before they get close to allied units or encampments.

ARCHER REGIMENT

CREATURE 12

GARGANTUAN HUMAN HUMANOID TROOP

Perception +22

Languages Common

Skills Acrobatics +25, Stealth +22, Survival +22

Str +4, **Dex** +7, **Con** +3, **Int** +1, **Wis** +5, **Cha** +1

AC 32; **Fort** +19, **Ref** +25, **Will** +22

HP 210 (4 segments); **Thresholds** 140 (3 segments), 70 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Dagger Defense ♦ to ♦♦♦ The archer regiment draws daggers to attack close-range enemies. Each enemy in a 5-foot emanation must attempt a DC 29 basic Reflex save. The damage depends on the number of actions. The archer regiment gains a +1 circumstance bonus to AC until the beginning of their next turn.

- ♦ 2d4+2 piercing damage
- ♦♦ 4d4+12 piercing damage
- ♦♦♦ 4d4+15 piercing damage

Drilled in Formations ♦ **Frequency** once per round; **Effect** The archer regiment uses Change Formation (NPC Core 95). An archer regiment unit typically knows the loose and marching column formations.

Rain of Arrows ♦♦ The archer regiment fires their longbows in a coordinated volley. This volley is either a 15-foot burst within 200 feet that deals 4d8 piercing damage or a 10-foot burst within 100 feet that deals 6d8 piercing damage. Either effect has a DC 29 basic Reflex save. When the archer regiment is reduced to 2 segments, both areas are reduced by 5 feet.

Archon Bastion

Rekheps, also known as shield archons, stand against any fiendish onslaughts on Heaven, but occasionally

travel to the mortal Universe to protect the weak. Large formations of rekheps are a sight to behold as they lock their shield forms in place to face the wicked.

ARCHON BASTION

CREATURE 16

UNCOMMON GARGANTUAN ARCHON CELESTIAL HOLY TROOP

Perception +30; darkvision

Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*

Skills Athletics +32, Diplomacy +28, Intimidation +28, Religion +28, Survival +26

Str +6, **Dex** +2, **Con** +9, **Int** +3, **Wis** +5, **Cha** +5

AC 37, all-around vision; **Fort** +30, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

HP 300 (4 segments); **Thresholds** 200 (3 segments), 100 (2 segments); **Immunities** fear; **Weaknesses** area damage 15, splash damage 15, unholy 15

Archon's Aegis ⤵ **Trigger** An enemy damages an ally of the archon bastion and both are within 15 feet of the archon bastion; **Effect** The ally gains resistance 20 to all damage against the triggering damage and the enemy takes 1d8+4 piercing damage (DC 34 basic Reflex save).

Troop Defenses (page 216)

Speed 30 feet, fly 60 feet; troop movement (page 217)

Divine Innate Spells DC 34; **4th** *translocate* (at will); **2nd** *share life* (at will); **Cantrips** (8th) *divine lance*, *message*; **Constant** (5th) *truespeech*

Fearless Switch ♦♦ (teleportation) The archon bastion Strides so that at least one of its segments occupies the same space of a Large or smaller willing ally. That willing ally is then teleported to any open space it can fit into that is adjacent to any of the archon bastion's segments, using teleportation magic innate to the troop's individual shield archons. The archon bastion can move up to three allies in this fashion.

Living Shields ♦ The archon bastion grants each ally within a 5-foot emanation a +2 circumstance bonus to AC until that ally is no longer within the area or until the start of the archon bastion's next turn, whichever comes first. If the archon bastion uses Archon's Aegis against an attack against one of the shielded allies, the archon bastion gains the resistance and takes the damage rather than the ally.

Smiting Lances ♦ to ♦♦♦ (divine, holy) **Frequency** once per round; **Effect** The archon bastion engages in a uniform melee attack against each enemy in 10-foot emanation (DC 34 basic Reflex save). The damage depends on the number of actions. An unholy creature that fails its save against this effect takes an additional 2d6 spirit damage (or 1d6 spirit damage for the one-action version).

- ♦ 1d8+4 piercing damage
- ♦♦ 3d8+14 piercing damage
- ♦♦♦ 4d8+19 piercing damage

Boggard Dreadknot

The boggard cavalry wields clubs as they ride giant frogs into battle, often ranging out of their swamp homelands to strike fear into the hearts of their enemies.

BOGGARD DREADKNOT

CREATURE 10

GARGANTUAN AMPHIBIOUS ANIMAL BOGGARD HUMANOID TROOP

Perception +19; low-light vision**Languages** Boggard, Common**Skills** Acrobatics +19, Athletics +22 (+25 to High Jump or Long Jump)**Str** +5, **Dex** +4, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1**AC** 29; **Fort** +21, **Ref** +19, **Will** +16**HP** 180 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 10, splash damage 10**Troop Defenses** (page 216)**Speed** 25 feet, swim 25 feet; troop movement (page 217)**Batrachian Blitz** ♦ to ♦♦♦ **Frequency** once per round; **Effect**

The boggard dreadknot pummels each enemy in a 5-foot emanation with their clubs, with a DC 26 basic Reflex save. The damage dealt depends on the number of actions.

♦ 2d6 bludgeoning damage

♦♦ 3d6+10 bludgeoning damage

♦♦♦ 4d6+13 bludgeoning damage

Chorus of Croaks ♦ (auditory, emotion, fear, mental) The boggard dreadknot unleashes a chorus of terrifying croaks. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 26 Will save; those who critically succeed are temporarily immune for 1 minute.

Javelin Barrage ♦♦ The dreadknot draws javelins and launches a coordinated barrage. This barrage is a 10-foot burst within 30 feet that deals 4d6 piercing damage (DC 26 basic Reflex save). When the dreadknot is reduced to 2 segments, this area decreases to a 5-foot burst.

Mounted Troop Effects that target only animals or only humanoids may not work on the boggard dreadknot, subject to the GM's discretion.

Swamp Passage A boggard dreadknot ignores difficult terrain caused by swamp terrain features.

Tongue Lashing ♦♦ The dreadknot's giant frogs lash out at each enemy in a 15-foot emanation with their tongues, requiring them to succeed at a DC 26 Reflex save or become grabbed. A creature grabbed in this way isn't immobilized, but it can't move more than 15 feet from the dreadknot. A creature can sever one of the tongues with a Strike against AC 25 that deals at least 15 slashing damage. This doesn't deal damage to the dreadknot.

Boggard Scouting Party

Boggard scouting parties run ahead of other boggard troops to get the lay of the land. They sometimes engage if they think they can quickly vanquish an enemy force.

BOGGARD SCOUTING PARTY

CREATURE 6

GARGANTUAN AMPHIBIOUS BOGGARD HUMANOID TROOP

Perception +19; darkvision**Languages** Boggard, Common**Skills** Acrobatics +13, Athletics +15, Stealth +13 (+15 in water)**Str** +5, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0**AC** 23; **Fort** +17, **Ref** +14, **Will** +11**HP** 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5**Troop Defenses** (page 216)**Speed** 20 feet, swim 25 feet; troop movement (page 217)

Chorus of Croaks ♦ (auditory, emotion, fear, mental) The boggard scouting party unleashes a chorus of terrifying croaks. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 21 Will save; those who critically succeed are temporarily immune for 1 minute.

Coordinated Tongue Pull ♦ **Frequency** once per round; **Effect** Several boggards use their tongues to grapple an enemy within 10 feet to pull them closer. The target must attempt a DC 21 Reflex save. On a failure, they are grabbed and pulled 5 feet closer to the scouting party. A creature grabbed in this way isn't immobilized, but it can't move more than 10 feet from the scouting party. A creature can sever one of the tongues with a Strike against AC 21 that deals at least 5 slashing damage. This doesn't damage the scouting party.

Morningstar Massacre ♦ to ♦♦♦ **Frequency** once per round; **Effect** The boggards execute coordinated melee attacks against each enemy in a 5-foot emanation, with a DC 21 basic Reflex save. The damage dealt depends on the number of actions.

♦ 1d6 bludgeoning or piercing damage

♦♦ 2d6+7 bludgeoning or piercing damage

♦♦♦ 2d6+11 bludgeoning or piercing damage

Sling Barrage ♦♦ The dreadknot draws and loads slings to launch a coordinated barrage. This barrage is a 10-foot burst within 50 feet that deals 3d6 bludgeoning damage (DC 21 basic Reflex save). When the scouting party is reduced to 2 segments, this area decreases to a 5-foot burst.

Swamp Passage A boggard scouting party ignores difficult terrain caused by swamp terrain features.

Charau-ka Shrieker Crew

Charau-ka are small humanoid apes who live in tropical jungles, especially within the Mwangi Expanse. Shrieker crews patrol the canopies close to charau-ka settlements, keeping predators at bay. Sometimes, a group of charau-ka will devote themselves to the demon lord Angazhan and become a bloodthirsty hunting party.

CHARAU-KA SHRIEKER CREW

CREATURE 8

GARGANTUAN CHARAU-KA HUMANOID TROOP

Perception +16; darkvision, scent (imprecise) 30 feet**Languages** Draconic, Mwangi**Skills** Athletics +18, Intimidation +16, Stealth +14**Str** +4, **Dex** +6, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**AC** 26; **Fort** +15, **Ref** +19, **Will** +15**HP** 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 8, splash damage 8**Troop Defenses** (page 216)**Speed** 25 feet, climb 25 feet; troop movement (page 217)

Frenzied Hatchets ♦ to ♦♦♦ **Frequency** once per round; **Effect** The charau-ka engage in a coordinated melee attack against each enemy in a 5-foot emanation (DC 23 basic Reflex save). The damage depends on the number of actions.

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- ◆ 1d6+2 slashing damage
- ◆◆ 2d6+10 slashing damage
- ◆◆◆ 3d6+13 slashing damage

Shrieking Charge ◆◆ (auditory) With raucous shrieks, the shrieker crew charges forward. The troop Strides twice. If they move at least 10 feet, the crew deals 3d6+13 slashing damage (DC 23 basic Reflex save) to each enemy in a 5-foot emanation at the end of the crew's movement. Each target who fails this save is also deafened for 1 round.

Storm of Daggers ◆◆ The charau-ka hurl daggers as a ranged attack in the form of a barrage. This barrage is a 10-foot burst within 30 feet that deals 5d4 piercing damage (DC 23 basic Reflex save). The range increases by 15 feet if the charau-ka are above their targets. When the shrieker crew is reduced to 2 segments, this area decreases to a 5-foot burst.

Clockwork Infantry

With each unit being 500 pounds of metal and magic, a clockwork infantry is a force to be reckoned with on the battlefield. Needing no food, shelter, or rest and feeling no pain, clockwork infantry can advance where living units have great trouble. With no morale that can be broken or minds that can be beguiled, they patrol without stopping and show no mercy. The only drawback is the need to wind them more often than simpler clockwork mechanics.

CLOCKWORK INFANTRY

CREATURE 11

UNCOMMON GARGANTUAN CLOCKWORK CONSTRUCT MINDLESS TROOP

Perception +21; darkvision

Skills Athletics +23

Str +7, **Dex** +3, **Con** +5, **Int** -5, **Wis** +5, **Cha** -5

Wind-Up 24 hours, DC 27, standby

AC 30; **Fort** +24, **Ref** +21, **Will** +18

HP 195 (4 segments); **Thresholds** 130 (3 segments), 65 (2 segments); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poisoned, sickened, unconscious, vitality, void; **Weaknesses** area damage 10, electricity 10, splash damage 10, orichalcum 10; **Resistances** physical 8 (except adamantine or orichalcum)

Reactive Sweep ⇨ **Trigger** An enemy within a 10-foot emanation uses a manipulate action or a move action, makes a ranged attack, or leaves a square in the area during a move action it's using; **Effect** The clockwork infantry lashes out with their halberds. The triggering enemy takes 2d10+10 damage (DC 27 basic Reflex save). If the enemy critically fails this saving throw and the trigger was a manipulate action, the damage disrupts that action.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Halberd Sweep ◆ to ◆◆◆ **Frequency** once per round; **Effect** The clockwork infantry engages in a coordinated melee attack against each enemy in a 10-foot emanation, with a DC 27 basic Reflex save. The damage depends on the number of actions.

- ◆ 1d10+2 piercing or slashing damage
- ◆◆ 2d10+10 piercing or slashing damage
- ◆◆◆ 3d10+12 piercing or slashing damage

Raise Defenses ◆ **Frequency** once per round; **Effect** The clockwork soldiers of the infantry extend external plates on mechanical actuators to defend the troop or an adjacent creature. The creature gains a +2 circumstance bonus to AC until the start of the infantry's next turn, or until it is no longer adjacent to the infantry, whichever comes first.

Clockwork Runner Pack

Clockwork runners are units build for speed. Mimicking large cats, they sacrifice sturdiness for agility. Runners provide excellent battlefield control by speedily traversing diverse terrain types, able to cut off enemy units and provide covering fire for allies with their built-in crossbows. As clockworks, they do need to be rewound, making them less ideal for longer deployments.

CLOCKWORK RUNNER PACK

CREATURE 5

UNCOMMON GARGANTUAN CLOCKWORK CONSTRUCT MINDLESS TROOP

Perception +12; darkvision

Skills Athletics +12 (+16 to Climb), Stealth +13

Str +2, **Dex** +6, **Con** +0, **Int** -5, **Wis** +5, **Cha** -5

Wind-Up 48 hours, DC 19, standby

AC 21; **Fort** +9, **Ref** +15, **Will** +9

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** area damage 5, electricity 5, splash damage 5, orichalcum 5

Troop Defenses (page 216)

Speed 30 feet, climb 20 feet; troop movement (page 217)

Fire Crossbows ◆◆ The clockwork runners reload the crossbows built onto their backs, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8 piercing damage (DC 19 basic Reflex save). When the clockwork runners are reduced to 2 segments, this area decreases to a 5-foot burst.

Scratch and Bite ◆ to ◆◆◆ **Frequency** once per round; **Effect** The clockwork runners engage in a pack attack against each enemy in a 5-foot emanation, with a DC 19 basic Reflex save. The damage depends on the number of actions.

- ◆ 1d8 piercing or slashing damage
- ◆◆ 2d8+3 piercing or slashing damage
- ◆◆◆ 2d8+7 piercing or slashing damage

War Pounce ◆ **Frequency** once per round; **Effect** The clockwork runner pack Strides, ignoring difficult terrain (but not greater difficult terrain). At the end of this movement, each enemy in a 5-foot emanation takes 1d8 piercing or slashing damage (DC 19 basic Reflex save).

Deinonychus Pack

Deinonychuses are widely known and feared both for the razor-sharp claws with which they savagely

disembowel their prey and for their unmatched mastery of pack tactics, which enables determined deinonychus packs to consistently bring down prey much larger than themselves. Some iruxi and xulgath communities train these dinosaurs to act as battlefield skirmishers, weakening their enemies with hit-and-run tactics before closing in for the kill.

DEINONYCHUS PACK

CREATURE 7

GARGANTUAN ANIMAL DINOSAUR TROOP

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +15, Athletics +17 (+20 to High Jump or Long Jump), Stealth +15

Str +4, **Dex** +4, **Con** +6, **Int** -4, **Wis** +2, **Cha** +3

AC 24; **Fort** +18, **Ref** +15, **Will** +12

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 6, splash damage 6

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Jaws and Claws ♦ to ♦♦♦ **Frequency** once per round; **Effect**

The pack makes a melee attack against each enemy in a 5-foot emanation (DC 22 basic Reflex save). The damage depends on the number of actions.

♦ 1d6 slashing or piercing damage plus 1d4 persistent bleed damage

♦♦ 2d6+4 slashing or piercing damage plus 2d4 persistent bleed damage

♦♦♦ 3d6+6 slashing or piercing damage plus 2d4 persistent bleed damage

Predator's Advantage Bleeding creatures take a -2 circumstance penalty to Reflex saves against a deinonychus pack's Jaws and Claws.

Surround Prey ♦♦ **Requirements** The deinonychus pack has at least 3 segments; **Effect** The pack Strides, positioning its segments so that at least two of them are adjacent to the same creature, and lashes out with its talons. That creature must succeed at a DC 22 Reflex save or take 2d4 persistent bleed damage.

Dezullon Thicket

It is thankfully uncommon to encounter more than one dezullon within a few square miles, largely because few ecosystems contain enough prey to sustain more than one of the ravenous flesh-eating plants for long. When a well-fed dezullon finds a suitably abundant location, however, it occasionally takes root, blooms, and shortly thereafter expels dozens of fist-sized seed pods. Should enough of the resulting saplings survive to full size, they temporarily merge into a tangled mass of grasping tendrils and sweep across the area,

voraciously scouring their environment clean of any remaining game before dispersing to seek their own hunting grounds.

DEZULLON THICKET

CREATURE 15

GARGANTUAN PLANT TROOP

Perception +25; low-light vision

Skills Acrobatics +29, Athletics +27, Stealth +29 (+33 in forests or swamps)

Str +6, **Dex** +8, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 36; **Fort** +24, **Ref** +28, **Will** +23

HP 270 (4 segments), regeneration 30 (deactivated by fire);

Thresholds 180 (3 segments), 90 (2 segments); **Weaknesses** area damage 15, splash damage 15; **Resistances** acid 20

Regrowth When the dezullon thicket's regeneration raises its Hit Points above a listed threshold after losing a segment for dropping below it, the thicket immediately regains that lost segment.

Stench (aura, olfactory) 30 feet, DC 33

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Acid Rain The dezullon thicket discharges a cascade of acidic digestive juices as a ranged attack, dealing 6d6 acid damage in a 10-foot burst within 30 feet (DC 33 basic Reflex save) and exposing any creature struck to amnesia venom. When the thicket is reduced to 2 segments, this area decreases to a 5-foot burst.

Amnesia Venom (mental, poison) **Saving Throw** DC 33 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** confused, off-guard, and clumsy 3 (1 round); **Stage 4** as Stage 3 and permanently forget the last hour (1 round)

Constrict ♦ 1d10+6 bludgeoning, DC 36 (page 216)

Mass Improved Grab ♦ **Trigger** A creature fails or critically fails their Reflex save against the dezullon thicket's Thrashing Vines; **Effect** The dezullon thicket attempts



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an Athletics check to Grapple the triggering creature. A dezullon thicket can Grapple as many creatures as it has remaining segments, though it needs to spend an action to extend the duration on subsequent rounds. These attempts neither apply nor count toward the creature's multiple attack penalty.

Root ♦ (concentrate) Until the next time it acts, the dezullon thicket appears to be a field of normal pitcher plants. It has an automatic result of 49 (53 in forests or swamps) on Deception checks and DCs to pass as a grove of non-creature plants.

Thrashing Vines ♦ to ♦♦♦ **Frequency** once per round; **Effect** The thicket makes a melee attack against each enemy within a 5-foot emanation (DC 33 basic Reflex save). The damage depends on the number of actions.

♦ 1d8+3 bludgeoning plus 1d6 acid

♦♦ 2d8+11 bludgeoning plus 2d6 acid and Mass Improved Grab

♦♦♦ 3d8+12 bludgeoning plus 3d6 acid and Mass Improved Grab

Drake Flight

Though drakes from different biomes rarely interact with one another due to geographical distance, a powerful creature, ancient artifact, or natural catastrophe could bring together multiple types of drakes into a single terrifying, living catastrophe. Such a flight can be a terror to behold on the battlefield.

DRAKE FLIGHT

CREATURE 13

UNCOMMON GARGANTUAN DRAGON TROOP

Perception +23; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +27, Athletics +30, Intimidation +24, Survival +24

Str +8, **Dex** +5, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 240 (4 segments), **Thresholds** 160 (3 segments), 80 (2 segments); **Immunities** paralyzed, sleep; **Weaknesses** area damage 10, splash damage 10; **Resistances** acid 5, cold 5, fire 5, poison 5

Tail Lashes ↻ **Trigger** A creature within 10 feet of the drake flight uses an action to Strike or attempt a skill check; **Effect** The drakes lash out with their tails, dealing 3d8+10 bludgeoning damage (DC 30 basic Reflex save). If the triggering creature fails the save, they also take a -2 circumstance penalty to the triggering roll.

Troop Defenses (page 216)

Speed 20 feet, fly 50 feet; troop movement (page 217)

Draconic Onslaught ♦ to ♦♦♦ The drakes frenzy, lashing out with fangs and tails. Each enemy in a 10-foot emanation attempts a DC 30 basic Reflex save. The damage depends on the number of actions.

♦ 2d8 piercing or bludgeoning damage

♦♦ 3d8+10 piercing or bludgeoning damage

♦♦♦ 4d8+14 piercing or bludgeoning damage

Drake Breath ♦♦ (primal) Certain drakes within the flight bring their breath weapon (or similar ability) to bear, exhaling energy that explodes in a 15-foot burst within 120 feet. This explosion deals 5d6 acid, cold, fire, or poison damage; the ability gains the corresponding trait. The drake flight can't choose the same damage type until it uses this ability with a different damage type. When the drakes are reduced to 2 segments, this area decreases to a 10-foot burst.

Speed Surge ♦ **Frequency** three times per day; **Effect** The drake flight Strides or Flies twice.

Dromaar Company

Numerous dromaar mercenary companies operate in and around Belkzen, providing their strength at arms to any hold that requests their services. These disciplined warriors march confidently into battle, bringing their axes to bear against all who stand in their way.

DROMAAR COMPANY

CREATURE 6

GARGANTUAN DROMAAR HUMAN HUMANOID ORC TROOP

Perception +14; darkvision

Languages Common, Orcish

Skills Acrobatics +13, Athletics +15, Intimidation +11, Survival +11

Str +5, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

AC 23; **Fort** +14, **Ref** +17, **Will** +11

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Ferocious Fall ↻ **Trigger** The dromaar company is about to lose a segment due to passing a Hit Point threshold; **Effect** The dying dromaar mercenaries lash out as they fall. Each enemy in a 5-foot emanation takes 1d8 slashing damage (DC 21 basic Reflex save); this occurs before the troop loses a segment.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Bola Hurl ♦♦ The dromaars draw bolas and toss them in a 15-foot cone. Each creature in this area takes 3d6 nonlethal bludgeoning damage (DC 21 basic Reflex save). A creature who fails this saving throw is also knocked prone.

Charge the Fallen ♦♦ The dromaar company Strides up to twice, sweeping with their axes. They deal 2d8+5 slashing damage (DC 21 basic Reflex save) to each enemy in a 5-foot emanation at the end of their movement. This damage increases by 5 if the target is prone.

Disciplined Strikes ♦ to ♦♦♦ **Frequency** once per round; **Effect** The dromaars coordinate melee attacks with their axes against all enemies in a 5-foot emanation (DC 21 basic Reflex save). The damage depends on the number of actions.

♦ 1d8 slashing damage

♦♦ 2d8+5 slashing damage

♦♦♦ 2d8+10 slashing damage

Druid Circle

In their role as protectors of the wild and unspoiled areas of the world, powerful druids might gather together to stand against a particularly heinous threat.

DRUID CIRCLE

CREATURE 12

GARGANTUAN HUMAN HUMANOID TROOP

Perception +22

Languages Common, Wildsong

Skills Diplomacy +20, Medicine +25, Nature +25, Survival +25

Str +1, **Dex** +4, **Con** +1, **Int** +2, **Wis** +7, **Cha** +4

AC 32; **Fort** +19, **Ref** +22, **Will** +25

HP 210 (4 segments); **Thresholds** 140 (3 segments), 70 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Primal Prepared Spells DC 32, attack +26; **6th** chain lightning, howling blizzard, tangling creepers; **5th** control water, howling blizzard, toxic cloud; **4th** hydraulic torrent, lightning bolt, speak with plants; **Cantrips (6th)** caustic blast, frostbite, know the way, stabilize, tangle vine

Call Down the Storm ♦♦♦ (air, primal, electricity) The druids summon wind and lightning against all creatures in a 10-foot burst within 80 feet. This storm deals 3d10 electricity damage (DC 29 basic Reflex save). A creature who fails the save is also pushed 5 feet away from the druid circle. When the druid circle is reduced to 2 segments, this area decreases to a 5-foot burst.

Sickle and Staff ♦♦♦ to ♦♦♦♦ **Frequency** once per round; **Effect** The druids strike out in a coordinated melee attack against all enemies in a 5-foot emanation with a DC 29 basic Reflex save. The damage dealt depends on the number of actions.

♦♦♦ 2d6 bludgeoning or slashing damage

♦♦♦♦ 4d6+9 bludgeoning or slashing damage

♦♦♦♦♦ 5d6+13 bludgeoning or slashing damage

Troop Spellcasting When the druid circle Casts a Spell, its constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Dwarf Longshot Squad

While many dwarves train to master hammers and shields, others seek to become masters of ranged weapons, usually sturdy and dwarven-built crossbows. Dwarven armies employ longshot squads as the first line of defense, especially outside of cramped tunnels and subterranean caverns.

DWARF LONGSHOT SQUAD

CREATURE 10

GARGANTUAN DWARF HUMANOID TROOP

Perception +22; darkvision

LONGSHOTS WITH GUNS

Dwarves from Dongun Hold and similar places have access to firearms, and you might choose to reflect this by giving the dwarf longshot squad rifles. Adjust the stat block to have the uncommon trait and replace mentions of "crossbows" to "rifles" and "bolts" to "bullets." In addition, give the Bolts from the Blue action the concussive trait, meaning that it deals bludgeoning or piercing damage, whichever would be more detrimental to each target (you may also want to refer to it as "Bullets from the Blue"). Finally, replace Hampering Fusillade with the following ability.

Bullet Smog ♦♦♦ The dwarven longshots fire their rifles in rapid succession to create a cloud of smoke within 120 feet. This cloud is a 20-foot burst and lasts for 1 minute or until it is dispersed by a strong wind, whichever comes first. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it.

Languages Common, Dwarven

Skills Athletics +19, Crafting +22

Str +1, **Dex** +7, **Con** +5, **Int** +3, **Wis** +1, **Cha** +0

AC 29; **Fort** +19, **Ref** +22, **Will** +16

HP 180 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 12, splash damage 12

Troop Defenses (page 216)

Speed 20 feet; troop movement (page 217)

Brandish Bayonets! ♦♦♦ to ♦♦♦♦ **Frequency** once per round; **Effect** Using blades attached to their crossbows, the dwarven longshots engages in a coordinated melee attack against enemies in a 5-foot emanation, with a DC 26 basic Reflex save. The damage depends on the number of actions.

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DWARF LONGSHOT SQUAD

- ◆ 1d8+2 piercing damage
- ◆◆ 2d8+11 piercing damage
- ◆◆◆ 3d8+13 piercing damage

Hampering Fusillade ◆◆ The dwarven longshots fire dozens of bolts in quick succession to slow down advancing enemies. Each creature in a 30-foot burst within 120 feet must attempt a DC 26 Fortitude saving throw. On a failure, a creature takes a -10-foot circumstance penalty to its Speed for 1 minute. Spending an Interact action to remove the bolts ends this penalty.

Bolts from the Blue ◆◆ The dwarven longshots reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 15-foot burst within 120 feet that deals 6d6 piercing damage with a DC 26 basic Reflex saving throw. When the dwarven longshot squad is reduced to 2 segments, this area decreases to a 10-foot burst.

First-Class Infantry

Soldiers who participate in multiple campaigns of war gain the experience necessary to become their military's finest fighting forces. First-class infantry troops are deployed on battlefields where winning the day is of the utmost importance.

FIRST-CLASS INFANTRY

CREATURE 13

GARGANTUAN HUMAN HUMANOID TROOP

Perception +23

Languages Common

Skills Athletics +27, Warfare Lore +24

Str +8, **Dex** +4, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 240 (4 segments); **Thresholds** 160 (3 segments), 80 (2 segments); **Weaknesses** area damage 12, splash damage 12

No Retreat These soldiers have been extensively trained to hold their ground no matter the situation. If any effect would force the first-class infantry to move, reduce the

distance by 10 feet. Any time they would be affected by the fleeing condition, the first-class infantry is instead slowed 2 for the same duration.

Troop Defenses (page 216)

Speed 20 feet; troop movement (page 217)

Bolt Salvo ◆◆◆ The first-class infantry draws, loads, and shoots a salvo from their crossbows. The salvo is a 10-foot burst within 120 feet that deals 4d8 piercing damage (DC 30 basic Reflex save). When the first-class infantry is reduced to 2 segments, this area decreases to a 5-foot burst.

Clash of Steel ◆ to ◆◆◆ **Frequency** once per round; **Effect** The first-class infantry attacks each enemy in a 5-foot emanation, with a DC 29 basic Reflex save. The damage depends on the number of actions.

◆ 2d6+1 slashing damage

◆◆ 4d6+10 slashing damage

◆◆◆ 4d6+18 slashing damage

Drilled in Formations ◆ **Frequency** once per round; **Effect** The first-class infantry uses Change Formation (NPC Core 95). A first-class infantry unit typically knows the marching column and wedge formations.

First-class Charge ◆◆ The first-class infantry rushes forward with a hunger for battle. They Stride up to twice their Speed. At the end of their movement, each enemy within a 5-foot emanation takes 2d6+5 slashing damage, with a DC 30 basic Reflex save.

Fleshwarp Amalgam

While fleshwarpers would like every creation to be perfect, they produce countless rejects. Many of these are killed at creation. But some still have some use, turning imperfection into some kind of weapon. These rejects—mounds of flesh, carapaces, and too many limbs—can be whipped into a frenzy and set against enemy forces.

FLESHWARP AMALGAM

CREATURE 8

UNCOMMON GARGANTUAN ABERRATION MINDLESS TROOP

Perception +16; darkvision

Languages Common, Sakvroth (can't speak any language)

Skills Acrobatics +14, Athletics +18, Intimidation +16

Str +6, **Dex** +2, **Con** +5, **Int** -5, **Wis** +0, **Cha** +0

AC 26; **Fort** +19, **Ref** +14, **Will** +13

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments);

Immunities acid, mental;

Weaknesses area damage 10, splash damage 10

Brutal Retaliation ⤿ **Trigger**

The fleshwarp amalgam loses a segment due to passing a Hit Point threshold; **Effect** The fleshwarp amalgam lashes out in retaliation.

Each enemy in a 5-foot emanation

takes 2d10+6 bludgeoning or slashing damage (DC 23



FLESHWARP AMALGAM

basic Reflex). A creature who fails the save is also pushed 5 feet away from the amalgam.

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Acid Spray ♦♦ (acid) The fleshwarp amalgam sprays acid from their various orifices, combining the streams into a powerful spray. This acid spray is a 10-foot burst that deals 3d8 acid damage (DC 23 basic Reflex save) within 60 feet. A creature who critically fails their saving throw takes 1d8 persistent acid damage. When the troop is reduced to 2 segments, this area decreases to a 5-foot burst.

Frenzy of Tentacles and Claws ♦ to ♦♦♦ **Frequency** once per round; **Effect** The fleshwarps make wild melee attacks against each enemy in a 5-foot emanation (DC 23 basic Reflex save). The damage depends on the number of actions.

- ♦ 1d10 bludgeoning or slashing damage
- ♦♦ 2d10+6 bludgeoning or slashing damage
- ♦♦♦ 2d10+11 bludgeoning or slashing damage

Many-Limbed Stride While moving on land, the fleshwarp amalgam ignores the effects of non-magical difficult terrain.

Gargoyle Wing

Normally solitary beasts that lurk in abandoned temples and other structures that afford them a place to hide among appropriately monstrous statuary, gargoyles occasionally band together to hunt challenging prey or simply to take communal pleasure in slaughtering the defenseless. Called wings, these groupings are usually short-lived, though that matters little to those who fall victim to their predations in the meantime.

GARGOYLE WING

CREATURE 9

GARGANTUAN BEAST EARTH TROOP

Perception +18; darkvision

Languages Common, Petran

Skills Acrobatics +20, Athletics +18

Str +4, **Dex** +3, **Con** +4, **Int** -2, **Wis** +3, **Cha** -2

AC 28; **Fort** +20, **Ref** +17, **Will** +17

HP 150 (4 segments); **Thresholds** 100 (3 segments), 50 (2 segments); **Immunities** bleed; **Resistances** physical 10 (except adamantite); **Weaknesses** area damage 10, splash damage 10

Death From Above ↻ (attack) **Trigger** The gargoyle wing is Flying, and a creature moves into an adjacent square below it; **Effect** The gargoyle wing swoops down with their talons. The triggering creature takes 2d8+9 slashing damage (DC 28 basic Reflex save).

Troop Defenses (page 216)

Speed 25 feet, fly 40 feet; troop movement (page 217)

Catch and Release ♦♦ The gargoyle wing attempts an Athletics checks to Grapple, comparing the result to the Fortitude DC of a number of Large or smaller creatures in a 5-foot emanation equal to the gargoyle wing's remaining number of segments, then Flies up to 40 feet, bringing any successfully grabbed or restrained creatures along, and Releases them.

Raking Swoop ♦♦ to ♦♦♦ **Frequency** once per round; **Effect**

The gargoyle wing rips and tears with their stony talons at each enemy in a 5-foot emanation (DC 28 basic Reflex save). The damage dealt depends on the number of actions.

♦ 1d8+2 slashing damage

♦♦ 2d8+9 slashing damage

♦♦♦ 3d8+11 slashing damage

Giant Ant Army

Like their tiny counterparts, colonies of giant ants often form vast armies that launch regular campaigns into the lands surrounding their nests to forage for food and expand their territory. Though their primary targets are usually rival colonies, a giant ant army that happens upon a humanoid settlement will not hesitate to overrun and strip it of resources to bring back to their queen, taking a particular interest in the settlement's former inhabitants.

GIANT ANT ARMY

CREATURE 7

GARGANTUAN ANIMAL TROOP

Perception +15; darkvision, scent (imprecise) 30 feet

Skills Athletics +17, Survival +15

Str +6, **Dex** +2, **Con** +6, **Int** -4, **Wis** +2, **Cha** -4

AC 24; **Fort** +17, **Ref** +14, **Will** +12

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 7, splash damage 7

Troop Defenses (page 216)

Speed 40 feet, climb 20 feet; troop movement (page 217)

Giant Ant Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 2 (1 round); **Stage 3** 2d10 poison damage and enfeebled 3 (1 round)

Grasping Mandibles ♦ **Requirements** The giant ant army's last action was a Mandible Frenzy that at least one creature failed their save against or the giant ant army has at least one creature grabbed or restrained; **Effect** If used after Grasping Mandibles, the giant ant army can attempt an Athletics check to Grapple, comparing the result to the Fortitude DC of each creature who failed its saving throw, up to as many creatures as the giant ant army has remaining segments. The giant ant army can instead use Grasping Mandibles to choose one creature it's grabbing or restraining to automatically extend that condition to the end of the army's next turn.

Haul Away ♦ **Requirements** The giant ant army has at least one creature restrained; **Effect** The army Strides up to its Speed, carrying any restrained creatures with it. If the creature is Gargantuan, the giant ant army is encumbered.

Mandible Frenzy ♦ to ♦♦♦ **Frequency** once per round; **Effect** The army makes a savage bite attack against each enemy in a 5-foot emanation (DC 22 basic Reflex save). The damage dealt depends on the number of actions.

♦ 1d8 slashing damage plus Grasping Mandibles

♦♦ 2d8+6 slashing damage plus Grasping Mandibles

♦♦♦ 2d8+11 slashing damage

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Overwhelm ♦♦ The giant ant army swarms over a Large or larger creature that it has grabbed, pinning the creature in place and causing it to become restrained until the start of the giant ant army's next turn or until it Escapes. A creature that begins its turn restrained by the army is repeatedly stung by the clinging ants, automatically taking 2d6 piercing damage and suffering the effects of giant ant venom.

Gnome Cannon Corps

Inventive gnomes blend engineering and fey magic to create wondrous cannons, whose colorful blasts dazzle foes while creating areas of warped terrain. Only the cleverest generals understand how to use cannon corps to great advantage in unconventional warfare.

GNOME CANNON CORPS

CREATURE 7

GARGANTUAN GNOME HUMANOID TROOP

Perception +15; low-light vision

Languages Common, Fey, Gnomish

Skills Acrobatics +13, Arcana +17, Crafting +15

Str +0, **Dex** +4, **Con** +2, **Int** +6, **Wis** +2, **Cha** +1

AC 24; **Fort** +12, **Ref** +15, **Will** +18

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Arcane Explosion ♦♦♦ (arcane, force) Aiming the gnome cannons toward the enemy, loading them, and firing them requires the troop's full attention. The cannons fire a 15-foot burst of bright magic within 200 feet that deals 2d12+2 force damage (DC 22 basic Reflex save). A creature that fails their save is also dazzled for 1 round; this is a light and visual effect. The area of the explosion seems to twist and ripple for 1 minute afterward. A creature that attempts to move through the space must succeed at a DC 22 Will save or treat the area as difficult terrain; this is an illusion and visual effect.

Cannon Vent ♦ to ♦♦♦ **Frequency** once per round; **Effect** The gnome engineers vent the cannons' energy in a blast that hits all creatures in a 5-foot emanation (DC 22 basic Reflex save). The damage depends on the number of actions.

♦ 1d6+2 fire damage

♦♦ 2d6+8 fire damage

♦♦♦ 3d6+10 fire damage

Direct Hit ♦♦ The gnomes fire a more mundane round from one of their cannons at a single target within 60 feet, who takes 3d10+6 bludgeoning damage (DC 22 basic Reflex save). On a failed save, the creature is also pushed 5 feet away from the troop.

Goblin Rabble

Goblins lack the organization and discipline of their hobgoblin cousins but often more than make up for it with guile. Some goblin tribes like to terrorize trade routes under the cover of dusk. Focused on stripping

valuables and escaping rather than finishing a fight, these groups of goblins excel at speed and identifying things of value to strip from their bewildered prey, using hit-and-run tactics since they tend to be outmatched more often than not.

GOBLIN RABBLE

CREATURE 4

GARGANTUAN GOBLIN HUMANOID TROOP

Perception +11; darkvision

Languages Common, Goblin

Skills Acrobatics +12, Athletics +10, Stealth +12, Thievery +12

Str +1, **Dex** +5, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

AC 20; **Fort** +11, **Ref** +14, **Will** +8

HP 60 (4 segments); **Thresholds** 40 (3 segments), 20 (2 segments); **Weaknesses** area damage 4, splash damage 4

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Dogpile ♦ to ♦♦♦ The goblin rabble engage in as coordinated an attack as they can with their dogslicers, attacking each enemy in a 5-foot emanation (DC 18 basic Reflex save). The damage depends on the number of actions. A creature who critically fails their save is also knocked prone.

♦ 1d6 slashing damage

♦♦ 2d6+4 slashing damage

♦♦♦ 2d6+7 slashing damage

Hobble Pursuit ♦♦ The goblin rabble hamstring and hobble as many enemies as possible. Each enemy in a 5-foot emanation must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes a -5-foot circumstance penalty to their Speeds.

Failure The creature takes a -10-foot circumstance penalty to their Speeds and is slowed 1.

Critical Failure The creature takes a -15-foot circumstance penalty to their Speeds and is slowed 1.

Rush and Steal ♦♦ Quickly moving in with grasping hands, the goblin rabble take what they can. The goblin rabble Strides up to twice their Speed. During this movement, the goblins Interact to pick up an unattended object no larger than 2 Bulk or attempt to Steal an item from a creature they are adjacent to; the goblins can pick up or Steal as many objects as they have remaining segments in any combination.

Halfling Lucky Draw

Some halflings, especially those from Varisia, study the methods of Harrow fortune-telling and tap into occult forces that let them manipulate fate using the cards. Some mercenary companies and criminal organizations employ such halflings as bad-luck charms for their enemies.

HALFLING LUCKY DRAW

CREATURE 8

GARGANTUAN HALFLING HUMANOID TROOP

Perception +16

Languages Common, Halfling

Skills Deception +18, Diplomacy +16, Occultism +16, Performance +18, Stealth +16

Str +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +6

AC 26; **Fort** +13, **Ref** +16, **Will** +19

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Occult Spontaneous Spells DC 23, attack +20; **4th** *confusion*, *force barrage* (2 slots); **3rd** *force barrage*, *paralyze*, *slow* (3 slots); **Cantrips** (**4th**) *daze*, *figment*, *telekinetic projectile*

Bad Deal ◆◆ (auditory, linguistic, emotion, mental, misfortune, occult) The halflings mock and taunt their enemies with quick Harrow readings that predict doom. The troop chooses a number of creatures equal to the number of its remaining segments within 60 feet. Each target must attempt a DC 23 Will save. On a failure, the target must roll their next attack roll, saving throw, or skill check twice and use the worse result.

False Cuts ◆ to ◆◆◆ **Frequency** once per round; **Effect** The halflings feint with their cards and then lash out with their daggers in a coordinated melee attack against enemies in a 5-foot emanation, with a DC 23 basic Reflex save. The damage depends on the number of actions.

◆ 1d4 piercing or slashing damage and 1d4 precision damage

◆◆ 2d4+7 piercing or slashing damage and 2d4 precision damage

◆◆◆ 3d4+10 piercing or slashing damage and 2d4 precision damage

Troop Harrowing (mental, occult) When the halfling lucky draw Casts a Spell that targets a single creature, some of the constituent members can perform a focused Harrow reading on the target as part of Casting the Spell. The lucky draw attempts an Occultism skill check against the target's Will DC. On a success, the target takes a -1 status penalty to their saving throw or AC against the spell (-2 on a critical success). If the lucky draw critically fails this check, their reading portends bad news for the halflings and they become frightened 2.

Hell Hound Pack

Frequently deployed on the battlefield alongside vordine legions (page 193), hell hound packs distract and weaken enemy forces to provide their masters with a tactical advantage. While not intelligent enough to employ advanced maneuvers, well-trained hell hounds are adept at using their flaming breath to control the battlefield by separating enemy units from their allies or forcing them into less favorable positions, leaving them easy prey for other fiendish troops.

HELL HOUND PACK

CREATURE 8

GARGANTUAN BEAST FIEND FIRE UNHOLY TROOP

Perception +16; darkvision, scent (imprecise) 60 feet

Languages Diabolic (can't speak any language)

Skills Acrobatics +15, Athletics +16, Survival +16 (+20 to track)

Str +6, **Dex** +4, **Con** +3, **Int** -2, **Wis** +3, **Cha** -2

AC 26; **Fort** +16, **Ref** +17, **Will** +14

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Immunities** fire; **Weaknesses** area damage 8, cold 10, splash damage 8

Hellish Revenge ◆ **Trigger** The hell hound pack is critically hit by a Strike or spell attack; **Effect** The hell hound pack's Hellfire Breath recharges. They can immediately use it as part of this reaction.

Troop Defenses (page 216)

Speed 40 feet; troop movement (page 217)

Hellfire Breath ◆ (divine, fire, unholy) The hell hounds in the pack combine their efforts to bathe the battlefield in hellish flame, dealing 2d10 fire damage to all creatures in two 15-foot cones (DC 25 basic Reflex save) that can't overlap. The hell hound pack can't use Hellfire Breath again for 1d4 rounds. If the pack would take fire damage or be targeted by a fire effect, its Hellfire Breath recharges.

Infernal Mauling ◆ to ◆◆◆ (magical, unholy) **Frequency** once per round; **Effect** The pack tears into each enemy in a 5-foot emanation with their flaming jaws (DC 23 basic Reflex save). The damage dealt depends on the number of actions.

◆ 1d4 piercing damage plus 1d6 fire damage

◆◆ 1d8+7 piercing damage plus 2d6 fire damage

◆◆◆ 2d8+7 piercing damage plus 2d6 fire damage

Hobgoblin Veteran Regiment

There are few sights as intimidating as a regiment of well-armed hobgoblin soldiers advancing across a battlefield. Exceptionally capable of defending themselves and tenacious to a fault, such hobgoblins are used as a precision tool, exploiting the enemy's weakest point and tearing it wide open to collapse entire defensive lines.

HOBOGoblin VETERAN REGIMENT

CREATURE 9

GARGANTUAN HOBOGoblin HUMANOID TROOP

Perception +18; darkvision

Languages Common, Goblin

Skills Athletics +20, Intimidation +18

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

AC 27; **Fort** +19, **Ref** +15, **Will** +19

HP 150 (4 segments); **Thresholds** 100 (3 segments), 50 (2 segments); **Weaknesses** area damage 10, splash damage 10

Hobgoblin Phalanx ◆ Many of the hobgoblins raise their shields to protect their allies. The regiment gains a +2 circumstance bonus to AC until the start of their next turn.

Troop Defenses (page 216)

Watchful The hobgoblin regiment is trained to guard from all sides with shields at the ready. The hobgoblin regiment can't be made off-guard by flanking creatures of the troop's level or lower.

Speed 25 feet; troop movement (page 217)

Disciplined Strikes ◆ to ◆◆◆ **Frequency** once per round;

Effect The hobgoblins engage in a coordinated melee attack against each enemy in a 5-foot emanation, with a DC 25 basic Reflex save. The damage depends on the number of actions.

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- ◆ 1d8+2 slashing damage
- ◆◆ 2d8+9 slashing damage
- ◆◆◆ 3d8+11 slashing damage

Overrun ◆◆◆ The hobgoblin veteran regiment marches inexorably forward, crushing enemies in their path. The regiment Strides up to double its Speed and can move through the spaces of Large or smaller creatures, dealing 2d8+9 slashing damage (DC 25 basic Reflex save) to each creature whose space it enters. The regiment can attempt to Overrun the same creature only once in a single use of Overrun. When the regiment is reduced to 2 segments, the damage decreases to 1d8+2 slashing damage.

Shortbow Volley ◆◆ The hobgoblins draw their shortbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 60 feet that deals 4d6 piercing damage with a DC 25 basic Reflex save. When the regiment is reduced to 2 segments, this area decreases to a 5-foot burst.

Kobold Trap Squad

Kobold trap squads generally protect their warrens, but these groups sometimes range outside of their lairs at the behest of a powerful patron. Their goals are usually to scout a given location, but they can be tasked with procuring an item or resource for the good of the warren.

KOBOLD TRAP SQUAD

CREATURE 4

GARGANTUAN HUMANOID KOBOLD TROOP

Perception +11; darkvision

Languages Common, Sakvroth

Skills Acrobatics +12, Crafting +10, Survival +10

Str +1, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

AC 20; **Fort** +8, **Ref** +14, **Will** +11

HP 60 (4 segments); **Thresholds** 40 (3 segments), 20 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Group Scamper ◆ **Frequency** once per round; **Effect** The kobolds Stride up to their Speed plus 5 feet and gain a +2 circumstance bonus to AC against reactions triggered by this movement. If they end this movement with at least 1 segment adjacent to any enemy, the squad is off-guard until the beginning of its next turn.

Hasty Traps ◆◆ (manipulate) The kobolds hastily prepare a handful of rudimentary traps in their vicinity until the beginning of their next turn. The next creature who moves adjacent to the trap squad triggers a trap and must attempt a DC 18 Reflex save. On a failure, the creature takes 1d4 persistent bleed damage (2d4 persistent bleed damage on a critical failure). A creature taking persistent bleed damage from Hasty Traps takes a -5-foot enhancement penalty to its Speed. This occurs to as many creatures as the kobold trap squad has segments when it performed the action, but a single creature can trigger only one trap per turn.

Sling Barrage ◆◆ The kobolds draw their slings, then launch a ranged barrage of stones. This barrage is a 10-foot burst

within 50 feet that deals 3d4 bludgeoning damage with a DC 18 basic Reflex save. When the squad is reduced to 2 segments, this area decreases to a 5-foot burst.

Spear Jabs ◆ to ◆◆◆ **Frequency** once per round; **Effect** The kobold trap squad engages in a coordinated melee attack against all enemies in a 5-foot emanation, with a DC 18 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 piercing damage

◆◆ 2d6+4 piercing damage

◆◆◆ 2d6+7 piercing damage

Leukodaemon Plague

Daemons are shaped by, and devoted to, the destruction of life in all its forms. Leukodaemons serve the Apocalypse Rider of Pestilence, spreading disease across the Universe with their very touch. A small army of leukodaemons has the potential to wipe out a small country—or more—if left unchecked.

LEUKODAEMON PLAGUE

CREATURE 14

GARGANTUAN DAEMON FIEND TROOP UNHOLY

Perception +25; darkvision, plaguesense (imprecise) 60 feet

Languages Daemonic; telepathy 100 feet (page 216)

Skills Acrobatics +25, Intimidation +25, Medicine +28, Religion +28, Stealth +25, Survival +23

Str +7, **Dex** +5, **Con** +1, **Int** +3, **Wis** +5, **Cha** +3

Plaguesense A leukodaemon plague senses any creature with a disease, and knows the type and current stage of all diseases carried by any creature within range.

AC 35; **Fort** +22, **Ref** +25, **Will** +28

HP 255 (4 segments); **Thresholds** 170 (3 segments), 85 (2 segments); **Immunities** death effects, disease; **Weaknesses** area damage 15, holy 15, splash damage 15

Infectious Aura (aura, disease) 30 feet. Leukodaemons radiate infection. All creatures within 30 feet of a leukodaemon plague take a -2 status penalty to saves against disease. If a creature within range contracts or progresses a disease, all adjacent creatures are exposed to the same disease, at the same DC.

Troop Defenses (page 216)

Speed 25 feet, fly 40 feet; troop movement (page 217)

Divine Innate Spells DC 34; **7th** *dispel magic*; **5th** *translocate* (at will)

Daemonic Pestilence (disease) The leukodaemon plague can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 34 Fortitude; **Stage 1** carrier (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** dead

Infected Jaws and Claws ◆ to ◆◆◆ **Frequency** once per round; **Effect** The leukodaemons unleash an onslaught of blows against each enemy in a 10-foot emanation (DC 31 basic Reflex save). The damage depends on the number of actions.

◆ 1d10+3 piercing or slashing damage plus daemonic pestilence

❖❖❖ 3d10+9 piercing or slashing damage plus daemonic pestilence

❖❖❖❖ 4d10+12 piercing or slashing damage plus daemonic pestilence

Pestilent Wheeze ❖❖ (divine, unholy) The leukodaemons exhale a 30-foot cone of disease-ridden black flies that deal 5d8 piercing damage (DC 31 basic Reflex save). A creature that fails the save also becomes sickened 1 (or sickened 2 on a critical failure). When the leukodaemon plague is reduced to 2 segments, this area decreases to a 20-foot cone.

Quicken Pestilence ❖ (divine, manipulate) The leukodaemons coax a disease into full bloom. They choose a target within their infectious aura that's currently affected by a disease. That creature must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.

Lich Legion

The process of turning oneself into a lich is rare and rigorous, but in places where magic flows freely, a society of spellcasters might perform the rituals as a collective. When successful, the resultant liches are spiritually bound together, forming an army of dangerous undead spellcasters, often with sinister goals.

LICH LEGION

CREATURE 18

RARE GARGANTUAN TROOP UNDEAD UNHOLY

Perception +30; darkvision

Languages Aklo, Common, Chthonian, Diabolic, Draconic, Elven, Necril, Sakvroth

Skills Arcana +38, Deception +35, Diplomacy +35, Religion +31, Stealth +29

Str +1, **Dex** +5, **Con** +0, **Int** +9, **Wis** +6, **Cha** +4

AC 41; **Fort** +27, **Ref** +30, **Will** +33; +1 status to all saves vs. vitality

HP 330 (4 segments), mass rejuvenation, void healing;

Thresholds 220 (3 segments), 110 (2 segments); **Immunities**

bleed, death effects, disease, paralyzed, poison, unconscious;

Weaknesses area damage 15, splash damage 15; **Resistances** cold 15, physical 15 (except magical bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 37

Mass Rejuvenation This functions similarly to a lich's rejuvenation ability, though with all the liches of a legion returning as a troop thanks to a collective *soul cage*, which is a level 18 item that has Hardness 15 and 54 Hit Points.

Troop Counterspell ➤ **Trigger** A creature within the legion's sight casts a spell the legion has prepared; **Effect** The lich legion expends a prepared spell to counter the triggering creature's casting of that same spell. The lich legion loses the spell slot as if they had cast the triggering spell. The lich legion then attempts to counteract the triggering spell with a +2 status bonus to the counteract check.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Arcane Prepared Spells DC 40, attack +35; **9th** *falling stars*, *massacre*, *phantasmagoria*; **8th** *arctic rift* (×2), *desiccate*,

earthquake; **7th** *eclipse burst* (×2), *vampiric exsanguination*, *warp mind*; **6th** *chain lightning* (×2), *never mind*, *vampiric exsanguination*; **5th** *howling blizzard* (×2), *toxic cloud*, *wall of ice*; **4th** *dispel magic*, *fire shield*, *fly*, *translocate*; **3rd** *blindness*, *force barrage*, *locate*, *vampiric feast*; **2nd** *blur*, *false vitality*, *resist energy*, *see the unseen*; **1st** *enfeeble* (×2), *fleet step*, *grim tendrils*; **Cantrips (9th)** *detect magic*, *frostbite*, *message*, *shield*, *telekinetic hand*

Siphoning Grip ➤ to ➤❖❖❖ **Frequency** once per round; **Effect** The lich legion touches all enemies within a 5-foot emanation to drain their life (DC 37 basic Reflex save). The damage depends on the number of actions. For each action the lich legion uses, the legion gains 10 temporary Hit Points that last 1 minute.

❖❖❖ 2d8 void damage

❖❖❖❖ 4d8+11 void damage

❖❖❖❖❖ 6d8+13 void damage

Steady Troop Spellcasting When the lich legion Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

If a reaction would disrupt the lich legion's spellcasting action, the lich legion attempts a DC 12 flat check. On a success, the action isn't disrupted.

Mitflit Vermin Cavalry

Though mitflits are known as cowardly gremlins, they can be urged into an aggressive fervor by the right leader. Mounted on giant ticks, centipedes, and other verminous arthropods, these mitflits overcome their self-loathing to take the fight to their enemies.

MITFLIT VERMIN CAVALRY

CREATURE 4

GARGANTUAN ANIMAL FEY GREMLIN TROOP

Perception +14; darkvision

Languages Sakvroth

Skills Acrobatics +10, Diplomacy +8 (+14 vs. arthropods), Nature +10, Stealth +12

Str +0, **Dex** +5, **Con** +1, **Int** -1, **Wis** +2, **Cha** -1

AC 20; **Fort** +8, **Ref** +14, **Will** +11

HP 60 (4 segments), **Thresholds** 40 (3 segments), 20 (2 segments); **Weaknesses** area damage 5, cold iron 4, splash damage 5

Troop Defenses (page 216)

Speed 15 feet, climb 15 feet; troop movement (page 217)

Primal Innate Spells DC 18; **2nd** *speak with animals* (arthropods only; at will); **1st** *vanishing tracks*; **Cantrips (2nd)** *prestidigitation* (up to 10 objects at once)

Crawling Stabs ➤ to ➤❖❖❖ **Frequency** once per round; **Effect** The mitflits thrust with their shortswords, coordinated with

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bites from their giant vermin mounts. All enemies in a 5-foot emanation must attempt a DC 18 basic Reflex save. The damage depends on the number of actions.

- ◆ 1d6 piercing damage
- ◆◆ 2d6+4 piercing damage
- ◆◆◆ 2d6+8 piercing damage

Leaping Charge ◆◆ The mitflit vermin cavalry Leaps up to 30 feet. If it moves at least 15 feet, the cavalry deals 2d6+4 piercing damage (DC 18 basic Reflex save) to each enemy within a 5-foot emanation at the end of its movement.

Mounted Troop Effects that target only animals or only humanoids may not work on the mitflit vermin cavalry, subject to the GM's discretion.

Vengeful Wrath (emotion, mental) As long as it's not frightened, the mitflit vermin cavalry gains a +2 status bonus to the DC of its Crawling Stabs ability against creatures that have previously damaged or tormented it.

Monk Cadre

Many martial artists train to defend themselves and their allies against unwanted aggression, but sometimes the circumstances dictate that even the most peaceful monks must go to war. A cadre of studied monks is capable of dishing out great damage with punches and kicks, as well as focusing their qi into ranged blasts.

MONK CADRE

CREATURE 14

GARGANTUAN HUMAN HUMANOID TROOP

Perception +28

Languages Common

Skills Acrobatics +28, Athletics +28, Stealth +25

Str +8, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +1

AC 35; **Fort** +28, **Ref** +26, **Will** +25

HP 270 (4 segments); **Thresholds** 180 (3 segments), 90 (2 segments); **Weaknesses** area damage 15, splash damage 15

Troop Defenses (page 216)

Speed 35 feet, climb 20 feet; troop movement (page 217)

Coordinated Maneuvers ◆◆ The monk cadre is practiced at putting their foes off-balance. The monks choose Disarm, Grapple, Reposition, or Trip and attempt an Athletics check to perform that action, comparing the result to the appropriate DC (Fortitude for Grapple and Reposition, Reflex for Disarm and Trip) of each enemy within a 5-foot emanation. This can result in a different degree of success for each target.

Pummeling Punches ◆ to ◆◆◆ **Frequency** once per round; **Effect** The monks perform well-timed coordinated melee attacks against all enemies in a 5-foot emanation, with a DC 31 basic Reflex save. The damage depends on the number of actions.

- ◆ 2d8 bludgeoning damage
- ◆◆ 4d8+8 bludgeoning damage
- ◆◆◆ 4d8+16 bludgeoning damage

Qi Blast (force, occult) The monks channel their qi into an explosion of energy that affects all creatures in a 10-foot burst within 60 feet. This explosion deals 6d6 force

damage with a DC 31 basic Reflex save. When the monk cadre is reduced to 2 segments, this area decreases to a 5-foot burst.

Ofalth Stampede

If a large city's waste management system spirals out of control, ofalths can grow and propagate unchecked. These reeking creatures haul tons of trash on their backs and carry a particularly virulent disease.

OFALTH STAMPEDE

CREATURE 15

UNCOMMON GARGANTUAN ABERRATION TROOP

Perception +26; darkvision

Languages Common

Skills Athletics +32, Stealth +28 (+32 in trash)

Str +7, **Dex** +5, **Con** +6, **Int** +0, **Wis** +2, **Cha** +0

Refuse Pile When an ofalth stampede is not in danger, they can spend 1 minute settling into a 20-foot pile that looks like a heap of garbage. Until the next time they take an action, the troop gains a +2 circumstance bonus to AC. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth stampede's stench.

AC 36; **Fort** +29, **Ref** +24, **Will** +25

HP 270 (4 segments), filth wallow; **Thresholds** 180 (3 segments), 90 (2 segments); **Immunities** disease, poison;

Weaknesses area damage 15, splash damage 15

Filth Wallow A trash stampede gains fast healing 10 when in an area with a high concentration of debris or excrement, such as a refuse heap or sewer.

Stench (aura, olfactory) 30 feet, DC 33

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Offal Rain ◆◆ The ofalth stampede hurls a tremendous amount of rotting trash, which rains down in a 10-foot burst within 60 feet. All creatures in the area take 4d10 bludgeoning damage (DC 33 basic Reflex save). Creatures that fail the saving throw are also exposed to wretched weeps. When the troop is reduced to 2 segments, the area decreases to a 5-foot burst.

Putrid Pummeling ◆ to ◆◆◆ **Frequency** once per round; **Effect** The ofalths pummel all enemies in a 10-foot emanation, with a DC 33 basic Reflex save. The damage depends on the number of actions. Creatures that fail the saving throw are exposed to wretched weeps.

- ◆ 1d12+3 bludgeoning damage
- ◆◆ 3d12+7 bludgeoning damage
- ◆◆◆ 4d12+10 bludgeoning damage

Wretched Weeps (disease) **Saving Throw** DC 36 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d4 persistent bleed every hour and enfeebled 1 (1 day); **Stage 3** 2d6 persistent bleed every hour and enfeebled 2 (1 day)

Omox Slime Pool

Omoxes are the embodiment of pollution and filth. While they have no true anatomy, they tend to take on mocking humanoid forms—though this distinction is difficult to spot

when omoxes gather in large groups as part of an attacking force. Such a group often looks like a single roiling mass of slime with multiple torsos jutting up in a military formation.

OMOX SLIME POOL

CREATURE 17

GARGANTUAN DEMON FIEND OOZE TROOP UNHOLY

Perception +29; darkvision

Languages Chthonian, Draconic, Emyrean; telepathy 100 feet (page 216)

Skills Acrobatics +30, Athletics +33, Religion +28, Stealth +36
Str +9, **Dex** +6, **Con** +9, **Int** +2, **Wis** +4, **Cha** +4

Clean Vulnerability Omoxes embody filth, and they find the concept of cleanliness abhorrent. An omox slime pool subjected to an effect that cleans them takes 4d6 mental damage. They also take this damage the first time each round a creature damaged by an omox slime pool spends actions cleaning off the resultant filth.

AC 39; **Fort** +32, **Ref** +29, **Will** +26; +1 status to all saves vs. magic

HP 315 (4 segments); **Thresholds** 210 (3 segments), 105 (2 segments); **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** area damage 15, cold iron 15, holy 15, splash damage 15

Absorb Weapon (concentrate) **Trigger** A creature hits the omox slime pool with a melee weapon; **Effect** The omoxes attempt to Disarm the creature. On a critical success, the weapon becomes subsumed within the body of an omox rather than falling to the ground. Retrieving the weapon requires a successful DC 45 Athletics check to Disarm.

Troop Defenses (page 216)

Speed 40 feet, climb 20 feet, swim 80 feet; troop movement (page 217)

Divine Innate Spells DC 38; **8th** *toxic cloud*; **5th** *control water*, *create water* (at will), *translocate* (at will)

Rituals DC 38; *demonic pact*

Slime Barrage The omoxes hurl balls of heavy slime in a 10-foot burst within 30 feet. All creatures in the area take 4d6 bludgeoning damage and 2d6 acid damage (DC 35 basic Reflex save). A creature that fails the save is mired in the slime, taking a -10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 38); on a critical failure, the creature is also clumsy 1 for the same duration. When the slime pool is reduced to 2 segments, the area decreases to a 5-foot burst.

Smothering Grasp Requirements

The omox slime pool has a creature grabbed or restrained; **Effect** Omox slime flows onto the creature, completely covering it. The creature must then succeed at a DC 38 Fortitude save or it becomes blinded and must hold its breath or begin suffocating. These effects last as long as the omoxes have the creature grabbed or restrained.

Waves of Sludge to Frequency once per round;

Effect The omoxes attack all enemies in a 5-foot emanation with slimy tendrils (DC 35 basic Reflex save). A creature that critically fails this saving throw is also grabbed by the slime pool. The damage depends on the number of actions.

1d6+3 bludgeoning damage plus 1d6 acid damage

3d6+12 bludgeoning damage plus 2d6 acid damage

4d6+14 bludgeoning damage plus 3d6 acid damage

Orc Raiding Party

Orc raiding parties are feared units whose unrelenting attacks and sheer ferocity make them capable, if not subtle, soldiers. Orc raiders take the duty of carrying their hold's banner into combat with deadly seriousness and will gladly risk grievous injuries to keep their hold's standard flying high.

ORC RAIDING PARTY

CREATURE 5

GARGANTUAN HUMANOID ORC TROOP

Perception +15

Languages Common, Orcish

Skills Athletics +13, Intimidation +12

Str +5, **Dex** +4, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1

AC 21; **Fort** +10, **Ref** +15, **Will** +12

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5

Ferocious Fall **Trigger** The orc raiding party is about to lose a segment due to passing a Hit Point threshold; **Effect** The dying orc raiders lash out as they fall. Each enemy in a 5-foot emanation takes 1d6+2 piercing damage (DC 19 basic Reflex save); this occurs before the raiding party loses a segment.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)



ORC RAIDING PARTY

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Break Through ♦♦♦ **Frequency** once per 10 minutes; **Effect**

The orc raiders exploit a gap in enemy lines. The orc raiding party Strides twice; it can pass through spaces of Medium or smaller creatures but can't end its movement in them. All enemies whose spaces the orc raiding party passed through or were adjacent to at any point during their movement take 1d6+2 piercing damage (DC 19 basic Reflex save). A creature who critically fails this save is also pushed 5 feet away from the orc raiding party. Break Through damages each creature only once.

Iron Rain ♦♦ The orc raiders launch a multitude of javelins at foes in a deadly volley. This volley is a 10-foot burst within 30 feet that deals 3d6 piercing damage with a DC 19 basic Reflex save. When the orc raiding party is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Rip Them Up ♦ to ♦♦♦ **Frequency** once per round; **Effect** The orc raiders batter all enemies in a 5-foot emanation with coordinated knuckle dagger strikes (DC 19 basic Reflex save). The damage depends on the number of actions.

♦ 1d6+2 piercing damage

♦♦ 2d6+5 piercing damage

♦♦♦ 3d6+7 piercing damage

Protean Tumult

Due to the inherently chaotic nature of proteans, many would assume they are incapable of cooperation. However, they are cunning enough to be able to unite in the face of danger or at the behest of more powerful

beings, sometimes acting as a group called a protean tumult. Such an association is comprising of dozens of proteans of different shapes and sizes, many of whom continually alter their forms from moment to moment.

PROTEAN TUMULT

CREATURE 12

UNCOMMON GARGANTUAN MONITOR PROTEAN TROOP

Perception +21; darkvision, entropy sense (imprecise) 30 feet
Languages Chthonian, Empyrean, Protean

Skills Acrobatics +25, Athletics +22, Intimidation +22, Survival +20

Str +4, **Dex** +6, **Con** +4, **Int** +0, **Wis** +2, **Cha** +4

Entropy Sense (divine, prediction) A protean tumult can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. *Veil of privacy* prevents a creature from being detected via entropy sense automatically (without a counteract check).

AC 32; **Fort** +22, **Ref** +25, **Will** +19; +1 status to all saves vs. magic

HP 210 (4 segments), fast healing 8; **Thresholds** 140 (3 segments), 70 (2 segments); **Weaknesses** area damage 10, splash damage 10; **Resistances** precision 8, protean anatomy 12

Protean Anatomy (divine) The vital organs of each individual protean in the troop shift and change shape and position constantly. Immediately after the protean tumult takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the tumult takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The tumult is immune to polymorph effects unless it is a willing target. If blinded or deafened, the tumult automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Troop Defenses (page 216)

Speed 25 feet, fly 30 feet, swim 25 feet; troop movement (page 217), *unfettered movement*

Divine Innate Spells DC 29; **Constant (4th)** *unfettered movement*

Chaos Strike ♦ (divine, morph) **Frequency** once per round; **Effect** The protean tumult chooses adamantine, cold iron, or silver; the damage dealt by its Claws, Jaws, and Tails is treated as that material for 1 minute or until it uses Chaos Strike again.

Chaos Flux A protean tumult is less organized and more vicious than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to non-protean creatures. A creature that willingly moves into a protean tumult's space takes 1d12+1 bludgeoning, piercing, or slashing damage (DC 29 basic Reflex save); a creature takes this damage only once per round.



QADIRAN CAMEL CORPS

Claws, Jaws, and Tails ♦ to ♦♦♦ **Frequency** once per round;

Effect The tumult viciously attacks each enemy within a 5-foot emanation (DC 29 basic Reflex save). The damage depends on the number of actions.

♦ 1d12+1 bludgeoning, piercing, or slashing damage

♦♦ 2d12+10 bludgeoning, piercing, or slashing damage

♦♦♦ 3d12+11 bludgeoning, piercing, or slashing damage

Stupefying Swipe ♦♦ (divine, emotion, mental) The protean tumult makes their way across the battlefield. It Strides. At the end of this movement, they lash out at the enemy with tentacles and other blunt body parts, dealing 2d12+10 bludgeoning damage in a 5-foot emanation (DC 29 basic Reflex save). A creature who fails this save is also stupefied 2 for 2 rounds (stupefied 3 on a critical failure).

Qadiran Camel Corps

Navigating the deserts of Golarion requires trained individuals and often specialized mounts to keep them safe. The Qadiran camel corps are one such example of those who embark on long patrols, hunt down brigands, and dispatch any natural threats that might trouble travelers.

QADIRAN CAMEL CORPS

CREATURE 6

GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +14

Languages Common, Kelish

Skills Athletics +15, Diplomacy +11, Nature +13, Survival +13

Str +5, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Desert-Adapted Troop A camel corps is well-adapted to heat and deserts. They treat environmental heat as if it was one step less severe, and if the camel mounts have eaten and drank their fill, the corps can Subsist for 1 week without needing to attempt Survival checks.

AC 23; **Fort** +17, **Ref** +14, **Will** +11

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 216)

Speed 35 feet, troop movement (page 217)

Dust Storm ♦ **Requirements** The camel corps is in a desert or similar region; **Effect** The camel corps Steps, whipping up sand into a short-lived storm that obscures the surrounding region. Until the end of their next turn, the camel corps is concealed from all creatures more than 15 feet away, and all creatures more than 15 feet away are concealed to the camel corps.

Mounted Troop Effects that target only animals or only humanoids may not work on the camel corps, subject to the GM's discretion.

Reflective Arrows ♦♦ Adjusting to the angle of the sun, the camel riders draw their shortbows, then launch a ranged attack in the form of an arcing volley. This volley is a 10-foot burst within 60 feet that deals 3d6 piercing damage (DC 21 basic Reflex save). In areas of bright light, such as outside during the day, the targets take a -1 circumstance penalty to the save. When the camel corps is reduced to 2 segments, this area decreases to a 5-foot burst.

Scimitar Assault ♦ to ♦♦♦ **Frequency** once per round; **Effect**

The camel corps engages in a coordinated melee attack against each enemy in a 5-foot emanation (DC 21 basic Reflex save). The damage depends on the number of actions.

♦ 1d6+1 slashing damage

♦♦ 2d6+7 slashing damage

♦♦♦ 2d6+11 slashing damage

Trailblazing Stride While moving on land, the Qadiran camel corps ignores the effects of non-magical difficult terrain.

Ratfolk Shank Squad

Urban combat specialists with plenty of tricks up their sleeves, this unit of ratfolk is known for using poisoned weapons and dirty tricks. Ratfolk shank squads are often mercenaries with loyalty only to the group who is paying them the most.

RATFOLK SHANK SQUAD

CREATURE 7

GARGANTUAN HUMANOID RATFOLK TROOP

Perception +15; darkvision

Languages Common

Skills Acrobatics +17, Deception +15, Stealth +17, Thievery +17

Str +0, **Dex** +6, **Con** +2, **Int** +4, **Wis** +1, **Cha** +2

AC 24; **Fort** +15, **Ref** +18, **Will** +12

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses (page 216)

Speed 25 feet, troop movement (page 217)

Dirty Tricks ♦♦ The ratfolk feint and trip up their foes in a 5-foot emanation, attempting a single Thievery check and comparing the result to each target's Reflex DC. On a success, the target is clumsy 1 (clumsy 2 on a critical success) until they take an Interact action to remove the condition.

Poisoned Bolts ♦♦ The shank squad draws hand crossbows to fire poisoned bolts in a volley. This volley is a 10-foot burst within 60 feet that deals 2d6 piercing damage and 2d6 poison damage with a DC 22 basic Reflex save. When the shank squad is reduced to 2 segments, this area decreases to a 5-foot burst.

Shank 'Em ♦ to ♦♦♦ **Frequency** once per round; **Effect** The shank squad makes a coordinated attack with shivs and daggers against each enemy in a 5-foot emanation, with a DC 22 basic Reflex save. The damage depends on the number of actions.

♦ 1d6 slashing damage and 1d4 precision damage

♦♦ 2d6+3 slashing damage and 2d4 precision damage

♦♦♦ 2d6+6 slashing damage and 3d4 precision damage

Redcap Brigade

Redcaps are sadistic fey known for their merciless bloodlust. When they gather into troops, they goad each other to greater heights of violence.

REDCAP BRIGADE

CREATURE 10

UNCOMMON GARGANTUAN FEY TROOP

Perception +19; low-light vision

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Languages Common, Fey

Skills Acrobatics +22, Athletics +22, Intimidation +22, Nature +17

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3

AC 29; **Fort** +18, **Ref** +22, **Will** +17

HP 165 (4 segments), fast healing 20; **Thresholds** 110 (3 segments), 55 (2 segments); **Weaknesses** area damage 10, cold iron 10, divine revulsion, splash damage 10

Divine Revulsion (emotion, fear, mental) If a redcap brigade sees a creature brandish a religious symbol of a deity (which requires an Interact action by that creature) or cast a divine spell while wearing a religious symbol, the troop must attempt a DC 26 Will save. They then become temporarily immune to all brandished religious symbols for 10 minutes.

Critical Success The troop is unaffected.

Success The troop is frightened 1.

Failure The troop is frightened 2.

Critical Failure The troop is frightened 3.

Troop Defenses (page 216)

Speed 50 feet; troop movement (page 217)

Blood Soak **◆ Trigger** The redcap brigade loses its first segment, causes another troop to lose its first segment, or is otherwise exposed to copious amounts of blood; **Effect** The redcap brigade gains a status bonus to damage rolls for 1 minute. The bonus is +2 if they spend one action on Bloody Reaping, +6 if they spend two actions, or +8 if they spend 3 actions. They gain a +4 status bonus to damage rolls with Bowl Over and Stomp.

Bloody Reaping **◆ to ◆◆◆ Frequency** once per round; **Effect** The redcaps in the brigade wildly swing their halberds and sickles at each enemy in a 10-foot emanation, with a DC 26 basic Reflex save. The damage depends on the number of actions.

◆ 1d10+2 slashing

◆◆ 2d10+9 slashing

◆◆◆ 3d10+10 slashing

Bowl Over and Stomp **◆◆** The redcap brigade Strides; they can pass through spaces of Medium or smaller creatures, but can't end their movement in them. All enemies whose spaces the redcap brigade passed through take 4d8 bludgeoning damage and must attempt a DC 26 Fortitude save. Bowl Over and Stomp damages each creature only once.

Critical Success The creature takes no damage.

Success The creature takes half damage. If it is prone, it also takes 1d6 persistent bleed damage.

Failure The creature takes full damage, is knocked prone, and takes 2d6 persistent bleed damage.

Critical Failure The creature takes double damage, is knocked prone, and takes 2d6 persistent bleed damage.

Deadly Swipes **↻ Trigger** The redcap brigade drops a creature to 0 Hit Points with Bloody Reaping; **Effect** The redcap brigade performs an additional one-action Bloody Reaping, ignoring the once per round frequency limitation. This does not deal damage to the triggering creature.

Scamp Inferno

Fire scamps are playful and excitable pranksters from the Plane of Fire that have little concept of moderation. When they gather into flocks, unintentional arson is the inevitable result.

SCAMP INFERNO

CREATURE 6

UNCOMMON GARGANTUAN ELEMENTAL FIRE TROOP

Perception +14; darkvision, smoke vision

Languages Pyric

Skills Acrobatics +15, Deception +13

Str +0, **Dex** +5, **Con** +2, **Int** +0, **Wis** +0, **Cha** +4

Smoke Vision The scamp inferno ignores the concealed condition from smoke.

AC 23; **Fort** +11, **Ref** +17, **Will** +14

HP 90 (4 segments), fast healing 6 (while touching fire);

Thresholds 60 (3 segments), 30 (2 segments); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** area damage 8, cold 8, splash damage 8

Troop Defenses (page 216)

Speed 20 feet, fly 25 feet; troop movement (page 217)

Arcane Innate Spells DC 21, attack +15; **3rd** *fireball*; **Cantrips** (3rd) *daze*, *ignition*, *light*

Burning Bites **◆ to ◆◆◆** The scamp inferno attacks with a flurry of tiny teeth and flickering flames. Each enemy in a 5-foot emanation must attempt a DC 21 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 piercing damage and 1d4 fire damage

◆◆ 2d6+2 piercing damage and 2d4 fire damage

◆◆◆ 2d6+4 piercing damage and 3d4 fire damage

Flame Breath **◆◆** (arcane, fire) The scamp inferno breathes flames in a 15-foot cone that deals 3d6 fire damage to each creature within the area (DC 21 basic Reflex save). Creatures that fail the save also take 1d6 persistent fire damage. The scamp inferno can't use Flame Breath again for 1d4 rounds.

OTHER ELEMENTAL SCAMP TROOPS

In general, all elemental scamps are a bit mischievous, and equally as likely to gather in masses to wreak (often accidental) havoc. You can alter the scamp inferno stat block above to represent troops of other elemental scamps. Replace the fire trait with the trait listed in parentheses, and apply the other adjustments.

- **Scamp Avalanche (earth)** Replace smoke vision with tremorsense (imprecise) 30 feet; change language to Petran; the troop's fast healing works underground; remove immunity to fire and weakness to cold; the troop gains a burrow Speed of 20 feet; replace the innate spells with **3rd** *one with stone* and **Cantrips** (3rd) *scatter scree*; replace Burning Bites with Stone Slams, dealing bludgeoning and poison damage instead of piercing and fire damage; replace Flame Breath with Scree Breath, dealing bludgeoning damage and no persistent fire damage.

- **Scamp Flood (water)** Remove smoke vision; change language to Thalassic; the troop's fast healing works underwater; remove immunity to fire and weakness to cold; add resistance to acid and fire at the same value as the weakness values; the troop gains a swim Speed of 25 feet; replace the innate spells with **2nd acid grip** and **1st create water**; replace Burning Bites with Drenching Claws, dealing slashing and acid damage instead of piercing and fire damage; replace Flame Breath with Acid Breath, dealing acid damage and no persistent fire damage.
- **Scamp Shrapnel (metal)** Remove smoke vision; change language to Talican; the troop's fast healing works while touching metal; remove immunity to fire and weakness to cold; add resistance to electricity at the same value as the weakness values; replace the innate spells with **2nd leaden steps** (*Player Core 2 247*) and **Cantrips (3rd) live wire** (*Player Core 2 248*); replace Burning Bites with Metallic Claws, dealing slashing and persistent bleed damage instead of piercing and fire damage; replace Flame Breath with Shrapnel Breath, dealing slashing damage and persistent bleed damage.
- **Scamp Tangle (wood)** Remove smoke vision; change language to Muan; the troop's fast healing works while touching plants or trees; remove immunity to fire and replace weakness to cold with weakness to fire and weakness to slashing; replace the innate spells with **2nd oaken resilience** (self only) and **Cantrips (3rd) tangle vine**; replace Burning Bites with Thorny Claws, dealing piercing and persistent bleed damage instead of piercing and fire damage; replace Flame Breath with Pollen Breath, dealing poison damage and no persistent fire damage.
- **Scamp Whirlwind (air)** Replace smoke vision with fog vision, which offers the same benefit in fog and mist; change language to Sussuran; the troop's fast healing works in open air; remove immunity to fire and weakness to cold; the troop increases its fly Speed to 40 feet; replace the innate spells with **2nd blur** and **1st gust of wind**; replace Burning Bites with Sonic Slams, dealing bludgeoning damage and sonic damage instead of piercing and fire damage; replace Flame Breath with Sirocco Breath, dealing slashing damage and pushing back a target who fails the save by 10 feet (instead of dealing persistent fire damage).

Sinswarm

Sinspawn, monstrosities of twisted humanoid flesh, were created ages ago by the runelord Alaznist to serve as shock troops. Hateful even toward their own kind, sinspawn usually band together only in small, isolated cults, although powerful beings are occasionally able to coerce greater numbers of these slaving horrors to join forces as uniquely bloodthirsty and destructive mobs.

SINSWARM

CREATURE 9

GARGANTUAN ABERRATION TROOP

Perception +19; darkvision, sin scent (imprecise) 30 feet

Languages Aklo, Thassilonian

Skills Acrobatics +18, Athletics +20, Survival +17

Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +1

Sin Scent A sinswarm can smell creatures reflecting any one of the seven primary sins as the scent ability. The GM determines which creatures are appropriately sinful.

AC 27; **Fort** +21, **Ref** +18, **Will** +15

HP 150 (4 segments); **Thresholds** 100 (3 segments), 50 (2 segments); **Immunities** controlled; **Resistances** mental 10; **Weaknesses** area damage 10, splash damage 10

Reactive Attack  **Trigger** A creature within a 5-foot emanation of the sinswarm uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The sinswarm lashes out at the triggering creature, dealing 2d8+9 piercing or slashing damage (DC 25 basic Reflex save). If the creature critically fails the save and the trigger was a manipulate action, that action is disrupted.

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Sinful Assault  to  **Frequency** once per round; **Effect**

The sinswarm makes a coordinated attack against each enemy in a 5-foot emanation, with a DC 25 basic Reflex save. The damage depends on the number of actions.

 1d8+2 piercing or slashing damage

 2d8+9 piercing or slashing damage plus sinful bite

 3d8+11 piercing or slashing damage plus sinful bite

Sinful Bite (arcane, emotion, mental) A creature bitten by a sinspawn must attempt a DC 28 Will save as it is assailed by sinful thoughts. The sinswarm can't inflict the same sin effect on multiple targets in the same round until it has inflicted all seven sins at least once.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and takes one of the following additional effects, chosen by the GM: enfeebled 2 for 1 minute (envy), drained 1 (gluttony), clumsy 2 for 1 minute (greed), stupefied 2 for 1 minute (lust), clumsy 1 and enfeebled 1 for 1 minute (pride), -10-foot status penalty to all Speeds for 1 minute (sloth), or drained 1 and enfeebled 1 for 1 minute (wrath).

Skeleton Mob

To the morbid, a battlefield is no more than a garden of corpses. Sometimes, either through the magic of a necromancer or through an unfortunate pooling of void energy, these bodies rise up as broken and battered skeletons. While some of these skeletons are far from whole, they can still pose a significant threat.

SKELETON MOB

CREATURE 6

GARGANTUAN MINDLESS SKELETON TROOP UNDEAD UNHOLY

Perception +11; darkvision

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Skills Athletics +13

Str +4, **Dex** +2, **Con** +1, **Int** -5, **Wis** +1, **Cha** +0

AC 23; **Fort** +17, **Ref** +14, **Will** +11

HP 90 (4 segments), void healing (page 217); **Thresholds** 60 (3 segments), 30 (2 segments); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 7, splash damage 7; **Resistances** cold 7, electricity 7, fire 7, piercing 7, slashing 7

Troop Defenses (page 216)

Speed 25 feet, troop movement (page 217)

Ossuary Storm ➤➤ The skeleton mob hurls skulls and fragments of bone in a 10-foot burst within 30 feet. This attack deals 3d6 piercing damage (DC 21 basic Reflex save). When the skeleton mob is reduced to 2 segments, this area decreases to a 5-foot burst.

Rattling Bones ➤ to ➤➤➤ **Frequency** once per round; **Effect** The skeletons engage using their claws and broken bones to attack each enemy in a 5-foot emanation, with a DC 21 basic Reflex save. The damage depends on the number of actions.
➤ 1d4+1 piercing or slashing damage
➤➤ 2d4+7 piercing or slashing damage
➤➤➤ 3d4+10 piercing or slashing damage

Vanth Guardian Flock

Vanth psychopomps are eternal guardians of the cycle of life and death. When souls are threatened by fiends or other malevolent forces, they gather together to cut the threat down.

VANTH GUARDIAN FLOCK

CREATURE 13

GARGANTUAN MONITOR PSYCHOPOMP TROOP

Perception +23, darkvision, lifesense 60 feet (page 216)

Languages Chthonian, Diabolic, Empyrean, Requian



VORDINE LEGION

Skills Acrobatics +27, Athletics +27, Boneyard Lore +24, Intimidation +24, Occultism +22, Religion +22, Stealth +27

Str +8, **Dex** +5, **Con** +3, **Int** +3, **Wis** +4, **Cha** +3

AC 33; **Fort** +23, **Ref** +21, **Will** +25; +1 status to all saves vs. magic

HP 240 (4 segments); **Thresholds** 160 (3 segments), 80 (2 segments); **Immunities** death effects, disease; **Resistances** poison 15, void 15; **Weaknesses** area damage 12, splash damage 12

Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 30 (page 216)

Reactive Relocation ➤ (teleportation) **Trigger** A creature hits the guardian flock with an attack roll; **Effect** After the attack roll is resolved, the troop pools dimensional magic to rapidly change their position. They cast 4th-rank *translocate*, except their range is limited to 40 feet.

Troop Defenses (page 216)

Speed 25 feet, fly 40 feet; troop movement (page 217)

Divine Innate Spells DC 33; **6th** *holy light* (x3), **5th** *locate* (x3), *translocate*; **4th** *translocate* (at will); **2nd** *invisibility* (at will, self only)

Guardians' Curse ➤➤ (curse, divine, misfortune) **Frequency** three times per day; **Effect** The guardian flock bestows a curse upon all enemies in a 5-foot emanation by touching them with their scythes. Each affected creature must attempt a DC 33 Will save.

Critical Success The target is unaffected and is temporarily immune to Guardians' Curse for 24 hours.

Success The target feels a momentary shudder of doom and is stupefied 1 for 1 minute by the distracting sensation.

Failure The target becomes morose and glum as it accepts its own inevitable fate. For 1 hour, the target is stupefied 2. Each time the target gains the dying condition, the stupefied condition value increases by 1, to a maximum value of stupefied 4.

Critical Failure As failure, but the effect is permanent.

Harvest the Wicked ➤ to ➤➤➤ **Frequency** once per round; **Effect** The

vanths swing their scythes in a coordinated melee attack. Each enemy in a 5-foot emanation must attempt a DC 30 basic Reflex save. The damage depends on the number of actions. The slashing damage is treated as adamantine, cold iron, and silver.

➤ 1d10+1 slashing damage plus 1d6 shepherd's touch

➤➤ 2d10+3 slashing damage plus 3d6 shepherd's touch

➤➤➤ 2d10+7 slashing damage plus 4d6 shepherd's touch

Shepherd's Touch The physical damage dealt by the guardian flock's Harvest the Wicked ability is treated as coming from

a weapon with a *ghost touch* property rune. In addition, the vanths deal the listed damage as void damage to living creatures or vitality damage to undead.

Viking Guard

Battle-tested Ulfen barbarians, hunters, and warriors gather into an elite fighting unit who specialize in offering protection to their leaders in battle as well as protecting those who can afford their services. Traveling far and wide, single troops or entire companies can easily find work based on their reputations, from serving as bodyguards in small private armies to taking on specialized jobs.

VIKING GUARD

CREATURE 11

GARGANTUAN HUMAN HUMANOID TROOP

Perception +21

Languages Common, Skald

Skills Athletics +23, Intimidation +21

Str +7, **Dex** +3, **Con** +5, **Int** +1, **Wis** +1, **Cha** +1

AC 30; **Fort** +24, **Ref** +21, **Will** +18; +2 status to all saves vs. fear

HP 195 (4 segments); **Thresholds** 130 (3 segments), 65 (2 segments); **Weaknesses** area damage 10, splash damage 10

Sacrifice ➤ **Requirements** The viking guard has a charge, and that creature is adjacent to the viking guard; **Trigger** The viking guard's charge takes Hit Point damage; **Effect** The viking guard's charge takes half damage, and the viking guard takes the remainder of the damage.

Troop Defenses (page 216)

Speed 25 feet, troop movement (page 217)

Berserker Strikes ➤ to ➤➤➤ **Frequency** once per round;

Effect Battle axes in hand, the viking guard engages in a coordinated melee attack against enemies in a 5-foot emanation, with a DC 27 basic Reflex save. The damage depends on the number of actions.

➤ 1d8+3 slashing damage

➤➤ 2d8+12 slashing damage

➤➤➤ 3d8+15 slashing damage

Guard Charge ➤ The viking guard designates an ally it can see to be its charge. The charge gains a +2 circumstance bonus to their AC, Reflex saves, and saves against fear when they are adjacent to the viking guard. Further, this allows the viking guard to use its Sacrifice and Shield Wall actions. A viking guard can have only one charge at a time, and if it designates a new charge, the old one loses all benefits. If the viking guard's charge is reduced to 0 Hit Points, the viking guard must succeed at a DC 30 Will save or become frightened 2; this is an emotion, fear, and mental effect.

Shield Wall ➤➤ **Requirements** The viking guard has a charge, and that creature is adjacent to the viking guard; **Effect** Raising shields, the viking guard Strides up to twice its Speed as it protects its charge. The viking guard gains a +2 circumstance bonus to its AC against reactions triggered by this movement. The viking guard's charge can

Stride the same distance as a reaction, moving with the troop to maintain the bonuses from Guard Charge during this movement.

Vordine Legion

Vordines are the foot soldiers of Hell, dispatched in vast armies from the iron city of Dis to guard Hell's uppermost layers and crush the enemies of the archdevils who rule there. Indefatigable and pitiless, a legion of vordines strikes with a ruthless precision that commands fear and envy throughout the multiverse in equal measure. Although they usually serve at the command of more powerful devils, such as the tyrannical nessari, every legion also observes a unique internal hierarchy that enables another vordine to assume command at a moment's notice should it become necessary.

VORDINE LEGION

CREATURE 10

GARGANTUAN DEVIL FIEND TROOP UNHOLY

Perception +19; greater darkvision

Languages Common, Diabolic; telepathy 100 feet (page 216)

Skills Acrobatics +22, Athletics +24, Intimidation +22, Religion +19, Warfare Lore +22

Str +5, **Dex** +5, **Con** +7, **Int** +2, **Wis** +3, **Cha** +2

AC 29; **Fort** +22, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

HP 180 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Immunities** fire; **Weaknesses** area damage 10, holy 10, splash damage 10; **Resistances** physical 10 (except silver), poison 10

Reactive Attack ➤ **Trigger** A creature within the vordine legion's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The creature takes 2d8+11 piercing damage (DC 26 basic Reflex save); this damage has the magical and unholy traits. If the creature critically fails its saving throw and the trigger was a manipulate action, the legion disrupts that action.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Divine Innate Spells DC 26; 4th *translocate* (at will)

Burning March ➤➤ (divine, fire, unholy) The vordine legion Strides, leaving an orderly pattern of burning hoofprints in each square they enter. The hoofprints continue to burn for 1 minute. Any creature on the ground that begins its turn in, or enters a square with, burning hoofprints takes 2d8 fire damage.

Impaling Barrage ➤➤ (magical, unholy) The vordine legion releases a hail of tridents. This hail is a 10-foot burst within 40 feet that deals 4d8 piercing damage (DC 26 basic Reflex save). Creatures that fail the saving throw are clumsy 1 until the start of the vordine legion's next turn (clumsy 2 on a critical failure). When the vordines are reduced to 2 segments, this area decreases to a 5-foot burst.

Tines of Dis ➤ to ➤➤➤ (magical, unholy) **Frequency** once per round; **Effect** The vordines of the legion make coordinated

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melee attacks with their tridents. Each enemy within a 5-foot emanation must attempt a DC 26 basic Reflex save. The damage depends on the number of actions.

- ◆ 1d8+2 piercing damage
- ◆◆ 2d8+11 piercing damage
- ◆◆◆ 3d8+14 piercing damage

Wight Battalion

Wights are malevolent undead, bent on desecrating the holy and determined to cause suffering to all living creatures. A lone wight is dangerous enough, but when compelled to act together, they are a force to be reckoned with. A wight battalion has the potential to curse entire armies, increasing their numbers until they become an unholy tide.

WIGHT BATTALION

CREATURE 9

GARGANTUAN TROOP UNDEAD UNHOLY WIGHT

Perception +18; darkvision

Languages Common, Necril

Skills Athletics +20, Intimidation +18, Stealth +18

Str +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

AC 27; **Fort** +21, **Ref** +15, **Will** +18

HP 150 (4 segments), fueled by spite, void healing; **Thresholds** 100 (3 segments), 50 (2 segments); **Weaknesses** area damage 7, splash damage 7

Final Grudge ➤ **Trigger** The wight battalion is about to lose a segment due to Hit Point damage; **Effect** The wights strike out as they fall. Each enemy in a 5-foot emanation takes 2d4 piercing damage (DC 25 basic Reflex save). This occurs before the battalion loses a segment.

Fueled by Spite Each time a creature loses Hit Points due to the wight battalion's corrupting spite curse, the battalion gains 6 temporary Hit Points that last for 1 round.

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Corrupting Spite (curse, divine, void) The wight battalion's attacks inflict a curse that makes a creature grow weak and spiteful. A living humanoid that dies while under this curse rises as a wight (*Monster Core* 348) after 1d4 rounds, controlled by the wight battalion that inflicted the curse. This new wight can't inflict corrupting spite and is clumsy 2. If the creating wight battalion dies or after roughly a month of existence, the new wight becomes autonomous and becomes a normal wight; **Saving Throw** DC 25 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).

Hateful Daggers ◆ to ◆◆◆ The wights coordinate melee attacks with the daggers they were buried with. Each enemy within a 5-foot emanation attempts a DC 25 basic Reflex save. The damage depends on the number of actions. On a failed save, the creature is also exposed to corrupting spite.

- ◆ 2d4 piercing damage
- ◆◆ 4d4+8 piercing damage
- ◆◆◆ 4d4+14 piercing damage

Wolf Pack

Though wolf packs can be a menace to farming communities that rely on livestock, they prefer not to go after humanoids or other dangerous foes. However, hungry packs don't have the luxury of being cautious.

WOLF PACK

CREATURE 6

GARGANTUAN ANIMAL TROOP

Perception +17; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +15, Stealth +13, Survival +15

Str +2, **Dex** +4, **Con** +3, **Int** -4, **Wis** +4, **Cha** -2

AC 23; **Fort** +14, **Ref** +17, **Will** +11

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 216)

Speed 35 feet; troop movement (page 217)

Harry Prey ◆◆ The wolf pack focuses all their efforts on biting a single adjacent foe, who takes 4d6+8 piercing damage (DC 21 basic Reflex save). If the creature fails this saving throw, the wolf pack can immediately attempt an Athletics check to Trip the creature.

Pack Hunt ◆ to ◆◆◆ The wolves work together to fell their opponents. Each enemy within a 5-foot emanation attempts a DC 21 basic Reflex save. A creature who is prone is clumsy 2 for this attack. The damage depends on the number of actions.

- ◆ 1d6+1 piercing damage
- ◆◆ 2d6+7 piercing damage
- ◆◆◆ 2d6+11 piercing damage

Xulgath Army

Though most xulgath settlements can be found in the Darklands, these reptilian humanoids sometimes venture to the surface with ill intent. When gathered into an army, xulgaths tear through innocent communities in the name of whatever leader they serve.

XULGATH ARMY

CREATURE 6

GARGANTUAN HUMANOID TROOP XULGATH

Perception +14; darkvision

Languages Draconic, Sakvroth

Skills Athletics +15, Stealth +13

Str +5, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

AC 23; **Fort** +17, **Ref** +14, **Will** +11

HP 99 (4 segments); **Thresholds** 66 (3 segments), 33 (2 segments); **Weaknesses** area damage 5, splash damage 5

Stench (aura, olfactory) 30 feet, DC 24

Troop Defenses (page 216)

Speed 25 feet; troop movement (page 217)

Club Offensive ◆ to ◆◆◆ **Frequency** once per round; **Effect**

The xulgaths make coordinated melee attacks against each enemy in 5-foot emanation, with a DC 21 basic Reflex save. The damage dealt depends on the number of actions.

- ◆ 1d6+1 bludgeoning damage
- ◆◆ 2d6+7 bludgeoning damage
- ◆◆◆ 2d6+12 bludgeoning damage

Javelin Barrage ♦♦ The xulgaths draw javelins and launch a coordinated barrage at range. This barrage is a 10-foot burst within 30 feet that deals 3d6 piercing damage (DC 21 basic Reflex save). When the xulgath army is reduced to 2 segments, this area decreases to a 5-foot burst.

Rend Flesh ♦♦ The xulgaths concentrate their attacks on a single adjacent enemy, clawing and biting with abandon. That creature takes 3d4+5 slashing damage (DC 21 basic Reflex save). On a failed save, the creature also takes 1d4 persistent bleed damage.

Xulgath Dinosaur Cavalry

Xulgaths have been breeding and training dinosaurs for millennia, and the bonds between them are as familiar and strong as that between any other humanoid and their domesticated companion of choice. While most of the creatures are used primarily as beasts of burden, elite xulgath soldiers known as roughriders train the most vicious and aggressive dinosaurs from numerous species to serve as vicious and terrifying mounts, capable of punching through defensive lines and smashing fortifications to splinters as easily as they scatter enemy soldiers.

XULGATH DINOSAUR CAVALRY

CREATURE 13

GARGANTUAN ANIMAL DINOSAUR HUMANOID TROOP XULGATH

Perception +23; low-light vision, scent (imprecise) 30 feet

Languages Draconic, Sakvroth

Skills Athletics +27, Dinosaur Lore +24, Intimidation +24

Str +8, **Dex** +2, **Con** +5, **Int** -1, **Wis** +4, **Cha** +3

AC 33; **Fort** +29, **Ref** +20, **Will** +23

HP 240 (4 segments); **Thresholds** 160 (3 segments), 80 (2 segments); **Weaknesses** area damage 15, splash damage 15

Stench (aura, olfactory) 30 feet, DC 33 (page 216)

Troop Defenses (page 216)

Speed 30 feet; troop movement (page 217)

Javelin Barrage ♦♦ The xulgaths draw javelins and launch a coordinated barrage at range. This barrage is a 10-foot burst within 30 feet that deals 4d8 piercing damage (DC 30 basic Reflex save). When the cavalry is reduced to 2 segments, this area decreases to a 5-foot burst.

Mounted Troop Effects that target only animals, dinosaurs, or humanoids may not work on the cavalry, subject to the GM's discretion.

Spears, Teeth, and Horns ♦ to ♦♦♦ **Frequency** once per round; **Effect** The cavalry makes a coordinated melee attack against each enemy in 10-foot emanation, with a DC 30 basic Reflex save. The damage dealt depends on the number of actions.

♦ 2d6+2 piercing damage

♦♦ 4d6+10 piercing damage

♦♦♦ 5d6+15 piercing damage

Trample ♦♦♦ The cavalry Strides up to double its Speed and can move through the spaces of Large or smaller creatures, Trampling each creature whose space it enters. The cavalry can attempt to Trample the same creature only once in a

single use of Trample. Each Trampled creature takes 2d6+2 bludgeoning damage (DC 30 basic Reflex save).

Zecui Horde

A surprise raid by a swarm of the insectile zecui can easily wipe out an entire village overnight. When they don't devour their victims immediately, zecuis typically implant them with their own larvae and bury them in sprawling mass graves, where the developing zecui horde can lie dormant for years before suddenly erupting to the surface to wreak havoc on nearby settlements.

ZECUI HORDE

CREATURE 11

UNCOMMON GARGANTUAN ABERRATION TROOP

Perception +21; darkvision

Languages Aklo

Skills Acrobatics +23, Athletics +21, Stealth +23

Str +4, **Dex** +7, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1

AC 30; **Fort** +21, **Ref** +24, **Will** +18

HP 195 (4 segments); **Thresholds** 130 (3 segments), 65 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 216)

Speed 30 feet, burrow 20 feet, climb 20 feet; troop movement (page 217)

Harden Chitin ♦ The zecuis fuse their chitin into black metallic shells. The horde gains resistance 10 to all damage (except mental and spirit) until they next take a move action.

Mandible Frenzy ♦ to ♦♦♦ **Frequency** once per round; **Effect** The horde makes a vicious bite attack against each enemy in a 5-foot emanation (DC 27 basic Reflex save). The damage dealt depends on the number of actions.

♦ 1d8+2 piercing damage

♦♦ 2d8+12 piercing damage

♦♦♦ 3d8+15 piercing damage

Mucus Deluge ♦♦ The horde spits a volley of larva-infested mucus as a 10-foot burst within 30 feet. Each creature in the area must succeed at a DC 27 Reflex save or be stuck to the nearest surface, immobilized until they Escape (DC 30). Any creature so immobilized is exposed to zecui larvae at the end of each of its turns. When the zecui horde is reduced to 2 segments, this area decreases to a 5-foot burst.

Subterranean Ambush ♦ **Requirements** The zecui horde has burrowed into an ambush position just beneath a surface of dirt, sand, or a similar loose material; **Effect** The horde bursts from the ground and moves up to its Speed. The horde deals 1d8+2 piercing damage (DC 29 basic Reflex save) to each enemy in a 5-foot emanation at the end of this movement.

Zecui Larvae (disease) **Saving Throw** DC 30 Fortitude; **Stage 1** visible lumps as the larvae move but no ill effect (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 3 and controlled by the zecui larva (1 day); **Stage 5** the creature dies and an adult zecui (*Monster Core* 355) can emerge from the corpse as an Interact action.

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WAR CAMPAIGNS

What is war? It's many things, of course—life and death, tactics and technology, cause and comrades, the noblest heroism and the vilest villainy. It began in the murkiest past and shows no signs of diminishing. It is, perhaps, one of the unpleasant constants of the mortal condition.

An easier question: What does it mean to center your campaign around war? Here, a narrower answer might suffice. War is about chaos, and war is about violence.

First, war is chaos. In an archetypal Pathfinder campaign, the game begins with a status quo or base state—rarely ideal, but good enough to be getting on with. Then, something threatens to upset the status quo that the player characters oppose out of moral feeling or self-interest. This could be a gruesome murder, sinister cult, or vile lord with an army of undead. Then, the murderer is found, the cult destroyed, or the vile lord vanquished. The status quo returns. Alternatively, the game begins with a status quo, and then it's the job of the player characters to upset it. There's a ruthless tyrant or corrupt politician, and it's up to the player characters to raise the banner of revolution or reveal the authorities' perfidy to all.

War isn't really like either of those because there's no status quo. Of all human activity, war is the most inherently chaotic. The fate of nations and empires can turn on whether a few thousand footsore grunts can reach a bridge in time, an enemy spy captures a map, it suddenly rains, or there's a failure of nerve. And then fate can turn again. People plan and predict and calculate, but war is too complex, reliant on too many factors for anyone to ever be really sure what will happen next. Setting your game in a war means setting it on quicksand, where anything can change at a moment's notice.

Secondly, war is violence. Most societies and most people try to avoid violence, or at least channel and control it. Even in a grim dystopia, people keep their heads down and don't risk their lives if they can help it. But war is violence on a grand scale, and often a kind of willing violence. In war, countless people have agreed that it's worth risking violence and death, whether for their ideological cause, loved ones, personal advancement, or a mix of countless factors. The specter of violence and sudden death hangs over a war campaign in a way it does over few other campaigns.

GENRES OF WAR

The stories of war change depending on the characters' relation to it. Although the most obvious war stories are those set on the battlefield itself, the war can be distant in location or even time. The causes of war stretch far before the first battle and, by the time they get rolling, the disruption can spread across continents and ages.

War as a Backdrop

Sometimes, the protagonists don't interact with the war directly in the story. Perhaps the war ended recently. The armistice was announced, the treaty was signed, and the armies returned home. The war remains a scar on society, the elephant in every room, but at least it's over. Or perhaps the war is still raging, but it's over there and the player characters are far from the battlefield. They're on the home front, or even in a different country altogether, separate from all the fighting and violence.

This sort of war can still have an impact on the campaign, even if the player characters never see a battlefield. A war in the background can inspire character backstories and motivations, provide tone and atmosphere, and even define the core plot line for a campaign.

Characters: To begin with, a war provides an excellent excuse to have many characters running about who are skilled in the arts of violence. The specifics will differ, but a large war means a lot of people will have served in arms. Antagonists will have a steady supply of capable minions, and any unassuming character (like the PCs) might possess deadly skills.

War can also serve for character motivation and drama. The trope of a character haunted by their actions during a war, by violence done and friends lost, is an ancient and powerful one. Some people might return from war swearing that it must never happen again, while others become determined not to render their comrades' sacrifices in vain. Vivid memories, sometimes seeming more real than the present, can haunt or inspire. And a few people will find that they thrive in war, whether from a love for violence or a fierce commitment to their cause.

Tone: In some stories, the war is ongoing but not shown directly. In those campaigns, the atmosphere is going to be one of tension. People will be afraid, angry, or grimly determined. Hatred of the enemy will be commonplace and tacitly or openly encouraged by the powers that be, possibly with grim consequences for citizens sharing a now-suspect origin. Fear will be equally widespread—fear for the country, but also fear for friends and family on the front lines. There will be dramatic displays of patriotism and conviction to hide the tense undercurrent.

In campaigns where the war has ended, the story takes on a more elegiac tone. The war is over, and

victorious or defeated, there was suffering and loss. The dead are mourned. Farms lay fallow, businesses closed, and relationships were shattered. The living remain, but many are wounded in body or in spirit. If victorious, at least the winners can cling to what victory bought them—sometimes this is enough, for a noble cause. But the defeated can be bitter indeed, willing to believe anything to save their pride.

Plot: War is important for narrative. In a big war, governments will do anything to win, and that anything is just the kind of situation that calls for player characters. A government might invest in some secret project—a radical new technology, some long forgotten magic, or perhaps recruiting a dangerous and uncertain ally. “Old military project” is a common horror story origin for good reason. The need to win, the need to justify the loss of friends and comrades, can justify all kinds of very bad ideas.

War on the Horizon

Things are a little different when the war has not yet begun. War, in this case, acts as a more realistic version of the apocalyptic disaster that often faces heroes who fail to stop the villains—the world might not end, but a great many will die all the same. To simplify a library's worth of political theory, this kind of campaign can deal with two sorts of wars, the accidental and the intentional.

Accidental: No war is strictly accidental, but the war the protagonists are facing in this kind of story isn't anyone's actual goal. Rather, it's the result of dozens of interlocking rivalries, alliances, petty hatreds, past decisions, and geopolitical realities. The people involved might be doomed patriots doing their best, or they might be short-sighted blunderers unable to grasp the consequences of their actions, depending on how idealistic one is feeling, and rarely is one side any nobler than any other.

Typically, the protagonists in this kind of story stumble across some kind of conspiracy or scheme that, if successful, would trigger the war. In some cases, the villains might intend to bring about a cataclysmic war, but just as plausible is that the antagonists are too stubborn to see the consequences of their own actions. Thus, it's up to the heroes to unravel the plot, with a climax in which they hurry to avert the attack or incident that will be everyone's doom.

Intentional: When an intentional war is on the horizon, this usually means that one nation is gearing up for a big war, whether anyone likes it or not. Usually, the warmongers are a deeply unsympathetic, odious crew, with a whiff of fascism or imperialism about them. The other countries might be benevolent little kingdoms or might have their own issues, but they usually are at least a few shades of gray lighter than the villains.

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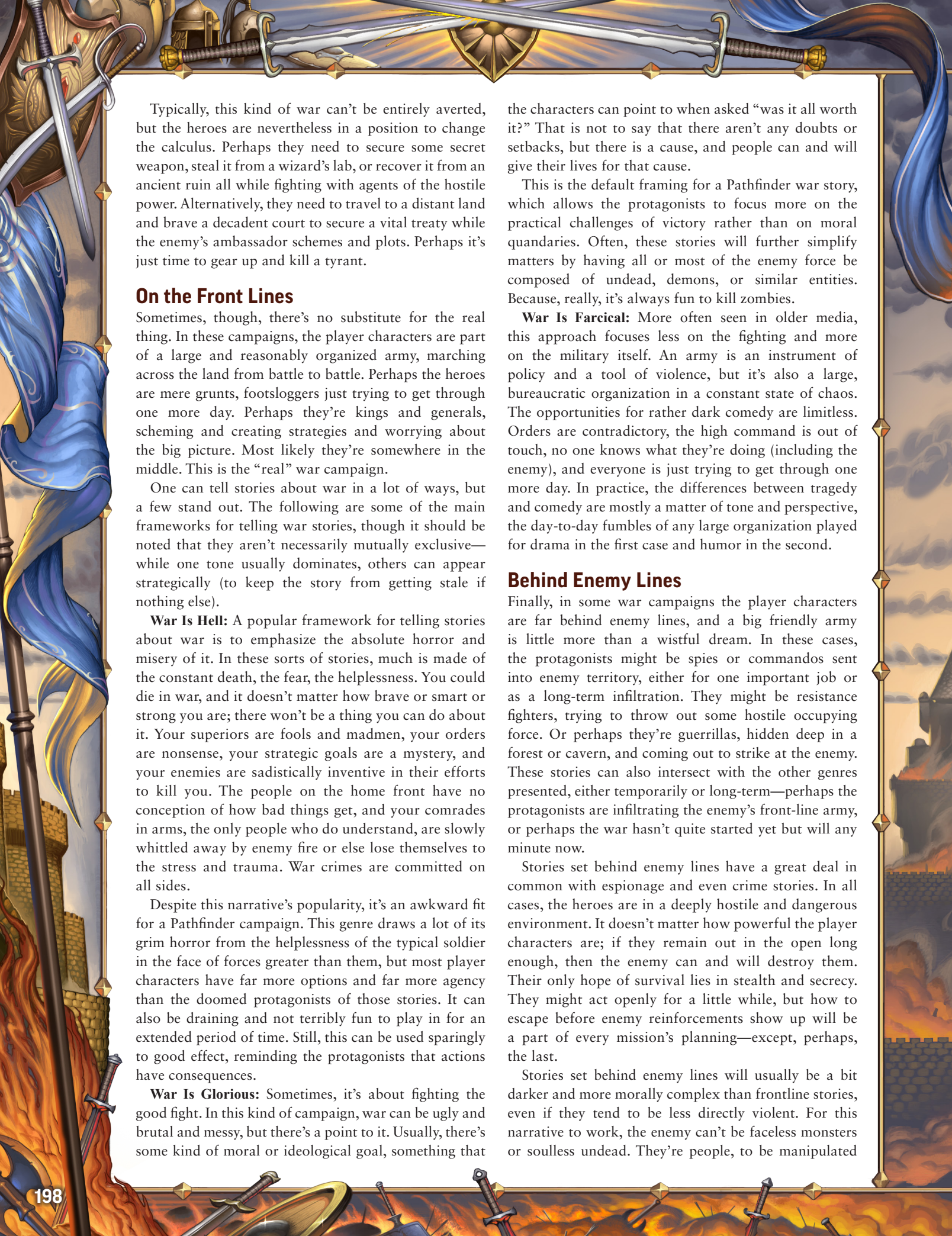
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Typically, this kind of war can't be entirely averted, but the heroes are nevertheless in a position to change the calculus. Perhaps they need to secure some secret weapon, steal it from a wizard's lab, or recover it from an ancient ruin all while fighting with agents of the hostile power. Alternatively, they need to travel to a distant land and brave a decadent court to secure a vital treaty while the enemy's ambassador schemes and plots. Perhaps it's just time to gear up and kill a tyrant.

On the Front Lines

Sometimes, though, there's no substitute for the real thing. In these campaigns, the player characters are part of a large and reasonably organized army, marching across the land from battle to battle. Perhaps the heroes are mere grunts, footsloggers just trying to get through one more day. Perhaps they're kings and generals, scheming and creating strategies and worrying about the big picture. Most likely they're somewhere in the middle. This is the "real" war campaign.

One can tell stories about war in a lot of ways, but a few stand out. The following are some of the main frameworks for telling war stories, though it should be noted that they aren't necessarily mutually exclusive—while one tone usually dominates, others can appear strategically (to keep the story from getting stale if nothing else).

War Is Hell: A popular framework for telling stories about war is to emphasize the absolute horror and misery of it. In these sorts of stories, much is made of the constant death, the fear, the helplessness. You could die in war, and it doesn't matter how brave or smart or strong you are; there won't be a thing you can do about it. Your superiors are fools and madmen, your orders are nonsense, your strategic goals are a mystery, and your enemies are sadistically inventive in their efforts to kill you. The people on the home front have no conception of how bad things get, and your comrades in arms, the only people who do understand, are slowly whittled away by enemy fire or else lose themselves to the stress and trauma. War crimes are committed on all sides.

Despite this narrative's popularity, it's an awkward fit for a Pathfinder campaign. This genre draws a lot of its grim horror from the helplessness of the typical soldier in the face of forces greater than them, but most player characters have far more options and far more agency than the doomed protagonists of those stories. It can also be draining and not terribly fun to play in for an extended period of time. Still, this can be used sparingly to good effect, reminding the protagonists that actions have consequences.

War Is Glorious: Sometimes, it's about fighting the good fight. In this kind of campaign, war can be ugly and brutal and messy, but there's a point to it. Usually, there's some kind of moral or ideological goal, something that

the characters can point to when asked "was it all worth it?" That is not to say that there aren't any doubts or setbacks, but there is a cause, and people can and will give their lives for that cause.

This is the default framing for a Pathfinder war story, which allows the protagonists to focus more on the practical challenges of victory rather than on moral quandaries. Often, these stories will further simplify matters by having all or most of the enemy force be composed of undead, demons, or similar entities. Because, really, it's always fun to kill zombies.

War Is Farcical: More often seen in older media, this approach focuses less on the fighting and more on the military itself. An army is an instrument of policy and a tool of violence, but it's also a large, bureaucratic organization in a constant state of chaos. The opportunities for rather dark comedy are limitless. Orders are contradictory, the high command is out of touch, no one knows what they're doing (including the enemy), and everyone is just trying to get through one more day. In practice, the differences between tragedy and comedy are mostly a matter of tone and perspective, the day-to-day fumbles of any large organization played for drama in the first case and humor in the second.

Behind Enemy Lines

Finally, in some war campaigns the player characters are far behind enemy lines, and a big friendly army is little more than a wistful dream. In these cases, the protagonists might be spies or commandos sent into enemy territory, either for one important job or as a long-term infiltration. They might be resistance fighters, trying to throw out some hostile occupying force. Or perhaps they're guerrillas, hidden deep in a forest or cavern, and coming out to strike at the enemy. These stories can also intersect with the other genres presented, either temporarily or long-term—perhaps the protagonists are infiltrating the enemy's front-line army, or perhaps the war hasn't quite started yet but will any minute now.

Stories set behind enemy lines have a great deal in common with espionage and even crime stories. In all cases, the heroes are in a deeply hostile and dangerous environment. It doesn't matter how powerful the player characters are; if they remain out in the open long enough, then the enemy can and will destroy them. Their only hope of survival lies in stealth and secrecy. They might act openly for a little while, but how to escape before enemy reinforcements show up will be a part of every mission's planning—except, perhaps, the last.

Stories set behind enemy lines will usually be a bit darker and more morally complex than frontline stories, even if they tend to be less directly violent. For this narrative to work, the enemy can't be faceless monsters or soulless undead. They're people, to be manipulated

or beguiled or killed as appropriate. Some might be evil monsters, but others may well be somewhat sympathetic, servants of their country right or wrong.

More optimistic stories of this stripe might end with a popular revolution and will allow the player characters to convert the more sympathetic of their foes to their side. More cynical narratives play out like a horror campaign, allies dropping one by one in the face of an implacable security state, the heroes trying to strike one last desperate blow before they too are captured and killed at dawn.

HOW TO HAVE A WAR

Having decided what kind of story you want to tell, the next step is to figure out how exactly you are going to run the game—and that, in turn, means deciding what kind of war you are dealing with and where the protagonists fit into the war.

What Kind of War?

When making a war campaign, it helps to have a fairly good idea of how the war is going to operate—wars may appear to be chaotic and wild, but they usually have their own internal logic. The simplest way of doing this is to take an existing historical war and translate it to Golarion. Replace technology for magic, swap around some names, and call it good. This has the advantage of providing a wealth of existing material and inspiration, though it can occasionally leave some logical hiccups during the translation process. Additionally, when translating a historic war to Golarion, be aware that your players could have personal or historical ties to these wars. You should consult players before using this method.

Alternatively, one can build a war from the ground up. Preindustrial wars generally fell into one of two very broad categories, depending on the goals and abilities of the participants.

Raiding warfare is warfare about chasing people away. In this kind of warfare, relatively small groups of combatants make their approach by way of stealth and speed, aiming at some kind of lightly defended target (a supply depot, a herd of cattle, an unsuspecting village, and so on). They strike quickly, inflicting harm on the enemy, perhaps steal some resources or supplies, and then retreat before a serious defense can be mounted. In the long run, the goal is to make it too difficult or dangerous for the enemy to stay in an area so they leave you be.

When all goes well, few raiders die, though if the attackers are discovered, an ambush can wipe out an entire raid. It also doesn't need a lot of expensive or difficult-to-acquire weaponry or siege equipment. This style of warfare is thus commonly practiced by insurgents, guerrillas, or terrorists, but also by groups of bandits or raiders, and by various nomadic, pastoralist peoples.

Golarion, of course, is a fantasy setting, and so one can imagine some innovations on the venerable raiding formula. For one, raids might come from odd or unexpected angles. Perhaps the raiders come bubbling up from the Darklands, or step over from another plane, or arrive on the backs of hippogriffs before flying away. Discovering how a raid is done can make for an entertaining mystery for the heroes.

Magic and native supernatural abilities can give raiders the kind of resources one usually needs a fully equipped national army for—imagine, say, the offensive abilities of a raid of giants. Raiding involves relatively small numbers, so one high-level character or monster can take on immense military significance, personalizing what is otherwise an impersonal genre of storytelling.

Siege warfare is about taking and holding key locations. These are usually military, administrative, and supply centers, though in Golarion this could also be places of mystical significance. Such places are defended by walls and citadels and large numbers of soldiers that make raids impossible, and so the way to overcome it is to bring enough soldiers, usually escorting some manner of lumbering siege equipment, to the enemy citadel. The enemy, in turn, will either wait in their fortress, or if they think they can win, will march their own army out to meet you in open battle before anyone reaches the fortress (and in so doing minimize the damage you deal to their territory).

This kind of warfare is expensive and can involve tens of thousands of soldiers, many of whom will inevitably die. A typical preindustrial army will usually be about twenty to thirty thousand soldiers, with big ones going as high as sixty thousand, though these are very rough numbers. As a result, this kind of warfare is almost entirely the realm of organized states, countries with generals and uniforms and so forth.

Even then, siege-based wars rarely last long. Unlike raid-based warfare, which can last for decades of low intensity fighting, maintaining big armies in the field is just too expensive for anyone to do indefinitely. Thus, most wars like this last only a couple of years, ending either in victory for one side or in mutual exhaustion, in which case everyone takes a decade or so to rebuild their strength to try again.

Fantastic siege-based warfare will usually incorporate magic in a significant fashion. One way to do so is to replace the expensive and unwieldy siege equipment with an archmage or a cadre of sorcerers who will knock down the castle walls, usually with some dramatic ritual that is opposed by the defenders' own wizards. The entire army, thus, is tasked with defending the ritualists and occupying the territory if they're successful.

Another trope that comes up often in these kinds of stories is that of the keystone army—that is to say, a

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supernatural army, often undead, that's held together by the magic of a single sorcerous power. Remove that key figure, kill the evil lich or banish the demon, and the army disintegrates. In terms of storytelling, this can have the advantage of personalizing the conflict further, and shifting the narrative to a place where the player characters can influence the course of the war. Now, they need not defeat tens of thousands of soldiers. They just need to kill one wizard, if a powerful one. That said, this shift can come with the loss of some more traditional military storytelling, so one should be cautious about using it.

Where Are the Heroes?

Having decided what kind of war you want, the next important step is figuring out what exactly the protagonists are doing and where they fit into the military hierarchy. Military theorists sometimes divide war into three layers: strategy, operations, and tactics.

All three levels of military practice are important, and it's fairly common for success at one level to be undone by failure somewhere else. A brilliant victory in battle is meaningless if the underlying strategy is flawed or misguided, and a genius operation can still be undone if the troops lose the actual fight. Even if the heroes do their part flawlessly, things can still unravel due to

others' actions. Whether this will happen, and how often, is important for setting the tone and something to make clear to the players early on.

Strategy: This is the upper level, where kings and generals decide whether to have a war in the first place, what they hope to gain, how, and what resources they can allocate to the job. For instance, suppose Her Infernal Majestrix, Queen Abrogail Thrune II, determines to reconquer Ravounel. In consultation with her advisors, she decides on a campaign of coastal raids followed by two armies entering the country from different angles before converging on Kintargo, and she decides that she can spare three legions and a detachment of the Chelaxian navy for the task.

Although it's unlikely for a low-level party to have strategic input into a large war, inherited positions or special means of influence make it possible. For smaller countries, a group of player characters could easily form its rulers and most powerful weapon. Even without formal rank, the strategic input of more powerful characters may become necessary as their group's power approaches that of a general's army.

Operations: This is the middle level and is about getting your army to the target specified by your strategy, preferably without running out of food or ammunition, getting lost, or getting ambushed along the way. Operations is the unglamorous but necessary work that takes up most of military leadership's time, and it requires making a hundred decisions that shape the actual battlefield—forge ahead and risk arriving at the battle exhausted, or take a slower pace and give the enemy time to prepare? Take a shortcut through the fey-haunted swamps, or try to secure boats from the potentially hostile locals? Camp on the site of the ancient massacre, or risk attack by marching through the night? Operations are intimately concerned with questions of time and distance, balancing the conditions of their troops against the map and the timetable.

If the player characters are given command, then this is where they will generally find themselves. They have some forces at their disposal and play as officers, either as colleagues or allowing players interested in the details of managing operations to do so while others play to their own strengths. Their job is then to navigate a series of decisions and encounters to try and secure their objectives as efficiently as possible. Successful protagonists will take full advantage of their abilities, both mundane and supernatural, to assist their forces.

Tactics: The final level is about actually winning the battle. In Pathfinder, this is going to usually be the province of regular combat or the variants in this book.

If the player characters exist mostly at the tactical level, then by virtue of having access to player character abilities (such as magic, animal companions, and so forth), they are probably the equivalent of commandos



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or special forces. They could be a designated military unit (likely called scouts or similar) or might simply be their commanding officer's favorite troubleshooters. In either case, the campaign takes the form of a series of interconnected vignettes, where each session the heroes are given a new mission to accomplish—an advance must be scouted, a bridge sabotaged, a spy captured, a war crime investigated.

Often, as the heroes accomplish task after task, they're rewarded with commendations, medals, and promotions, and might find themselves sliding into ever more complex missions until they're given command of their own forces. This model has the advantage of letting the earlier, vignette-style campaign act as an extended tutorial for independent command, introducing the players gradually to the setting, the story, and the challenges of military operations.

Generally speaking, player characters won't be regular grunts, or at least not for very long. Past the first couple of levels, most protagonists have too many abilities for it to make sense to use them as cannon fodder—though an initial adventure or two as foot soldiers until they're noticed by high command can do a lot to set the tone of a campaign.

What Do the Heroes Do?

All this theory is well and good, but what does it look like in practice? Below are lists of possible situations that player characters might find themselves in, subdivided by the protagonists' place in the war. They're numbered so you can roll them for inspiration, but remember to always give yourself time to adapt it to the situation and tone.

Although the tables are split, feel free to poach from other tables, with whatever adjustment seems appropriate. If the tactical-level problem is that the heroes are lost, then the operational-level problem is that some of the protagonists' soldiers have gotten themselves lost. On the other hand, tactical heroes wouldn't be asked to solve a strategic problem, hearing about it in rumors that underline the changing tides of war.

Similarly, the protagonists aren't the only ones who run into difficulties. What on one side is a daring raid can be the other side's cat and mouse game to hold off stealthy attackers.

STRATEGIC

d10 Situation

- 1 The enemy has begun to tame new beasts of war, whether flying or simply more dangerous animals.
- 2 You have news that your army is about to be pinched between two individually smaller forces. Can you reach them with news and reinforcements quickly enough to break the encirclement?
- 3 The river is an important natural boundary during this fight, but also the home of naiads and other

aquatic fey. What can you offer to win their assistance?

- 4 The latest skirmish was a feint by the enemy command! But where's the real attack going to come from?
- 5 Stories are spreading of atrocities committed by your troops. Although they might be exaggerated for political effect, there's likely some kernel of truth.
- 6 The enemy general seems prepared for your every move. Is it luck, spies in your ranks, or some form of divination you must counteract?
- 7 If your spies are correct, an enemy dignitary is moving through the area incognito. This is an opportunity you won't get again.
- 8 An enemy soldier is spoken of in whispers, claiming that they're invincible. Can you put the lie to their claim before the morale of your forces is chipped away further?
- 9 An enemy soldier surrendered, claiming they wish to provide information. Even if their desire is genuine, can we be certain they were not deceived themselves?
- 10 The fighting, or locals tired of being caught in the middle of it, has awakened something moldering in an ancient barrow. Its power is beyond anything the soldiers on either side can handle.

OPERATIONAL

d10 Situation

- 1 Your mounts are deeply unhappy about something. You don't know why, and you don't have time to deal with this right now, but you might not have a choice.
- 2 Defending against raids is bad enough. Defending against raiders on hippogriffs, wyverns, or other flying creatures? Far worse.
- 3 Turns out there's an old smuggler's tunnel near the front lines. The possibilities for sabotage are limitless, though there's the question of why the tunnel was abandoned in the first place.
- 4 The prisoner transfer could be a trap. Everyone expects it to be a trap. But it might provide your only opportunity to get your people back.
- 5 An old soothsayer claims that to fight tomorrow is to invite tragedy. Even if they have no special insight, their words are shaking the soldiers' morale.
- 6 Soldiers keep disappearing in the night, but it's up to you to determine if they're deserters or being dragged off.
- 7 You have these lovingly prepared false documents to lead the enemy raiders into an ambush. Now how do you get it to them without them suspecting anything?
- 8 You don't know what was in the water, but half the army is out of the fight. Someone needs to fool or stall the enemy until your troops are back in fighting shape.

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- 9 The new engineer that the general hired knows his stuff, but the list of components he needs is positively morbid. What kind of siege engine needs corpse hair?
- 10 The wizards can turn the tide of battle, provided your forces can hold this place of power until the ritual is complete.

TACTICAL

d10 Situation

- 1 Speed is of the essence when sneaking through enemy lines. You have minutes or even less to bypass the guards before there's an unpleasant reckoning.
- 2 It's a good plan. One unit keeps the guards busy, the other nips around and hits the supply depot. Hammer and anvil. Only problem is, you're the anvil.
- 3 Enemies have taken a strategic location, like a high point or the ford in a river. You don't have any orders, but waiting for them will give the enemy time to dig in.
- 4 Your maps can't change quickly enough to reflect the tides of war or they'd tell you that where you've been traveling is now behind enemy lines.
- 5 Everything is on fire and it's not your fault this time. It's literally raining fire down upon you. You need to find out how the enemy is doing this and stop them, fast.
- 6 Whether because of a spy in your ranks or sheer bad luck, your group is at the forefront of an ambush.
- 7 Most raiders can be stymied by a stout palisade. The spirits lurking in the dark beyond your campfires, unfortunately, are not most raiders.
- 8 The general has commanded you to hold the line, but the unit closest to yours has already broken.
- 9 The first ones over the fortification's wall stand to win great glory and even wealth.
- 10 The general has a cunning plan. It actually seems more likely to lead you into the jaws of death, but you're asked to make it seem cunning or die trying.

Onward to Victory (Points)!

The Victory Point subsystem (GM Core 184) is particularly well suited for war campaigns—it might not even need a change of name! Typically, you'll want to use Victory Points when the characters have sufficient power or strategic pull to determine the outcome of the battle. Campaigns, especially about the futility or absurdity of war, should leave them out when the party can't make the difference between victory and defeat.

Victory Points let you concretely show the group's impact on another layer of the war. This is most often a tactical group's impact on the operations level, with their contributions changing the fate of a particular battle, holding a key location, or even evacuating a city in time. But a group focused on building supply lines,

gathering intelligence, or making strategic decisions might see their efforts (and the associated skill rolls) play out through Victory Points deciding battles they aren't even present for.

Victory Point Scale: Wars can last for centuries or be over in a single day. So, it's important to consider the speed at which you're telling that story. An epic campaign can unfold in the bloody final days of a single siege, while months or years with shifting strategic goals can likewise pass in a few sessions.

Decide whether to use Victory Points and set the scale (GM Core 186) based on the time you expect it to take at the table. A series of raids to meet a strategic objective might play out as a quick encounter for the rulers of a large nation, while a tactical group might approach each raid as an adventure with its own total of Victory Points. But a longer scale is appropriate for those rulers if the process of cajoling allies to join the raids takes most of a session or they decide to lead from the front lines.

Using this structure can be a powerful tool for pacing and tone. If you're presenting this war as a glorious endeavor, a vicious fighting retreat might be a long encounter with the PCs holding the line while their allies withdraw, accumulating Victory Points to potentially save everyone. But when focusing on the darkness of war, that retreat might stretch over an entire adventure with the Diminishing Victory Points variant, where each failure represents deaths on their grueling march to safety.

You may find yourself having to adjust this scale on the fly as players show you where their interest is. After all, the barbarian staying up to watch over the army's camp doesn't mean their player wants to spend hours fending off the soul-sucking boredom of standing guard and chasing down individual enemy scouts. And *teleport* can bring strategic personnel to the battlefield at a moment's notice. Even after you've laid out the Victory Points subsystem for the players, keep in mind the barbarian's watch might be better resolved by Perception checks, and a ruler's Warfare Lore check might represent a battle with the enemy lieutenant.

Objectives: All sides of a battle are fighting for a reason. Even if one side's strategic goal is complete destruction of their opponents, the fatalities of a given battle are typically in service of a more specific objective. Wanting to hold or take a location is common, as is stopping or delaying the movement of an opposing army. Even when death is a goal, it's often an individual leader's death rather than an entire army.

This is one of the reasons Victory Points can create a better representation of warfare than encounters alone. Just because the heroes hold a fortification or break the enemies' morale doesn't mean that the opposing army is wiped out to the last soldier. Although there are exceptions, most soldiers survive on both sides of the typical engagement.

It's also worth considering these objectives on a tactical level. Even without Victory Points, this can help keep fights varied and interested, but it's worth extra consideration when awarding points. Disrupting communications, incapacitating a general, or holding a bridge could all be worth Victory Points. Although all of them could be accomplished by wiping out swathes of enemy forces, keeping the focus on the objectives gives creative players a chance to reach them using fewer resources and ultimately contribute more to the final result.

Defeat: In times of war, no plan survives contact with the enemy. While the player characters can turn the tide of a battle or a war with Victory Points (they are the protagonists, after all), war is something bigger than just the heroes. Depending on the tone of your campaign, defeat might be a dreadful certainty or completely off the table, but putting it in the party's hands raises the stakes.

Strategic or operational defeat can be tricky to present when the PCs are still able to fight. Focus on the actions of the NPCs around them, such as a commanding officer calling for a retreat or the common soldiers routing. It's important to keep the players' choices open, whether to retreat with their fellows, hold the line to assist the retreat, make one final valiant assault, or continue fighting in some other way.

Unlike tactical defeats that so often result in the party dead, larger-scale defeats can just move the campaign into a new stage. Failing to defend a city under siege means that characters who remain are now behind enemy lines, fighting more as a resistance cell than an army. Meanwhile, retreating means a chance to regroup, resupply, and recruit new allies with more focus on operational questions.

Being in Command

When the characters reach a point in their military career where they're given command over soldiers of their own or if circumstances arise that require the characters take part in larger-scale battles, consider the new skirmish warfare subsystem presented starting on page 158.

This subsystem allows players to take control and act alongside troop creatures, usually in encounters against other troops and their leaders. These encounters function very similarly to standard encounters and can represent the tumult of armies clashing against each other. The section contains advice for GMs about creating and running such encounters. In addition, a plethora of troop stat blocks usable with this subsystem as both allies and enemies begins on page 172. That section also includes a table of troop stat blocks found in other hardcover sources to date.

Skirmish encounters can be used alongside Victory Points to simulate a larger war; as the PCs complete or fail at certain objectives, they can lose or gain

Victory Points. In addition, when certain Victory Point thresholds are met, perhaps the PCs gain command of more powerful troops or deepen their bonds with their current troop.

Downtime

Even the bloodiest wars don't see constant battle after battle. Armies need time to march from place to place and, unless magic is involved, orders from high command aren't always transmitted instantaneously to the leaders in the field. Soldiers need time to rest and recuperate or train for hardships to come. In each of these cases, characters involved in war might find themselves facing stretches of downtime. The following downtime activities (explained in more detail starting on page 440 of *Player Core*) might be flavored to match a war-focused campaign.

Earning Income: If the PCs are on a military's payroll, they already see a steady income and will likely not need to perform jobs to gain extra cash, and they won't have to worry about their cost of living. However, enterprising characters can still have a side hustle. A fighter could do a fellow soldier a favor and pick up their shift in the kitchen or cleaning latrines. A rogue could find ways to smuggle luxury items from a nearby city to the lower ranks. A druid could hire out their animal companion to move equipment between camps.

Long-Term Rest: Battlefields are dangerous and dirty. PCs returning from a mission may have suffered grievous wounds or caught some nasty disease. Most military camps will have a medic to assist with their recovery, though a PC might want to rely on another PC's expertise (or magic). In either case, such healing takes time.

Retraining: Soldiers must always be at their best, and physical training is paramount to most militaries. When not directly fighting, a regiment might run for several miles or perform calisthenics as morning exercise. Such activity could serve as a background for PCs who wish to retrain feats, skills, and class features. Perhaps a wizard wants to increase their proficiency in Athletics in preparation for a long march. A barbarian might want to be able to better intimidate a large group of people in preparation for a siege. A bard might want to replace a spell in their repertoire that focuses more on dealing damage than healing.

Shopping and Crafting: A good army's quartermaster should provide their soldiers with everything they need, but sometimes they can offer a little extra... for a price. PCs might also be campaigning near a friendly city, allowing them to purchase items as normal, though occasionally they might see a steep increase in prices due to low supply. Alternatively, an established military camp might provide a PC with tools or a workshop, usually in the form of a portable smithy, for them to be able to craft their own items.

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WAR GAZETTEER

War has always had a place in Golarion, but since the Godsrain, it has been bubbling up with distressingly greater frequency. What follows is a quick survey of current and likely future conflicts of Golarion.

ANDORAN AND CHELIAX

The threat of war with Cheliah has loomed over Andoran's short history. Even before the People's Revolt almost 60 years ago, the people of Andoran bristled under House Thrune's rule. Decades of threats, posturing, border disputes, and naval blockades have kept tensions alive. Citizens on both sides spoke of the next war in terms of when it would happen and speculation of what would finally set it off.

The most obvious physical symbol of the tension is Cheliah's Aspodian Wall. Continuously updated by gnome sorcerers and engineers, the wall stretches from the Aspodell Mountains to the Inner Sea. Although effective at preventing Andoran's armies from marching across their shared land border, many on both sides whisper that the wall is intended to keep Andoren traders and, with them, Andoran's ideals out of Cheliah.

With the land route blocked, most direct encounters between the two powers take place on the waters of the Inner Sea. Each side boasts a massive fleet harbored near the border: in the city of Ostense on Cheliah's side and Augustana on Andoran's. Cooler heads among the naval officers have prevented incidents from spilling into open warfare, but neither nation has been shy about employing pirates, adventurers, and other third parties as foils.

These tensions are naturally reflected in the shadows as well, with government forces working alongside nominally independent organizations like the Eagle Knights based in Andoran and orders of Hellknights hunting rebels within Cheliah. These more subtle clashes range over the entire region, with nowhere as home to as much intrigue as Absalom.

Isger

The spark in this tinder box landed in the nation of Isger, seen as a long-time vassal state by Cheliah and unfortunate brethren who haven't had their revolution yet by Andoran. Over 20 years ago, the Eagle Knights

and Hellknights briefly joined forces with other nations in the Goblinblood Wars. The multinational force took terrible casualties, but eventually forced Isger's goblin residents back into the Chitterwood. Both Andoran and Cheliox feel the blood spilled there marks them as protectors of Isger, although what form each thinks that protection should take obviously differs.

The opinion within Isger itself is similarly split, with the national government under Steward **Hedvend VI** (cowardly male human aristocrat) focusing on the area around the capital Elidir and fulfilling the demands of Cheliox. Although many outside the capital are grateful for Cheliox's assistance since the Goblinblood Wars, particularly the orphanages run by the Church of Asmodeus, they also feel abandoned to banditry and lawlessness by Hedvend's focus on affairs beyond their borders.

Although rebel groups have worked within Isger for generations, the Hellbreaker's League has focused on more mystical solutions. Since the Godsrain, the nascent group has been searching Isger for warshards, hoping for a tool that can help them oppose Cheliox's infernal power and overthrow Hedvend.

In response to Hedvend's reports of the group, the Hellknight Order of the Rack instituted martial law in the Isgeri town of Breachill. As their headquarters, they took Citadel Altaerein, abandoned by another Hellknight order for years and only recently restored for the residents of Breachill. Inspired by the heroes who briefly resided in the citadel, many in Breachill sided with the Hellbreaker's League and reached out to Andoran, bearing a long list of the Hellknight's offenses.

To investigate these claims, a group of diplomats led by semi-retired General **Reginald Cormoth** (influential male human officer) traveled to Breachill. Although Cormoth retired from active command in the Eagle Knights, his decorated service during the Goblinblood Wars opened many doors for him in Isger. However, upon attempting to enter negotiations with the Order of the Rack, he was instead captured and publicly executed. Following his capture, his retinue fled back to Andoran.

Chelioxian accusations of spying failed to sway the citizens of Andoran, leading to widespread pressure on their elected officials to avenge the general's death. The People's Council and Supreme Elect **Andira Marusek** (diplomatic female human leader; *Lost Omens Legends* 12) agreed that, although directly attacking Chelioxian troops would ignite the smoldering war, Cheliox's use of the nominally independent Hellknights left open a door. Andoran walked through that door boldly, suggesting the equally independent Eagle Knights force the Hellknights out of Breachill and Citadel Altaerein.

In the late summer of 4725, these forces clashed in what's being called the Battle of Hellknight Hill. After many grueling exchanges, the Eagle Knights took Breachill and the citadel. In exchange for future aid to

the Hellbreaker's League, the Eagle Knights received a powerful warshard that the rebels had been hiding.

The Flames Spread

Queen **Abrogail Thrune II** (charismatic human female ruler, *Lost Omens Legends* 8) has been unwilling to let Andoran off on their technicality. Considering the attack in her vassal state as a clear act of war, the queen declared all orders of Hellknights to be under her direct control, even those with headquarters far from Chelioxian soil. While many Hellknights have balked at the overreach or even abandoned their titles, significant reinforcements from many orders seek to regroup with the Order of the Rack fleeing from Breachill.

These Hellknights plan to meet in Logas, an Isgeri town on the border with Cheliox. Together with other Hellknights, there is an eventual promise of armies from Cheliox and Isger. Goblins in the nearby Chitterwood panic as these forces begin to move, knowing the town's residents would leap at an opportunity to wipe out their goblin neighbors once and for all.

The great navies of Andoran and Cheliox prepare for war as well. Cheliox's battle-scarred fleets gather, forsaking their usual role protecting trade from pirates to prepare for an attack on Andoran's shipyards in Augustana. This has led to a tense game of cat and mouse among the waves as the Gray Corsairs, the naval arm of the Eagle Knights, have begun attacking Chelioxian warships that near the border.

Only the most optimistic are left with any hope that this long-expected war can be put off yet again.

THE GRASS SEA

Situated in the heart of Casmaron, east of Garund, the Grass Sea has been watered with blood for a thousand years—just not all that much of it. While the area has long been home to various semi-nomadic tribes of pastoralists, none of them have ever had the population to support truly large armies or bloody battles (one typically needs settled, agricultural land for that). And so, war was a thing of raid and counter-raid, punctuated only by the occasional gory ambush.

This continued until the Godsrain. The hilt of Gorum's Sundered Sword fell to earth before the feet of an ancient statue of Voradni Voon, conqueror and hero of the minotaurs. Now, driven by some unspeakable need, the people of the Grass Sea gather at the Conqueror's Stand, vast hosts of minotaurs and centaurs and other peoples besides. All are eager for war, and rabble-rousers and demagogues whip the tribes to a martial frenzy by speaking of old glories and old grudges.

Of course, this is all easier said than done. An army is not simply a mob on the march, and so Conqueror's Stand is home to a great deal of careful negotiation and subtle politicking. How is the great host to be fed, how is it to be led, how are the targets to be chosen?

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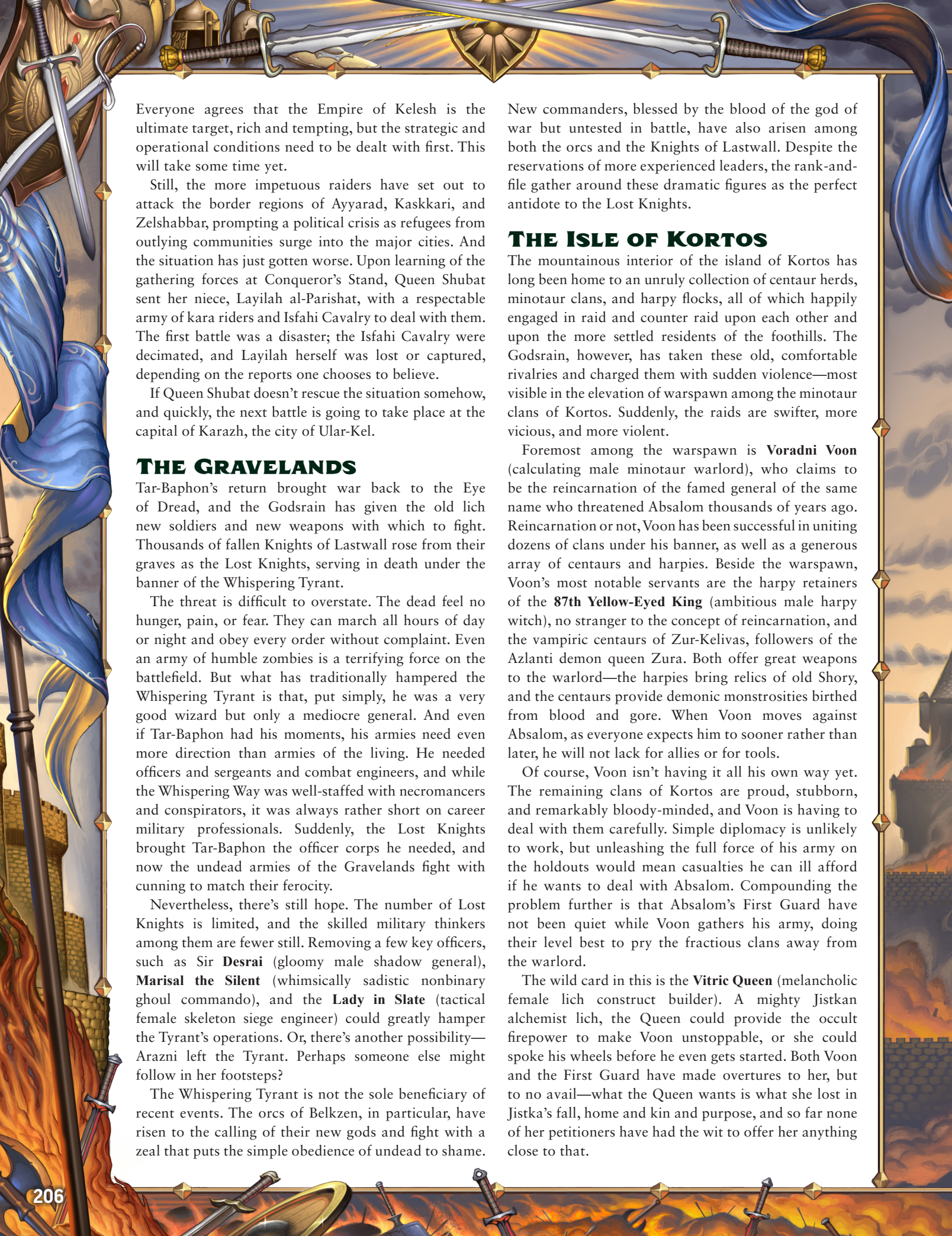
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Everyone agrees that the Empire of Kelesh is the ultimate target, rich and tempting, but the strategic and operational conditions need to be dealt with first. This will take some time yet.

Still, the more impetuous raiders have set out to attack the border regions of Ayyarad, Kaskkari, and Zelshabbar, prompting a political crisis as refugees from outlying communities surge into the major cities. And the situation has just gotten worse. Upon learning of the gathering forces at Conqueror's Stand, Queen Shubat sent her niece, Layilah al-Parishat, with a respectable army of kara riders and Isfahi Cavalry to deal with them. The first battle was a disaster; the Isfahi Cavalry were decimated, and Layilah herself was lost or captured, depending on the reports one chooses to believe.

If Queen Shubat doesn't rescue the situation somehow, and quickly, the next battle is going to take place at the capital of Karazh, the city of Ular-Kel.

THE GRAVELANDS

Tar-Baphon's return brought war back to the Eye of Dread, and the Godsrain has given the old lich new soldiers and new weapons with which to fight. Thousands of fallen Knights of Lastwall rose from their graves as the Lost Knights, serving in death under the banner of the Whispering Tyrant.

The threat is difficult to overstate. The dead feel no hunger, pain, or fear. They can march all hours of day or night and obey every order without complaint. Even an army of humble zombies is a terrifying force on the battlefield. But what has traditionally hampered the Whispering Tyrant is that, put simply, he was a very good wizard but only a mediocre general. And even if Tar-Baphon had his moments, his armies need even more direction than armies of the living. He needed officers and sergeants and combat engineers, and while the Whispering Way was well-staffed with necromancers and conspirators, it was always rather short on career military professionals. Suddenly, the Lost Knights brought Tar-Baphon the officer corps he needed, and now the undead armies of the Gravelands fight with cunning to match their ferocity.

Nevertheless, there's still hope. The number of Lost Knights is limited, and the skilled military thinkers among them are fewer still. Removing a few key officers, such as Sir **Desrai** (gloomy male shadow general), **Marisal the Silent** (whimsically sadistic nonbinary ghoulish commando), and the **Lady in Slate** (tactical female skeleton siege engineer) could greatly hamper the Tyrant's operations. Or, there's another possibility—Arazni left the Tyrant. Perhaps someone else might follow in her footsteps?

The Whispering Tyrant is not the sole beneficiary of recent events. The orcs of Belkzen, in particular, have risen to the calling of their new gods and fight with a zeal that puts the simple obedience of undead to shame.

New commanders, blessed by the blood of the god of war but untested in battle, have also arisen among both the orcs and the Knights of Lastwall. Despite the reservations of more experienced leaders, the rank-and-file gather around these dramatic figures as the perfect antidote to the Lost Knights.

THE ISLE OF KORTOS

The mountainous interior of the island of Kortos has long been home to an unruly collection of centaur herds, minotaur clans, and harpy flocks, all of which happily engaged in raid and counter raid upon each other and upon the more settled residents of the foothills. The Godsrain, however, has taken these old, comfortable rivalries and charged them with sudden violence—most visible in the elevation of warspawn among the minotaur clans of Kortos. Suddenly, the raids are swifter, more vicious, and more violent.

Foremost among the warspawn is **Voradni Voon** (calculating male minotaur warlord), who claims to be the reincarnation of the famed general of the same name who threatened Absalom thousands of years ago. Reincarnation or not, Voon has been successful in uniting dozens of clans under his banner, as well as a generous array of centaurs and harpies. Beside the warspawn, Voon's most notable servants are the harpy retainers of the **87th Yellow-Eyed King** (ambitious male harpy witch), no stranger to the concept of reincarnation, and the vampiric centaurs of Zur-Kelivas, followers of the Azlanti demon queen Zura. Both offer great weapons to the warlord—the harpies bring relics of old Shory, and the centaurs provide demonic monstrosities birthed from blood and gore. When Voon moves against Absalom, as everyone expects him to sooner rather than later, he will not lack for allies or for tools.

Of course, Voon isn't having it all his own way yet. The remaining clans of Kortos are proud, stubborn, and remarkably bloody-minded, and Voon is having to deal with them carefully. Simple diplomacy is unlikely to work, but unleashing the full force of his army on the holdouts would mean casualties he can ill afford if he wants to deal with Absalom. Compounding the problem further is that Absalom's First Guard have not been quiet while Voon gathers his army, doing their level best to pry the fractious clans away from the warlord.

The wild card in this is the **Vitric Queen** (melancholic female lich construct builder). A mighty Jistkan alchemist lich, the Queen could provide the occult firepower to make Voon unstoppable, or she could spoke his wheels before he even gets started. Both Voon and the First Guard have made overtures to her, but to no avail—what the Queen wants is what she lost in Jistka's fall, home and kin and purpose, and so far none of her petitioners have had the wit to offer her anything close to that.

MOLTHUNE AND NIRMATHAS

The military dictatorship of Molthune is a perennial problem in Inner Sea politics. A Chelaxian breakaway state, Molthune may be better described as an army in search of an empire, and in recent years has launched numerous invasions against neighbors, most recently Nirmathas.

After many of Molthune's mercenary armies defected to found Oprak, some believed the constant border clashes would finally settle down, but recent months have found Molthune in a fever of jingoism, with Molthuni laborers joining the army in droves. Ambitious officers offer ever more dramatic promises of conquering Nirmathas once and for all. The sudden frenzy has caught even Molthune's general lords off guard, and there's a certain amount of chaos in the government now. Several generals have been sidelined or, in one dramatic case, tried and executed for "cowardice in the face of the enemy," and their replacements are dusting off old military plans and attempting to control armies that more closely resemble armed mobs.

The reason for this unseemly haste is that Molthune's invasion, rather than being based on calculated strategy, is inspired by supernatural concerns. Szuriel, the Rider of War, has seen the death of Gorum as an opportunity to expand her influence, and Molthune's history of ardent militarism makes it a most convivial home. Apocalypse riders, agents of War, inspire the Molthuni people to bloodlust and rage, against Nirmathas and Oprak and all the other peoples of the Inner Sea.

Molthune's early attacks haven't met with luck. Partly, this is because the emotional, passion-filled attacks of the recent volunteers haven't been terribly well organized, but also because for every bit of divine meddling there is a counterforce. In Nirmathas, **Courage Heart** (direct female celestial herald of Milani) is aware of Szuriel's interference and has been hard at work gathering the Nirmathi defense.

So far, this has been enough, but Courage Heart has another problem. North of Nirmathas is the Gravelands, where the Lost Knights are many things, but prone to impulsive leadership is not one of them. For the moment, Tar-Baphon's forces have been pointed at greater threats, but given the pressure from a revanchist Molthune to the south, it would only take a detachment of the undead to squeeze Nirmathas to the point of bursting. For that matter, Courage Heart can't count on Molthune's invasions continuing to be so ham-handed. Molthune is a large, organized, and powerful state, and sooner or later the general lords will manage to outfit a proper assault. In that case, they won't need the undead to distract Nirmathas—the rebellious country will be simply overrun.

This then is the problem before Nirmathas: fighting off more powerful foes on two fronts while looking

for a permanent solution to the problem. Getting rid of Tar-Baphon is unlikely (greater forces than Nirmathas have tried and failed), but if something could be done with Molthune... perhaps removing Szuriel's riders or gathering temporary allies like Chelax or Druma. There are possibilities if Nirmathas has allies capable enough to seize them.

NEW THASSILON

Edasseril and Eurythnia were rival provinces before the fall of Thassilon ten thousand years ago, a situation not at all improved by the personal loathing between the Runelord **Belimarius** (envious human female runelord; *Lost Omens Legends* 34) of Edasseril and Queen **Sorshen** (confident human female runelord; *Lost Omens Legends* 35) of Eurythnia. Still, the two sides of New Thassilon have been able to get along without open conflict, mostly by the simple expedient of focusing on rebuilding after their long absence.

Belimarius intends to change that, however, claiming to be the rightful ruler of Thassilon. Thus far, even many aware of the Runelord's rhetoric in Edasseril believe



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SAGA LANDS

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BROKEN LANDS

SHINING KINGDOMS

OLD CHELIAX

ABSALOM

GOLDEN ROAD

MWANGI EXPANSE

	March of the Reclaimer
	Queen of Despair Rising
	Runelord Quarrels
	Tar-Baphon's Grasp
	Molthune-Nirmathas Front
	Andoran-Cheliax Front
	Angazhan Raids
	Stand of the Bright Lions

300 MILES

she only intends to absorb the lands of her old rival. However, Belimarius means what she says, intending to eventually claim all the lands once held by Thassilon. This includes all of Varisia and the Kodar Mountains, but even extends into Belkzen, the Land of the Linnorm Kings, and the Mindspin Mountains.

Clashes have already begun over warshards, fragments of the dead god Gorum's armor that fell into contested territory within the Kodar Mountains. The most brilliant of these, falling with a three-tailed display that inspired the name "Trinity Star," has been claimed by both sides along with northerners from the Land of the Linnorm Kings and even agents of distant powers. Although skirmishes between teams searching for the Trinity Star could serve as the final spark for war, conflict is inevitable if Belimarius holds to her ancient ambitions.

Of the two, Edasseril was historically weaker, but it has maintained more of its ancient population. Sorshen is rebuilding Eurythnia away from her old holdings in the south to take advantage of an emptied Thassilonian city in the peaks of the Kodar Mountains, leaving her in a precarious position despite being a far more powerful wizard. Furthermore, there is the somewhat delicate problem that openly calling on her full power (such as the armies of vampiric horrors that lurk in ancient vaults beneath her old holdings in southern Varisia) could frighten other nations into uniting against her. As a result, Sorshen continues her attempts to secure allies, with delegations ranging from Korvosa to Nerosyan finding little support. The former Runelord of Lust is caught in the horns of a dilemma, where using her most powerful weapons would destroy what she's trying to accomplish but not using them risks Belimarius getting the upper hand.

REALM OF THE MAMMOTH LORDS

Golarion is home to many strange, supernatural armies. There are armies of demons, undead, trolls, and merfolk. There are armies guided by a single will and armies that more resemble an ambulatory civil war. Yet it's fair to claim that the Reclaimer's army is the strangest of them all, because in a host of thousands, the Reclaimer is the only one with opposable thumbs—at least the only humanoid.

The Reclaimer is a warrior who arose in the Realm of the Mammoth Lords following the Godsrain and has a command over wildlife that exceeds even the wisest druids. He stalks the land with his wild host and sets out to expel or exterminate every sign of civilization that he comes across. And so far, he's been unnervingly successful.

The main firepower on the Reclaimer's side comes in the form of dozens of megafauna, such as huge mammoths, saber-toothed cats, and short-snouted cave bears. Each one is enormous, large enough that most weapons do little more than tickle their shaggy hides,

and when working together they can simply trample any opposition. But the Reclaimer uses his other forces effectively as well. Wolves and large cats act as skirmishers and flankers, while a cloud of birds provides both scouting and a certain informal bombardment—an eagle can carry a stone fairly high, and even a fist-sized rock can make an impressive dent if dropped from high enough. The Reclaimer is also quite willing to use his forces' unique talents to his advantage, sending forth swarms of rats and squirrels to defile the enemy's food supplies or sabotage their equipment.

The Reclaimer's last and best weapon, however, is the simple fact that the Mammoth Lords are rarely inclined toward cooperation, and so the Reclaimer has been able to pick them off one clan at a time. This is a weapon with an expiration date, however, as the various clans are starting to band together, even bringing in the local giants. Assuming that old grudges and mammoth-sized egos don't undermine the entire business, it might be that the Reclaimer is about to have a real fight on his hands.

SARKORIS SCAR

In the Sarkoris Scar there is a saying: life ends before war does. After generations of struggle, bloodshed, tragedy, and despair, the Worldwound was closed and the demon lord Deskari slain... only for the Godsrain to shower newfound might on the scattered remaining demons of Sarkoris. Overnight, new demonic warlords arose, each with the power of a nascent demon lord and with a singular goal: to reopen the Worldwound, return to the Outer Rifts, and become a demon lord. War stalks Sarkoris once more.

Among these empowered demons, perhaps the most dangerous is **Jaalika** (wary female seraptis propagandist), known as the Queen of Despair. In addition to her demonic followers, she also delights in turning mortals to her purposes with an endless stream of half-truths. More subtle and cautious than her contemporaries, her words can be found on the lips of travelers as far south as Garund, downplaying the threat of rising demons while also painting attempts to fight them as hopeless.

In some ways, the situation is perhaps not as dire as it seems. Certainly, the demonic armies are no laughing matter. Pound for pound, a demon is more dangerous than any mortal warrior, and demonic armies are free of many of the constraints of supply and logistics that confine more earthly hosts. But these aspiring lords of the Outer Rifts view each other as greater threats than any mortals. None have grown to the heights of old Deskari, and whatever else one says, the people of Mendev and Sarkoris have an impressive amount of experience fighting demons.

USARO

The city of Usaro is home to an altogether smaller-scale conflict. Since the Godsrain, the city has come under the

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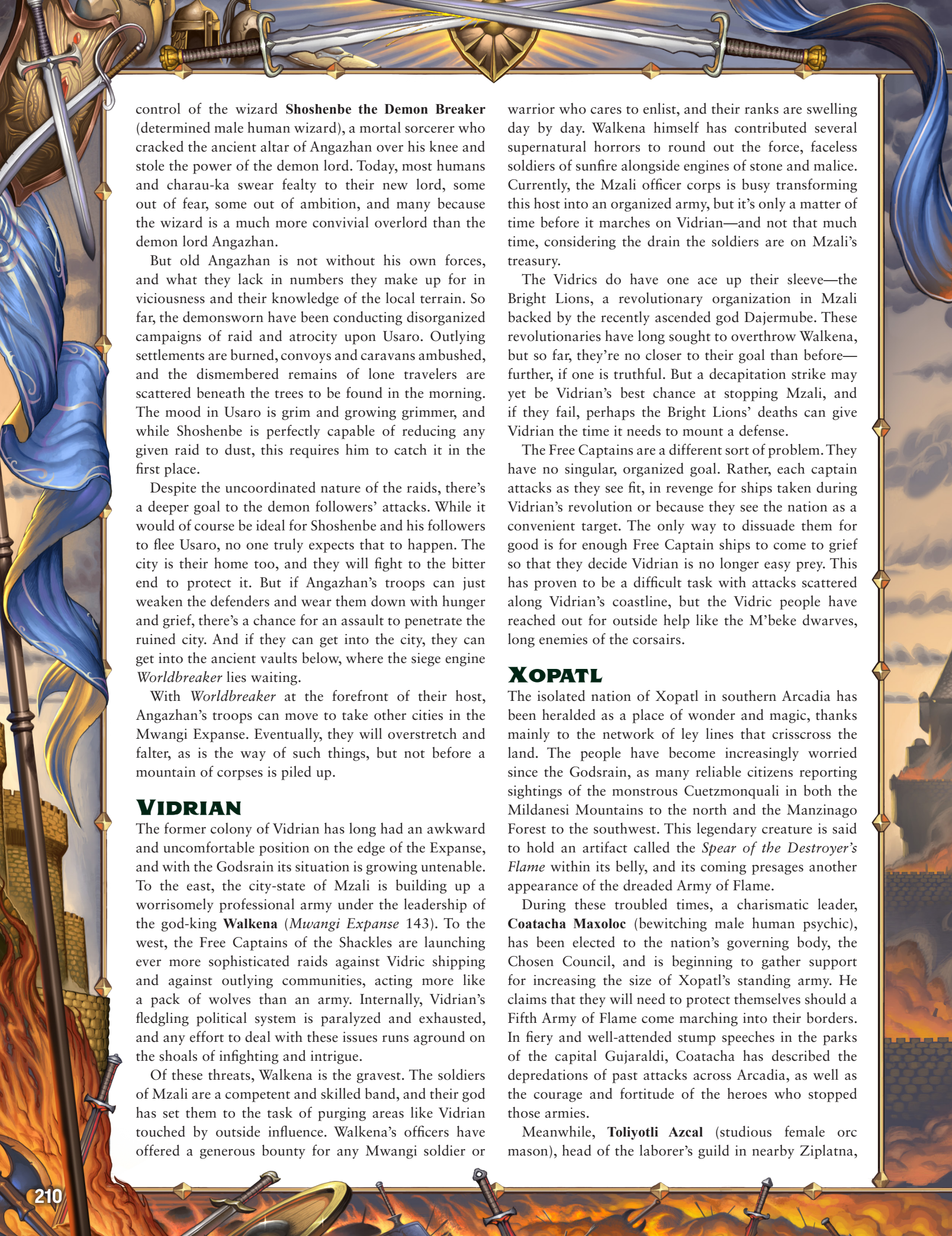
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control of the wizard **Shoshenbe the Demon Breaker** (determined male human wizard), a mortal sorcerer who cracked the ancient altar of Angazhan over his knee and stole the power of the demon lord. Today, most humans and charau-ka swear fealty to their new lord, some out of fear, some out of ambition, and many because the wizard is a much more convivial overlord than the demon lord Angazhan.

But old Angazhan is not without his own forces, and what they lack in numbers they make up for in viciousness and their knowledge of the local terrain. So far, the demonsworn have been conducting disorganized campaigns of raid and atrocity upon Usaro. Outlying settlements are burned, convoys and caravans ambushed, and the dismembered remains of lone travelers are scattered beneath the trees to be found in the morning. The mood in Usaro is grim and growing grimmer, and while Shoshenbe is perfectly capable of reducing any given raid to dust, this requires him to catch it in the first place.

Despite the uncoordinated nature of the raids, there's a deeper goal to the demon followers' attacks. While it would of course be ideal for Shoshenbe and his followers to flee Usaro, no one truly expects that to happen. The city is their home too, and they will fight to the bitter end to protect it. But if Angazhan's troops can just weaken the defenders and wear them down with hunger and grief, there's a chance for an assault to penetrate the ruined city. And if they can get into the city, they can get into the ancient vaults below, where the siege engine *Worldbreaker* lies waiting.

With *Worldbreaker* at the forefront of their host, Angazhan's troops can move to take other cities in the Mwangi Expanse. Eventually, they will overstretch and falter, as is the way of such things, but not before a mountain of corpses is piled up.

VIDRIAN

The former colony of Vidrian has long had an awkward and uncomfortable position on the edge of the Expanse, and with the Godsrain its situation is growing untenable. To the east, the city-state of Mzali is building up a worrisomely professional army under the leadership of the god-king **Walkena** (*Mwangi Expanse* 143). To the west, the Free Captains of the Shackles are launching ever more sophisticated raids against Vidric shipping and against outlying communities, acting more like a pack of wolves than an army. Internally, Vidrian's fledgling political system is paralyzed and exhausted, and any effort to deal with these issues runs aground on the shoals of infighting and intrigue.

Of these threats, Walkena is the gravest. The soldiers of Mzali are a competent and skilled band, and their god has set them to the task of purging areas like Vidrian touched by outside influence. Walkena's officers have offered a generous bounty for any Mwangi soldier or

warrior who cares to enlist, and their ranks are swelling day by day. Walkena himself has contributed several supernatural horrors to round out the force, faceless soldiers of sunfire alongside engines of stone and malice. Currently, the Mzali officer corps is busy transforming this host into an organized army, but it's only a matter of time before it marches on Vidrian—and not that much time, considering the drain the soldiers are on Mzali's treasury.

The Vidrics do have one ace up their sleeve—the Bright Lions, a revolutionary organization in Mzali backed by the recently ascended god Dajermube. These revolutionaries have long sought to overthrow Walkena, but so far, they're no closer to their goal than before—further, if one is truthful. But a decapitation strike may yet be Vidrian's best chance at stopping Mzali, and if they fail, perhaps the Bright Lions' deaths can give Vidrian the time it needs to mount a defense.

The Free Captains are a different sort of problem. They have no singular, organized goal. Rather, each captain attacks as they see fit, in revenge for ships taken during Vidrian's revolution or because they see the nation as a convenient target. The only way to dissuade them for good is for enough Free Captain ships to come to grief so that they decide Vidrian is no longer easy prey. This has proven to be a difficult task with attacks scattered along Vidrian's coastline, but the Vidric people have reached out for outside help like the M'beke dwarves, long enemies of the corsairs.

XOPATL

The isolated nation of Xopatl in southern Arcadia has been heralded as a place of wonder and magic, thanks mainly to the network of ley lines that crisscross the land. The people have become increasingly worried since the Godsrain, as many reliable citizens reporting sightings of the monstrous Cuetzmonquali in both the Mildanesi Mountains to the north and the Manzinago Forest to the southwest. This legendary creature is said to hold an artifact called the *Spear of the Destroyer's Flame* within its belly, and its coming presages another appearance of the dreaded Army of Flame.

During these troubled times, a charismatic leader, **Coatacha Maxoloc** (bewitching male human psychic), has been elected to the nation's governing body, the Chosen Council, and is beginning to gather support for increasing the size of Xopatl's standing army. He claims that they will need to protect themselves should a Fifth Army of Flame come marching into their borders. In fiery and well-attended stump speeches in the parks of the capital Gujaraldi, Coatacha has described the depredations of past attacks across Arcadia, as well as the courage and fortitude of the heroes who stopped those armies.

Meanwhile, **Tolilyotli Azcal** (studious female orc mason), head of the laborer's guild in nearby Ziplatna,

grows worried that Coatacha's rhetoric will lead to a shortage of workers as more young people enlist. She has begun investigating the sightings of Cuetzmonquali and has begun to find evidence that the reporters might have been manipulated. Toliyotli believes that Coatacha is somehow behind it all and has designs on possibly conquering one of Xopatl's neighbors. Or, worse yet, he could somehow lure Cuetzmonquali from beyond the mountains, slay it, and claim the artifact.

YEONJI ISLAND

In Tian Xia, they tell stories of the lotus and the phoenix. Centuries ago, there dwelled a woman named **Mistress Peony** (cruel female human enchantress), an enchantress of immense power and, as is typical in these stories, considerable cruelty. According to the stories, such was her power that she cast a handful of lotus seeds into the waters off the coast of Hwanggot, and from them grew lotus flowers large enough to support an island. This was Yeonji Island, and it was Mistress Peony's personal domain.

In due time, Mistress Peony came into conflict with the Ruby Phoenix, the sorceress **Hao Jin** (powerful female human sorcerer; *Pathfinder Lost Omens Legends* 46). What caused this old strife is hard to say, but supposedly it began as a contest of skill and wit, and only grew

fiercer as neither side was willing to accept second place. At its conclusion, Mistress Peony attempted to trap Hao Jin within a painting of Mount Himcho. Hao Jin, however, was canny to such tricks, and she instead added Mistress Peony and all of Yeonji Island to her tapestry. There, matters rested—until the Godsrain, that is.

The wild magic of a god's death was enough to disrupt the *Hao Jin Tapestry*, and now a vast island in the shape of a lotus blossom once more resides east of Hwanggot. Mistress Peony, however, has learned a lesson or two from her long captivity. Though it galls her to no end, she accepts that a direct fight with Hao Jin will simply mean another thousand years of being a textile. So, Mistress Peony intends to fight smarter, not harder, and to that end is gathering an army. Disaffected soldiers, ambitious bandits, hungry monsters, and worse are gathering on Yeonji Island, lured by promises of wealth and plenty. How, precisely, Mistress Peony intends to use her army is an open question, but a few hints can be found in the scouts seen lurking around the city of Goka.

Why fight Hao Jin at the height of her powers when Mistress Peony can come upon the Ruby Phoenix when the latter is exhausted, drained, and distracted by a hundred small blows? And then... well, Mistress Peony never did finish that painting.



Skirmish after Sunset; Prelude to Battle for the Inner Sea

A Reporter's Journey into War, Part 6

Anon & Afar/21 Lamashan, 4725

Reported by Arianna Dreth

AUGUSTANA, ANDORAN—The journey of Ulka's Irregulars from Corentyn to Augustana has been long and sometimes harrowing. Commander Ulka Oathshriek chose not to stop at the larger Chelaxian coastal cities for fear that the increasing sentiment toward war would see the company arrested as foreign agitators—not an inaccurate charge, to be fair. Smaller villages, however, offered haven to resupply and occasionally rest, as their residents could care less (or perhaps knew less) about national incidents that didn't directly affect their day-to-day living.

Despite that, we managed to learn from the locals during our journey some of what had happened at Breachill. Commander Oathshriek can be quite charming and personable when the need arises, which is ultimately unsurprising, given the depth of loyalty she has engendered in the Irregulars. This reporter was able to piece together the timeline of the incidents from fragments of news that managed to escape the taint of Chelaxian propaganda.

It began when Hellknights marched into Isger under Cheliox's authority and began detaining Breachill citizens for nebulous crimes "against the crown." Some say that they were looking for a relic similar to the one that brought Grimmyr and Commander Oathshriek to Smuggler's Shiv—a fallen piece of the dead god Gorum. A few weeks later, Eagle Knights crossed the border from Andoran and liberated the town. Many believe they were working in collusion with the Isgeri insurgent group called the Hellbreaker's League.

By all accounts, the battle at Breachill and the nearby Citadel Altaerein (an area often colloquially referred to as "Hellknight Hill") was intense and bloody, with many casualties on both sides. There were even rumored sightings of a red horned dragon fighting on the side of Cheliox, but this reporter can scarcely believe them. In the end, the Eagle Knights and the Hellbreaker's League were victorious, driving the Hellknights back toward Cheliox.

Not long after, Her Infernal Majestrix, Queen Abrogail Thrune II, declared the attack an act of war by Andoran and began launching offensives in kind across their shared border. According to one small-town mayor, Her Infernal Majestrix went so far as to officially nationalize all the Hellknight orders and effectively plans to use them as armies. It's uncertain how the orders based outside of Cheliox have responded to this decree.

From there, the conflict has slowly escalated.

While this reporter was gathering this information, the Irregulars got into several scrapes with Chelaxian soldiers. Many of the Irregulars were eager to fight after a few days aboard the fishing boat procured at Corentyn, where there was little room to practice their combat drills. Commander Oathshriek told them she understood their frustration with their recent inaction, but impressed upon them the vital need to pick their battles carefully while behind enemy lines. She said, "We must fight to protect ourselves and to keep our presence a secret as best we can."

The first skirmish occurred in a village a few dozen miles away from the port city of Hinji and its naval base, where we stopped for fresh water and other supplies. By sheer misfortune, sailors from Fort Gorthoklek were on shore leave in the village at the time the Irregulars put into port. As the Irregulars' co-leader, Grimmyr of Desperation Bay, stepped off to stretch his legs, he was approached by five such marines, no doubt suspicious of (and perhaps intimidated by) his imposing physique. These sailors began asking aggressive questions about Grimmyr's business in the village and where he was coming from. The questions turned into accusations when Oathshriek tried to convince them to leave our party alone.

At a subtle gesture from their commander, the Irregulars quietly surrounded the unsuspecting Chelaxian sailors. Weapons were drawn with only faint whispers and just a few moments later, the five Chelaxian marines lie dead in the mud. The villagers, either surprised by or afraid of the swiftness of the violence, offered to supply us for free, but Oathshriek insisted on remunerating them... with the marines' money.

Other encounters with Chelaxian soldiers played out in a similar fashion: Oathshriek or Grimmyr would attempt to diffuse the situation, the soldiers would become overly aggressive, and the Irregulars would bring the fight to a swift end. Any damages to nearby property were paid for; when one group of soldiers didn't have enough coin on them to do so, we remained in town for an extra day to affect repairs. Grimmyr's size and strength were quite useful for tasks that would have taken three or four humans. Later, he admitted that he was more than pleased to use his muscles for something other than fighting. "My people think of themselves as caretakers. It saddens me sometimes to leave a town after seeing a dilapidated barn or disused fountain. My hands itch to fix and clean." He flexed his thick fingers as he talked.

We eventually passed out of Chelax-controlled waters and sailed along Andoran's shores. Closer to the border, more and more signs of active conflict between the two nations became apparent.

Heavily armed Chelaxian ships sailing east, villagers casting worried looks in the direction of the border, the occasional distant sounds of steel ringing against steel. Many of the Irregulars wished to charge off in the direction of those battles, but Oathshriek warned them that without sufficient surveillance, such recklessness could result in walking into a massacre. The company traveled by night on the last few days of the journey to avoid notice of the Chelaxian navy, for they were clearly mustering for an attack.

Two nights later, we discovered the target of those preparations.

Supplied with wood from the nearby Arthfell Forest, Augustana is a major ship-building port for the nation of Andoran. Constructing most the ships in the nation's navy, Augustana can launch fleets at a moment's notice, but such power also makes the city a prime target for hostilities. By sieging Augustana, a rival can essentially place a stranglehold on Andoran's ability to mount an offensive in the Inner Sea. This, no doubt, was exactly Chelax's plan.

A fleet of Chelaxian warships was already gathered upon the Irregulars' evening arrival in Aspo Bay. Andoran's own formidable ships were anchored at the docks. The light from their lanterns flickering across the surface of the waters might have been beautiful, were the circumstances different.

Oathshriek, pointing out a small Chelaxian ship making its way toward the coastline, deduced that their intent was to infiltrate the city. On her orders, Ulka's Irregulars sailed in that same direction and landed ashore only a few minutes after the Chelaxian ship. Their forces were seemingly preoccupied watching Augustana for any sign they had been spotted; they barely noticed the Irregulars approach until the clank of Grimmyr's armor gave them away. He, in turn, was able to close the distance in the blink of an eye, shoving a soldier into the shallow surf with his momentum. Ulka Oathshriek raised her new banner—fashioned from sailcloth and paint over the past few weeks—and shouted for the Irregulars to charge.

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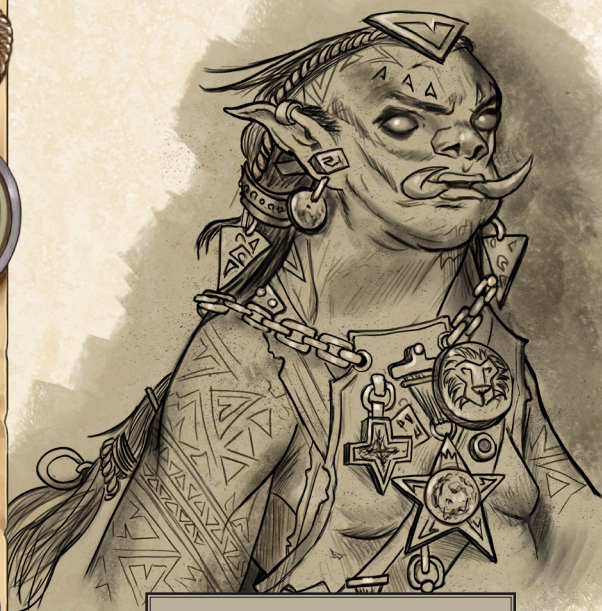
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Ulka Oathshriek

The Chelaxian navy had clearly sent their best that night, for the Irregulars were evenly matched. Clad in black armor with red highlights and wielding thin longswords decorated with fiendish symbols, the soldiers moved and attacked with practiced grace. Their leader was a tall, gaunt individual wearing a helmet fashioned to look like a devil's face; nothing as ornate or bulky as Hellknight armor, but perhaps inspired by their design. This leader wielded a blade in one hand and a mace in the other. While barking orders to their compatriots, they waded into the fray toward Commander Oathshriek.

Oathshriek kept the Chelaxian commander at bay even as her foe and another soldier attempted to flank her. Just as a blow from the commander's mace nearly knocked Oathshriek's polearm from her grasp, Grimmyr joined her with a bellow, Chelaxian swords glancing off his armor as he stormed to her side. The two moved in perfect synchronization without speaking a word. As Oathshriek took down the supporting Chelaxian soldier, his commander stabbed at her once again, but this time, Grimmyr interrupted the attack with his entire body. From behind his form, Oathshriek thrust the blade of her halberd forward, slicing the Chelaxian commander's leg.

The Irregulars fought with renewed vigor at the sight of Oathshriek and Grimmyr's battle with the commander. One Irregular, though heavily wounded from repeated stabbings, stood fast against an unharmed Chelaxian marine. Another Irregular, trained in the use of battlefield medicine from multiple previous skirmishes, rushed to his ally's side to apply bandages and staunch the bleeding, granting her the strength to remove the marine's left ear with her own blade. That unfortunate fellow stumbled backward in surprise and pain, only to be crushed by a blow from a third Irregular's hefty maul.

Exchanges such as this occurred up and down the beach, lit mainly by the silvery moon and the hooded lanterns carried by the Chelaxian soldiers. This reporter imagines that the way these lights swung wildly each time a blow was struck would appear to be not unlike the dancing of fireflies to a distant onlooker. But would these unusual motions alert any Chelaxian captains watching from their ships in the bay? Would Andoran's scouts come forth from the city to investigate and further add to the confusion of battle? Surely, the noise of combat and screams of the dying carried over the sound of the surf to ears on either side, as loud as it sounded to this reporter in the moment.

Though the entire battle lasted only a few minutes, the time felt like it crawled to this reporter, as any number of things could have gone wrong to lead to a full-scale conflict between the two armies with our little group at the center. Later, Oathshriek would assure me that all the most important fights in a soldier's life—which is most of them given the stakes of war—experience the same kind of stretching of time.

"When you're knee-deep in the mud, you might start to think that you'll never get out and that this is your life from here on out," she explained with a tusky grin. "But the best soldiers have the wisdom to know that by putting one boot in front of the other, they'll get to the other side. They don't just lay down in the mud to die, no matter how tired they get. You're not a soldier, Ms. Dreth, but I think you're a survivor. And in days like these, that will be what gets you through." Grimmyr, who was

standing nearby during this conversation, solemnly nodded in agreement.

After the remaining Chelaxian soldiers and their leader surrendered, Oathshriek ordered the Irregulars to bind their hands, and we began marching toward the city. A pair of posted guards at Augustana's walls challenged our approach, but with a few choice words, Oathshriek convinced them to let us inside with our prisoner of war; it certainly didn't hurt that none of our party gave the appearance of being a Chelaxian citizen. Captain Esme Turnbridge, the officer currently in charge of that area of the city's defenses, met us on the other side of the gate, and we exchanged introductions and quickly shared our story. She was quite surprised by our arrival—and by the fact that the Irregulars had brought her a Chelaxian commander, who was taken away to a holding cell for questioning.

Captain Turnbridge wanted to reward the company for their work, but Oathshriek instead requested a place to rest for a few hours, “before those Chelaxian bastards in the bay launch their attacks, likely at dawn.” The captain agreed and showed them to a barracks with some open bunks. Commander Oathshriek congratulated her Irregulars for their tenacity so far, but warned that, “this war is only beginning.” For their part, the Irregulars seem eager to continue the fight.

They will continue it, however, without this reporter to keep record. There's a merchant caravan leaving Augustana for Almas before the fighting begins and, as a civilian, one must concede that it's in this reporter's best interest to be with them. It is, perhaps, due to my instinct for survival that Commander Oathshriek mentioned. I have said my farewells and given my thanks the Irregulars and their leaders, without whom I might not have survived in the dangerous waters of this building war, and will now return to the relative safety of Absalom.

But, dear reader, you may be asking: what of the godly relic that supposedly crashed down upon



Grimmyr of Desperation Bay

Smuggler's Shiv? Did it, in fact, exist or was it the subject of a wild goose chase to entice treasure hunters to the area? If it was real, did Commander Oathshriek and Grimmyr retrieve it from the island or might it still be there?

This reporter admits to not being entirely truthful with you up to now, reader. These questions were posed to the commander and her giant ally at first meeting, but their answers were vague and unsatisfying. However, several times during our journey, I spotted Grimmyr checking on an item wrapped first in a banana leaf and then in cloth within his pack. It was the size and general shape of a large egg or, perhaps, an incredibly valuable gem. He refused to acknowledge its existence when pressed, saying that it was “nothing of any real importance.” Could it have been the sought-after relic or merely a trinket that Grimmyr picked up on that island? This reporter can't be sure.

There is one thing of which is certain, however: the world hasn't heard the last of Ulka Oathshriek and Grimmyr of Desperation Bay. Continue to read *Anon & Afar* for details of their future heroics and further events of the war between Andoran and Chelax, as well as other international happenings, as we learn of them.

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ABILITY GLOSSARY

The following creature abilities are listed here because they're shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability to differentiate it from any other creatures the ability might affect.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn within the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Constrict The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Frightful Presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the

vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

Scent Scent involves sensing creatures or objects by smell and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Stench (aura, olfactory) A creature entering the aura or starting its turn in the area must succeed at a Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). A creature that succeeds at its save or recovers from being sickened is temporarily immune to all stench auras for 1 minute.

Telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Troop Defenses Troops are composed of many individuals, represented by four "segments" on a battle grid. Each segment is 10 feet on each side and as tall as the individual members of the troop. Segments must remain contiguous. Each one has to share at least 5 feet of one of its edges with another segment—being adjacent on a diagonal isn't sufficient! You can measure flanking, cover, and the like using the center of any segment.

A troop has two Hit Point thresholds in its HP entry and loses segments as it crosses thresholds. Typically, the higher threshold is at 2/3 of the troop's maximum Hit Points and the lower is at 1/3 of its maximum. Once the troop drops below the higher threshold, it loses one segment, leaving three segments (12 squares)



remaining and setting the first threshold as the troop's new maximum Hit Points. This repeats when the troop drops below the lower threshold, leaving two segments (8 squares). At 0 Hit Points, the troop disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, as determined by the GM. Typically the creature who caused the troop to lose a segment decides which to remove, or the GM decides when a specific creature wasn't responsible. To restore lost segments and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen.

Troops are typically immune to non-damaging effects that target a single creature, such as a *charm* spell or the Demoralize action. An ability that can target 5 or more creatures can target an entire segment, increasing to two segments if it can target 10 or more creatures and to the entire troop if it can target 20 or more creatures. An ability that affects all creatures in a certain range affects all segments in range (make any checks or saves separately for each segment). As examples, an 8th-rank *charm* spell (with 10 targets) can affect two segments, and an ability

that Demoralizes all creatures within 30 feet of you would affect all segments that are fully within that range. A non-damaging ability that would prevent a segment from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more removes the segment entirely. The troop loses a number of HP required to bring it to the next threshold. If an ability both deals damage and has a non-damaging effect, apply the damage then the rest of the effect.

Troop Movement Whenever a troop moves, you move one of its segments and the other segments follow behind it. At the end of the movement, you can group the other segments adjacent to the one you moved as you see fit, provided none of them moves farther than the moving segment. If you choose not to move the troop any distance, you can instead reshape the position of all the segments as long as one stays in place.

Void Healing A creature with void healing draws health from void energy rather than vitality energy. It is damaged by vitality damage and is not healed by healing vitality effects. It does not take void damage, and it is healed by void effects that heal undead.

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This appendix contains page references for key terms appearing in this book. Many entries refer to *Player Core*, *GM Core*, and *Player Core 2* using the abbreviations “PC,” “GMC,” and “PC2.” All others refer to this book.

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

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Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle.

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

adamantine (material) GMC 253

agile (weapon trait) PC 282

air (trait) GMC 173

Aklo (language) The language of evil fey and otherworldly monsters.

alchemical (trait) PC 292–293, GMC 221

Aldori duelist (archetype) 54

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.

Andoran A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom.

angel (trait) A family of celestials 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.

Arboreal (language) The languages of arboreals.

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant.

arcane (trait) PC 299

archetype A special additional theme for your character that you can choose using your class feats.

archetype (trait) A feat with this trait belongs to an archetype.

Aldori duelist 54

captain 82

commander multiclass 52

crossbow infiltrator 56

field propagandist 58

guardian multiclass 53

guerrilla 60

Iridian choirmaster 62

munitions master 64

necrologist 66

war mage 68

archon (trait) Archons are guardians of Heaven and enemies of corruption.

artifact (trait) A powerful magic item that can't be crafted or have its runes adjusted by normal means, and can't be damaged by normal means. Artifacts are always rare or unique.

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.

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 emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

background The experiences your character had before becoming an adventurer. Each player character chooses a background during character creation. 16–17

banner (item) A commander uses a banner to guide their allies on the field. Magical banners can be used by anyone to produce effects in an aura. 23, 138–141

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.

boggard (trait) Boggards are frog-like humanoids. They typically have darkvision.

Boggard (language) The language of boggards

brandish (trait) The brandish trait indicates an ability that involves a commander waving or otherwise actively displaying their banner. 23

capacity (weapon trait) 118

captain (archetype) 82

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region.

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.

champion (trait) This trait indicates abilities from the champion class. 71

charau-ka (trait) Mandrill-like humanoids with a reputation as brutal warriors. Many charau-ka live in Usaro.

Cheliox A nation in southwest Avistan. Known for its ties to diabolic rule.

Chthonian (language) The language of the Outer Rifts.

class The adventuring profession chosen by a character. Each player character picks a class during character creation. 20–49

clockwork (trait) Clockworks are intricate, complex constructs that can be programmed to perform specific functions. A clockwork creature must be wound regularly to function.

cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

cold iron (material) Pure iron that's dangerous to demons and fey.

commander (class) The commander is a battlefield leader whose clever use of tactics and knowledge of war can turn the tide of any fight. 20–35

commander (trait) This trait indicates abilities from the commander class.

feats 30–35

multiclass archetype 52

tactics 25–29

Common (language) An alternate name for Taldane, the most widespread language in the Inner Sea region.

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. PC 11

concentrate (trait) An action with this trait requires a degree 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) GMC 221

crossbow infiltrator (archetype) 56

curse (trait) PC 430–431, GMC 306–307

Cyclops (language) The language of cyclopes.

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.

Daemoniac (language) The language of daemons.

darkness (trait) PC 301

deadly (weapon trait) PC 282

death (trait) PC 412

dedication (trait) You must select a feat with this trait to apply an archetype to your character. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. PC 215, PC2 173

demon (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision.

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.

Diabolic (language) The language of devils.

dinosaur (trait) These reptiles have survived from prehistoric times.

disarm (weapon trait) PC 282

disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. PC 430–431, GMC 88–89

divine (trait) PC 299

downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime.

Draconic (language) The ancient language of dragons.

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.

dromaar (trait) A creature with this trait has the dromaar versatile heritage. Dromaars are of mixed ancestry, including orcs or other dromaars. An ability with this trait can be used or selected only by dromaars.

dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves.

Dwarven (language) The language of dwarves.

earth (trait) GMC 173

eidolon (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. 72

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.

Elven (language) The language of elves and aiuvarin.

emotion (trait) This effect alters a creature's emotions. 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.

Empyrean (language) The language of angels and other celestials.

Ethereal Plane (plane) A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes.

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 is removed.

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.

Fey (language) The language of fey, centaurs, and plant and fungus creatures.

field propagandist (archetype) 58

fiend (trait) Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

finesse (weapon trait) PC 282

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.

flourish (trait) Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

focus (trait) A spell you can cast by spending a Focus Point, and that is automatically heightened to half your level rounded up. PC 298

followers Followers are special NPCs who can be directed to assist in combat. 76-82

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

fortune (trait) PC 401

free-hand (weapon trait) PC 282

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 are tall, or 15 feet if they are long, but larger ones could have a much longer reach.

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region.

giant (trait) GMC 160

gnome (trait) PC 50-53

Gnomish (language) The language of gnomes.

goblin (trait) PC 54-57

Goblin (language) The language of bugbears, goblins, and hobgoblins.

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam.

gremlin (trait) Cruel and mischievous fey, gremlins have acclimated to life in the Universe.

Grimmyr of Desperation Bay The iconic guardian. A young and idealistic jotunborn who left the Fray to help the people of Golarion after the Godsrain.

guardian (class) The guardian is a defensive combatant who focuses on squeezing every last drop of protection from their armor. 36-49

guardian (trait) This trait indicates abilities from the guardian class.

feats 40-49

guardian multiclass 53

guerrilla (archetype) 60

halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers

considered to be lucky. An ability with this trait can be used or selected only by halflings. An item with this trait is created and used by halflings.

Halfling (language) The language of halflings.

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

hobgoblin (trait) A creature with this trait is a tall, militaristic goblinoid. Hobgoblins tend to have darkvision. An ability with this trait can be used or selected only by hobgoblins. An item with this trait is created and used by hobgoblins.

holy (trait) PC 36

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 (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.

humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

iivlar Planar, insectile creatures raised by jotunborn in the Fray for their magical silk. 11

illusion (trait) PC 301

incapacitation (trait) PC 457

incarnate (trait) 85

invested (trait) GMC 219

Iridian choirmaster (archetype) 62

Isger This nation in southern central Avistan is a vassal of Cheliax and home to several goblin clans.

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.

banners 138-141

gear 119

held items 142-147

magic ammunition 132-133

magic armor 120-123

magic shields 124-125

magic weapons 126-131

weapons 118-119

whetstones 134-137

worn items 148-153

Jotun (language) The language of giants and related creatures.

jotunborn (trait) A creature with this trait is a member of the jotunborn ancestry. Jotunborn are large people forged from the blood of an ancient group of giants called titans and usually have low-light vision. An ability with this trait can be used or selected only by jotunborn. A weapon with this trait is created and used by jotunborn. 10-15, 118

jousting (weapon trait) PC 282

Kelish (language) The language of the Keleshite people.

kobold (trait) A creature with this trait is a member of the kobold ancestry. Kobolds are reptilian humanoids who are usually Small and typically have darkvision. An ability with this trait can be used or selected only by kobolds.

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.

light (trait) PC 301

linguistic (trait) PC 458

magical (trait) PC 299, GMC 221

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.

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.

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metal (trait) GMC 173

mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are -5. They are immune to all mental effects.

misfortune (trait) PC 401

modular (weapon trait) PC 274

Molthune This nation in central Avistan is dominated by its military and is at war with Nirmathas.

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.

morph (trait) PC 301

mounted (siege weapon trait) Mounted siege weapons take up a certain size and space, and typically have statistics to allow them to be attacked. They're used for large-scale warfare. 98-100

move (trait) An action with this trait involves moving from one space to another.

Muan (language) The language of the Plane of Wood.

multiclass (trait) Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name.

munitions master (archetype) 64

Mwangi (language) The name for a common trade dialect of the Mwangi people.

Mwangi Expanse This area in northern central Garund consists of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian.

Necril (language) The language of ghouls and other intelligent undead.

necrologist (archetype) 66

New Thassilon This young nation in northwest Avistan is home to time-displaced Thassilonians.

Nirmathas A nation in central Avistan, Nirmathas is known for its vast wilderness and war with Molthune.

nonlethal (trait) PC 407

occult (trait) PC 299

olfactory (trait) PC 459

ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.

orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs.

Orcish (language) The language of orcs and dromaars.

parry (weapon trait) PC 282

persistent damage (condition) You keep taking damage every round.

Petran (language) The language of the Plane of Earth.

plant (trait) Vegetable creatures have the plant trait. They are 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 (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction. PC 430-431, GMC 248-250

portable (siege weapon trait) Portable siege weapons, such as battering rams, can be more easily carried and have a role in both warfare and smaller conflicts or exploration. 100

primal (trait) PC 299

protean (trait) A family of monitors spawned within the Maelstrom, these creatures are guardians of disorder. They typically have darkvision, an amorphous anatomy, and abilities that create magical warpwaves.

Protean (language) The language of proteans.

psychopomp (trait) A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. They typically have darkvision, lifesense, and shepherd's touch, and they are immune to death effects.

Pyric (language) The language of the Plane of Fire.

Qadira A nation located in southeast Avistan, Qadira is the westernmost satrapy of the great Padishah Empire of Kelesh.

rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. PC 11

ratfolk (trait) A creature with this trait is a member of the ratfolk ancestry. Ratfolk are humanoids who resemble rats. An ability with this trait can be used or selected only by ratfolk.

reach (weapon trait) PC 283

Realm of the Mammoth Lords This region in northern Avistan is a land of wilderness and dangerous megafauna.

repeating (weapon trait) 118

Requian (language) The language of psychopomps.

ritual An involved spell that takes a long time to cast. 92-95

Sakvroth (language) The language of subterranean civilizations and serpentfolk.

Sarkoris Scar A region located in northern Avistan. The previous site of the demonic Worldwound.

Shadowtongue (language) A language common among creatures from the Netherworld as well as Nidalese people.

shove (weapon trait) PC 283

siege weapons Siege weapons are powerful devices used for large-scale warfare. They are similar to vehicles and can be operated by one or more individuals. 98-107

Skald (language) The language of the Ulfen people.

skill (trait) PC 249

skirmish (trait) This trait indicates abilities that can be used only during skirmish encounters.

skirmish warfare (subsystem) Skirmish encounters place PCs as leaders of squads represented by troop stat blocks. 158-169

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.

sorcerer (trait) This indicates abilities from the sorcerer class. 71-72

spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. 84-91

spellshape (trait) PC 302

spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode. 42, PC 139, 167

structure (trait) GMC 274

subtle (trait) PC 302

Sussuran (language) The language of the Plane of Air.

sweep (weapon trait) PC 283

tactic (trait) Tactics are special commander abilities that involve performing predetermined maneuvers. 23

Talican (language) The language of the Plane of Metal.

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

Thalassic (language) The language of the Plane of Water.

Thassilonian (language) The language of the people of Thassilon and New Thassilon.

The Fray A sub-planar realm between the mortal Universe and the Ethereal Plane where most jotunborn reside. 11

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron.

trip (weapon trait) PC 283

troop (trait) A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. Over the course of enough attacks and downed comrades, troops shrink in size. A troop typically has the troop defenses and troop movement abilities, and most troops have weaknesses to area damage and splash damage. Because they consist of multiple discrete creatures, they can't be summoned.

two-hand (weapon trait) PC 283

Ulka Oathshriek The iconic commander. A seasoned orc warrior, Ulka is always ready to fight alongside her allies.

uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. PC 11

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.

unholy (trait) PC 36

Universe (plane) The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere.

unique (trait) A rules element with this trait is one-of-a-kind. PC 11

unstable (trait) Unstable actions rely on experimental functions of your innovation that even you can't fully predict. After an unstable action is used on an innovation, using another one is dangerous.

Usaro A city in the central Mwangi Jungle.

Utopian (language) The language of Axis.

vehicles (subsystem) Vehicles are various means of transportation, often with specific purposes, that come into play during encounters and exploration. 108-115, GMC 210-217

versatile (weapon trait) PC 283

Vidrian This young nation along the western coast of Garund only recently broke free of oppressive colonial rule.

visual (trait) PC 463

vitality (trait) GMC 173

void (trait) PC 463

war mage (archetype) 68

water (trait) GMC 173

whetstone (trait) A whetstone is a magically enhanced consumable item designed to increase a weapon's effectiveness. 134-137

wight (trait) A wight is an undead creature that drains life and stands vigil over a burial site.

Wildsong (language) The secret language of druids.

wizard (trait) This indicates abilities from the wizard class. 69

wood (trait) GMC 173

xulgath (trait) These subterranean reptilian creatures tend to have darkvision and smell awful.

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