I'm not robot	
	reCAPTC

Continue

## Pathfinder gamemastery guide pdf free

Second EditionGamemastery Guide Logan Bonner und Mark SeifterGamemastery GuideAUTHORS InhaltsverzeichnisLogan Bonner und Mark SeifterADDITIONAL WRITING 6 54Alexander Augunas, Jesse Benner, John Bennett, Clinton J. Boomer, Introduction 4Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, 1 Gamemastery Basics 6 Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, Introduction 7 Special Circumstances 33BJ Hensley, Vanessa Hoskins, Brian R. James, Running Encounters 10 Rarity in Your Game 35Jason LeMaitre, Lyz Liddell, Luis Loza, Running Exploration 17 Campaign Structure 36Colm Lundberg, Ron Lundeen, Running Downtime 22 Adventure Design 40Stephen Radney-MacFarland, Jessica Redekop, Adjudicating Rules 28 Encounter Design 46Alistair Rigg, Owen K.C. Stephens, Resolving Problems 30 Drawing Maps 52Amber Stewart, Christina Stiles, Landon Winkler, Narrative Collaboration 32and Linda Zayas-Palmer 54DESIGNERS 2 Tools 55 Artifacts Jason Bul, Lyz Liddell, und 56 Edelsteine und Kunstobjekte 106Stephen Radney-MacFarland Einführung 74 Afflictions 114ADDITIONAL DEVELOPMENT Building Creatures 82 Building Worlds 116Luis Loza Building Hazards 86 Nations 122EDITING LEAD Building Items 88 Settlements 130Leo Glass Item Quirks 90 Planes 132EDITORS Intelligent Items 94 136Judy Bauer, James Case, Leo Glass, Avi Kool, Cursed ItemsLyz Liddell, Adrian Ng und Lu Pellazar Relics 146COVER ARTISTWayne Reynolds 3 Subsystems 147 Reputation 164INTERIOR ARTISTS 148 Duelle 166Klaher Baklaher, Giorgio Baroni, Diana Campos, Einführung 151 Leadership 168Emile Denis, Michele Esposito, Cynthia F.G., Victory Points 154 Hexploration 170Giorgio Falconi, Michele Giorgi, Igor Grechanyi, Influence 156 Vehicles 174Hai Hoang, Oksana Kerro, Ksenia Kozhevnikova, Forschung 160William Liu, Raph Lomotan, Diana Martinez, ChasesWill O'Brien, Mary Jane Pajaron, InfiltrationMikhail Palamarchuk, Maichol Quinto, Stephen Radney-MacFarland, Kiki Moch Rizky, Firat Solhan, und Anthony StarART DIRECTION AND GRAPHIC DESIGNSonja Morris and Sarah E. RobinsonCREATIVE DIRECTORJames JacobsDIRECTOR OF GAME 185. Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.comGamemastery Guide 146 180 2024 Variant Rules 180Einführung 181 Level 0 Charaktere 195Ability Score Varianten 182 Magic Item Variants 196Alignment Variants 184 Proficiency without Level 198Deep Backgrounds 186 Skill Points 199Feats and Features 192 Stamina 2005 NPC Gallery 202Introduction 203 Publicans 238 Courtiers 206 Scholars 240Criminals 208 Seeleute 242Devotees 212 Handwerker 244Downtrodden 214 Schurken 246Forscher 216Förster 218Heler220Laborers 222Magistrates 224Mercenaries 226Mystics 228Officers 232Performers 236Glossary und Index 250Gamemastery Guide Game is the player – their characters are the stars of the show and appear in every scene that plays in the game. But what about these scenes? What stories are told? Which ancient legends are discovered and which new ones are forged? Who are the villains, the lovers, the monsters and the gods? Who leads the world? If you're the Game Master, it's up to you! THE GAME MASTER Although the world master is in the title of GM, it is not a role that requires absolutism or even benefits. In a Game of Pathfinder, the Game Master (often Is Pathfinder is a collaborative experience, and while your abbreviated GM) is the player responsible for the story role, since the Game Master is one of an adjudicator or one and the world that the other players explore with Moderator, that doesn't mean you control everything on the characters. As GM, you set the stage for the table – especially not the players and their characters. Adventure, show how the rest of the world responds Still requires the role mastery, either the rules on the actions of the player characters, and perform the action or the setting. You have to understand the game, but along a compelling story. It's up to you to describe that you don't have to memorize every rule. When the environment of the characters, the threats they face, everyone has the goal to have fun and a and tell the creatures with which they interact. They present history together, the details will fall in place. the challenges the heroes must overcome, be it a deadly trap of haunted blades in a lost tomb full of HOW THIS BOOK of ancient treasures or a vicious troll threatening the heroes' home village. It also comes to you to interpret the Gamemastery Guide is one of the central rule books and decide the rules. Game Mastering includes many for Pathfinder. It is not required to play the game, but there are more components than playing a character, but it is a fun build on the basic guidelines provided in the game and enormously rewarding experience. Mastering chapter of the Pathfinder Core Rulebook, 4Introduction and you will find it helpful to read this chapter before the advice in this chapter about running a game is introductory to this book. This book provides more details on published adventures – on these topics, as well as many other tools that will help you, especially scenarios in the Pathfinder Society Organized Gamemastery make your game an entertaining and memorable experience for Play Campaign and Pathfinder Adventure Path Volumes – basics everyone involved. the subsystems Chapter 3. The Victory Points subsystem is the most basic of these, but many tools In most of these books you refer to the adventures that also use the other subsystems that are found here, Game Master. In some sections of the such as vehicles, chases and influence. However, subsystems, such as some player-oriented variant rules and actions for specific subsystems, refer instead to If you want to create your own Pathfinder variant rules to the player who uses this material. Adventure, Chapter 1 offers you design guide from the wide strokes of an entire campaign, NPC Gallery Pathfinder as a game is all about customization, and to individual adventures, and then to the specialthis book offers you as The Master opportunities, reflections of a particular encounter. Chapter 2 is a GLOSSARY customize of your game, just like a player fits their true toolbox, which you can use to build the creatures, and INDEX character. The Toolbox Nature of the Gamemastery Guide Dangers, Items and other items you want to use makes it easy to take and use what components you need for the game your adventures. If you plan to set you run your adventures in a world of you anytime. As with any toolbox, own design, the world-buildingyou don't need to use section of Chapter 2 that can lead to everything at once! Process and help you establish the decision-making details you need to ensure that your YOUR setting is a vibrant backdrop for a fantastic adventure. The NPCThe tools of this book gallery in Chapter 5You will be able to use most dependent to help populate what kind of game master you are, what your players want your story and want, and the story you tell together. World so you don't have no two Game Masters are the same. You might create any Experienced Game Master who is looking for new ways to customize the game and adapt it to your element of interest from the ground up. Or maybe you're a brand If you're an experienced game master, you'll find new GM and looking for guidance to feel comfortable adapting a wealth of customization options to your games leading your own game. Maybe you were a game for the needs of the players. The advice in Chapter 1, asMaster has been for years, but this is your first time executing a guide to make encounters more dynamic can help pathfinder game. No matter where you are as a game, you'll fine-tune your GM skills and enrich your game. With Master, this book is a valuable tool that can help you use the tools in Chapter 2, you will be able to create exactly what you want to tell your players. option you need for each game. Chapter 3 provides a variety of rule subsystems that provide a framework for certain if you are a newer game master, you will find a wealth of efforts and from chases and duels to social-of-information to help you feel in ongoing influence and overland exploration. In Chapter 4 you will play your games. In particular, Chapter 1 can help you better find variant rules that you can use to specifically optimize in the different modes of elements of the game, from backgrounds to the entire game, how to decide the rules quickly and fairly, and mathematical underpinning of the game to do your when special circumstances or problems harvest preferences or the needs of a particular setting or story.up at vour table. This chapter also contains advice on using and determining rarity in your game, working with REMEMBER THE FIRST RULEyour players to create a collaborative story, and adapting your game to the needs of players at your table. The first rule of Pathfinder is that this game is yours. The You also find the NPC gallery useful in Chapter 5, as a rest of the rules are available for you to tell the story source of stock NPCs to play a role in your game, and also you want to tell and share exciting adventures with yourfor examples to compare when using the rules in friends. There are many rules in this book, but no Chapter 2 to build your own monsters and NPCs. of them overrule this first rule. Take the game you want, change those that don't do when you a game master with a published one, which you need, and let those who adventure pathfinder, find instructions in Chapter 1 not help. It's your game. There's no right or wrong specifically for running published adventures, and a lot of way to GM as long as everyone has fun – and that includes you! 5Gamemastery Guide6Gamemastery Basics 1CHAPTER 1: GAMEMASTERY BASICS IntroductionThe role of a GM can be complex, challenging and sometimes difficult, but ultimately Gamemasteryrewarding. Luckily, you are not on your own! Not only the other players in your game Basicstable help you tell collaborative stories, but you can use the advice here to make your games run smoother and feel more exciting. ToolsThe information presented here provides helpful guidance on how to be a dynamic and engaging GENETISCHver and complements the GM recommendations in Chapter 10 of the Core Rulebook. Some groups

```
prefer that each of its characters variant rules createdSome sections either refer back to this chapter or repeat them in advance and show themselves ready to play. However, to get some of this information for convenience. In this chapter, the group can work together to make characters,
fun, and can NPC Gallerystarts with general advice, then deals with the following topics. Take advantage of your game on the line. A session for creating characters is commonly session zero. Session GLOSSARY • Running Encounters (Page 10) is the first of three zeros is usually shorter
than other game sessions, so you and INDEX sections that explain the three game modes in more can plan a short introductory scene for after all the details. You will find help in tracking initiative, improving the finished structure of their characters, characters, simply hang out and do the
speed of the game, run special battles, and much more. something else after you've planned your characters. • Performing Exploration (Page 17) provides details on how players can share zero character exploration activities with a session, creating details that make it easier for their
characters to have links in an impressive environment, lost PCs, and more. and relationships with each other before the adventure begins, and gives players the chance to be invested • Running Downtime (page 22) covers opportunities of pCs in each other's characters by learning
organically what goals can set, explaining how to make good downtime decisions to other players. These sessions also provide events, provide sample tasks for downtime, and more. Veterans have the chance to help less experienced players through character creation. Finally, Session
Zero can give you a • Adjudication Rules (Page 28) provides guidance on how to better understand the characters and help players make effective rules calls and create house rules. in an interesting way to integrate into the adventure. • Solving problems (page 30) includes advice on
pacING GAME SESSIONS party kills, problem gamblers, and power imbalances. Page 489 of the Core Rulebook explains how to structure them. • Narrative Collaboration (page 32) includes tools for starting and running a game session. This is all part of your players' page to control the
story more directly. Game. Most sessions should have been lulled into the action, punctuated by challenges such as intense encounters, puzzle-based • Special circumstances (page 33) discussed organized exploration and investigation. Present players a game, odd groups and players
with different needs. Variety of such obstacles can help them feel more engaged at the table. The flow of information also plays a role. When the group hits • Rarity in your game (page 35) details, as rarity can be a large number of NPCs in short order, that can enrich it the theme and the
history of your game. it is more difficult for them to remember individuals. It helps to divide things into smaller scenes and unforgettable moments. • Campaign structure (page 36) illustrates what makes a good campaign and describes how to determine when to end a session. Over reach
and make enemies and treasure more compelling. 20 minutes before the scheduled end of a game session, it may be beneficial to find out how you want to end. It • Adventure Design (page 40) contains tools for building can be unforgettable to finish with a cliffhanger – moment, making your
own adventure. Curious and abrupt, it raises questions about what happens next. Examples include ending the game before the fight when • Encounter Design (page 46) explains how to create important information for pCs or how to discover treasures. entertaining encounters and
navigating the challenges of Doing Doing can inspire PCs to discuss the game between what can arise when designing complex encounters. Sessions. Note everything that can be solved via media, e.B. e-mail. This can include divvying up • Drawing maps (page 52) describes useful steps
for treasure, leveling, or completing failure tasks. Create maps and commonly used map symbols. STAKES AND CONSEQUENCESGENERAL ADVICE A GM should always give a clear picture of the stakesThis section deals with topics related to running the game. and consequences of
the actions or inaction of the PCs. What if you want to know how to build certain types of new terrible things, will happen when the PCs fail? What satisfied they can be, this information can be found in Chapter 2 in sections such as Building Creatures (Page 56), Building Worlds (Page 122)
and Settlements (Page 132). Both the Core Rulebook and this book explore many topics, but don't feel like you need to master them all to be a good GM! It's important to remember that you're not perfect, and the other players won't expect you to be. Trial and error, mistakes and triumphs -
they are all part of every game. 7Gamemastery Guide if they go beyond what is expected of them? A You may not have every question, well-constructed adventures conveys the stakes at the beginning, but asking them can inspire useful solutions. If what you but it is
also important to remind the players that the bets are to invent is important in the plot or world, there is throughout the game. The core rulebook does not incorrectly summarize the scale when you ask the group to take a little break from the bets for each way of playing, and these will be
varied as you fill the gap. If it is not particularly significant purpose. A game where the stakes are extremely high and you can't have anything more convincing, it's the time that cuts out the opportunity for low-key scenes, and also okay to say: nothing happens and move on. can be
overwhelming or even monotonous. In most games, players enjoy some scenes in which their characters often ask: What happens when I do it can relax me and even with low stakes in sentonien. The? This is a good indicator that the player expects that what he has done should have a
reaction from an NPC consequences should be specific and evocative. Not or the environment. Unless the player; let their characters have given a reaction in the game, too it is minor. The success or failure of the player; let their
characters telegraph it in what is important to them, and the perceived world. Are they greeted as heroes by the city dwellers? Can the meaning of their action draw them into play? Bastion of evil cracking and shuddering, falling apart as the PCs escape? Does failure lead to the death of an
ally? Allies? a false in formation gloomy funeral? It is usually best if the PCs can foresee the consequences, at least in the general sense. If a villain A critical failure to recall knowledge can lead you to neglect their intention to conquer a city, and the PCs that have to provide false information
that some don't have to stop, then the city is conquered. It's fine if you improvise. If you're not careful, this information may occasionally have an idea for an interesting subversion, but may be perceived by PCs as too silly, or could keep it to a minimum or derail the chain of cause and effect
game. For example, if a PC misinterprets text about which will become too muddy. God of trade, Abadar, say that they believe that the God is an incompetent chaotic donor thrift that is bad with money. You can emphasize consequences by awarding PCs is absurd. If you mistakenly believe
that Abadar will reach XP (core rule507). It serves as a reward for them with great wealth when they ring bells in four good memories of the players to strengthen their successes. different temple corners, this could send them to a tangent. Failing Forward Providing false information can
cause PCs to make mistakes, but the consequences should usually be an unexpected failure to bring the game to a standstill, immediately and not continuously or far in the future. especially during exploration. Failing forward means: Avoid giving false information that may not be used to find
a way to advance the story, rather than just saying for hours or entire sessions after the check is forgotten. That didn't work. This does not mean that the group cannot If you are unsure, the safest form of false information is to fail, or that the PCs should get what they wanted, despite
information that is incorrect, but not caused in a way that is error-prone. Rather, it means that failure could still have serious consequences. Keep in mind that a critical error says more information, points out a way to improve your chances of getting false information, not that you will become
important next time, or even cause unforeseen difficulties. This seems to be false information. Erroneous belief in Abadar means the player's decision to try a review, even symbol is a set of scales instead of a key could lead to one if the results are not what they wanted. To let the PCs
communicate incorrectly, but one that is not dangerous Pretty forward failure means fewer dead ends and perfunctory easy to clear, and just a little embarrassing for the PC. Checked. However, it is important not to put unnecessary pressure on yourself to do so all the time. Sometimes you
won't know SECRET CHECKS right away, how a PC can fail forward, and in these cases it's usually best to just keep going. During the game you roll some checks in secret instead of allowing the player to do so, as explained on the page of the Core Rulebook. This rule helps to leave a
player unsafe at a time when his character is uncertain. You can find out how a situation can resolve and immerse the player in tips for improvising rules on page 491 of the Core Rulebook of their character perspective. It may be convenient to keep one and within the Rules section of this pc
modifiers section so that you can roll secretly (pages 28-29). If a problem seems to relate to the story faster. At the very least, you should record each one instead of the rules, ask yourself the following questions. Players perception modifier, their storing throw modifiers (especially Will), and
the abilities modifiers of all the skills they use • Does something already established in our history so far often to recall knowledge. Check in when the PCs tell me what's going to happen here? and consider asking players to update you if one of these modifiers changes. • If an NPC is
involved, what would cause its personality to do? You can still let players roll the checks, even if an action has the secret property. This usually happens best when • What does the player expect to happen? • What would best fit the themes of our history?8Gamemastery Basics 1The results
will be immediate or if inserts nPC restrictions are low introduction, as if the PC tries to do something during the downtime they see is wrong by the course of their Always remember that the PCs have the biggest role in Gamemasteryresearch. Instead, you can let the players treat their whole
story. Avoid the inclusion of allied NPCs that easily perform basicsrolls, secret or other ways. This works best when the group solves a problem that is assigned to the PCs. An extremely interested person to lean into the dramatic irony of knowing that powerful NPC should deal with things
beyond Toolsa PC is wrong and plays out the mistakes of their characters. what the PCs have or have a restriction that requires the involvement of the PCs. Keep in mind that SubsystemsHERO POINTS is an NPC not your character in the way each player has a character. Although NPCs
that travel with the party Variant RulesPage 507 of the Core Rulebook provide guidelines for, can be effective and fun when treated with caution, a provision on how many Hero Points to award and if NPC, who effectively acts as the character of GM, is often NPC Gallery to do so. These
recommendations are flexible. Consider a GMPC (Game Master Player Character) and canScore Points a way to change your personal style Strengthening the game contribute to a feeling that players are being forced to glossARYMastering and reward what you appreciate during the
game. The ones to make certain decisions, and INDEXtohardest part of awarding Hero Points can remind you to do it! Keeping a Hero Tokens on hand before BetrayalYou can provide a visual and tactile reminder. You can also ask your players for help by asking them to remind them that
NPCs, even allies, can move loyalties. They could betray if they think that the action of a PC deserves a Hero Point. or sell out their companions, which can lead to a meaningful story event. If an NPC betrays the PartyMETAGAMING in any way, lay the foundations early so that players don't
feel invaded by the turn. If players can look backknowing that players have that their characters are not and see a clear path to this result, it is likely that they will feel the metagame knowledge mentioned, and using it to influence decisions makes sense in the context of the story. Try to give
the decisions of the characters is called Metagaming. Some of the NPC a tell or a paper track that they can recognize metagaming results of course from the game and is wise to ignore. The wizard, who targets a fireball accurately enough to resPeCting the CharaCter, includes three
enemies on the edge of the spell, is probably unrealistic, but not as disruptive to play. Things Sometimes when creating characters, a GM can become more questionable when the player says: This is a rakshasa, so inadvertently play in themes that can be harmful or do not use divine spells
against them, regardless of whether their hurtful. For example, an NPC with a background of abuse, character has a rakshasa before or identifies a former or current slave, or a character with disabilities the creature. Each group is different, and acceptance requires respectful treatment. This
is especially true when what the characters know varies. When Metagaming starts to show you, like the GM, don't have the same life experience as the get out of hand, you could just use some gentle memories to question NPC. If you have these issues for such, I'm not sure that your
character is aware of this, or Can an NPC, Should you probably agree with your players, they explain your character when they do that? in advance and set expectations. You don't have to spoillf the problem persists, see the guidelines mentioned in character, but sit and check with your
problem player area on page 31. Players can help prevent unpleasant surprises and is better than expected. To keep the presentation respectful, avoid neglecting NPCS clichés and not using the hook as a joke. Your group's offensive content policies (Core Rulebook 486)Although the PCs
NPCs can also help to display NPCs with respect. You can become a part of the story, sometimes for years, weaving into the story of a ProPer final direct next to the PCs. Portrait NPCs as it works for you. Some GMs keep it simple and describe the history of an NPC's NPC have a
satisfying end. The NPCsimply by its appearance, or its hook (see below). Others leave your story, when they reach a great goal, they go into detail, with accents, mannerisms or actions, go on other adventures, give up your dream or die. The death of a beloved NPC should carry weight.
Do it because NPCs have smaller roles as PCs, convey them as sympathetic and powerful, and ideally have enough information to convey their identity while standing on stage with existing PCs. Be prepared that NPCinteract can be a challenge with the party. If your death could provoke
strong emotions within the group, create an NPC, start integrating a single hook into it and are ready to cut the session short or fade to its concept: a widowed merchant, a refugee from a black man, to mitigate the full burden of the event if necessary. Everyone points to a backstory, but it's
easy to describe or seek revenge – perhaps the npc victim in a synopsis. If the NPC continues to interact with the rescued village or inspire others. Let the players see this party, then you can add later to their backstory. legacy. 9Gamemastery Guide RUNNING ENCOUNTERS Running
engaging encounters may require you to track a lot of different information. Knowing which details to prioritize can make it more fun to play. This section contains tips on how to hit can be difficult as a GM, since it is essentially always yours that are fast
and entertaining to play with. Although the turnaround. However, you can ask a player to look up something Core Rulebook describes ongoing encounters that begin for you, or, if you need to pause long enough to refer to page 493, this section adds this information. certain books, remind
the players to plan for their next although this chapter contains detailed advice on many twists and turns while you are busy. It's important to remember that as a GM, you should focus on the following tasks. REWINDING • Answer questions quickly and decisively Although rewinding can
happen in any way of playing whenever possible. it is usually the most annoying in encounters. Rewinding happens when a player forgets to add a specific bonus • Build anticipation for what happens next. or to take a specific action, or desires that they use their • emphasis on exciting
action and setting speed Actions in a different order, and wants to rewind to • Let players know when they are up, and preferably for what they have missed. The best policy is usually to have them rewind on their own bandas as needed, but when they are on deck to go next. stop them
before they penetrate someone else's. This • Showing the immediate consequences interruptions within reasonable limits. If you want to build on the topics in this section, you'll find that some customizations are simple enough to make external information appear in a row for designing
combat encounters and be allowed. For example, if someone is on page 46. In addition, Chapter 3 shows subsystems that have been forgotten to add the fire damage of a burning rune to a special type of encounter, e..B.dem influence subsystem, from their hits, it is guite easy to reduce the
MONSTER'S HP on another lap, but if they realized that their attack only missed SPEED OF PLAY because they forgot the bonus of Bless, that could be too much of a break. Your decision should be such encounters, should move quickly and give the PCs just enough things. Try to be
consistent about what time to enjoy successes and lament mistakes. This requires you to rewind for and when. Trouble of all, but you can make it easier by running creatures and NPCs efficiently. First, don't worry COMPLEX ROLLS about small mistakes you make during running
encounters. If you forgot to apply a creature's special bonus You often do multiple reels at the same time, especially or haven't taken any action that would have prevented you from doing damage if you tried to save throws for multiple creatures, it's not a big deal. Keep one against surface
or multi-target spells. This can sometimes also cast an eye on what you emphasize during the adventure. A considerable time when you describe a normal attack, but spend part of saving each creature and then determine its degree of little more time for
a critical hit or a great spell. All of this cooks success. To do this quickly, you can use one of the following up to the meaning. It's okay to slow down the game for techniques. Each of the following examples uses the magic of a PC to be something important, but it is best to move quickly as
an example, but these recommendations also apply to something less important. When you play the game, you will quickly become similar roles that are not caused by spells. • Get the PC's difficulty class first and let the LOOKING UP RULES player role damage have as you roll the savings
throws. One of the main ways the game is slowed down is when you • Use separate colors of dice for the different types of or another player needs to look for a rule. For something opponent, or arrange the in a way that it is easier that is not too effective, it is better to just make a decision
about for you to tell which creatures or NPCs are which ones, and continue. Tell the player that they can look it up when it's not their turn, and you'll play it as written after • Go in order of the best enemy results (the highest that, that, that, that, that the game must continue in the meantime, overall) to
the worst. This means that you after It's okay, something that is both significant and the results on a success only once, the damage depends on a strong rules, such as a spell description or the error once, and so on. It also means that you only need death and death rules. Even then,
reciting a whole chunk to find out if you move to a lower level of rules can pull players out of the game flow, so success, rather than recalculating them each time. Summarize. It also helps train your players to look for things in advance if they think they need them, so this can be more of a
challenge when they ask for PC that they are willing to go when their turns come. That rolls. Make sure you get the attention of every player whose PC is affected. Let them all roll, but keep on 10 Gamemastery Basics 1 announcing their results. As they roll their savings, they roll undetected
but not unnoticed. This means the introduction of the participant or other variable effects. Then, cancel the DC. Anyone who has rolled up knows that someone is there and can say: Who made it critically? Who made it? and so start to move, look, and otherwise prepare for Gamemasteryon
on the line, so you just need to share the results fight. The characters avoiding notifications still have a significant basics for each category once. You can choose not to advertise any benefit because this character must spend actions and the DC if you want, and to get results by multiples of
10 try to get additional checks to find them. Toolsinstead, but it usually takes longer, and it's still possible that players can determine or appreciate the DC anyway. What if both sides sneak in? They could just sneak past each other, or they suddenly run into each other when they go to the
same place. As mentioned on page 493 of the Core Rulebook, opponents don't have to make a decision guickly than to choose the perfect enemy tactic. NPC GalleryThe chaos of struggle, despair, or ego could lead a villain to make a bad decision
and that's something THAT GLOSSARYyou can play up when you realize they've done this by acting and inciting the enemy's response to their own folly, or classifying them by the sarcastic remark of one of their allies. INITIATIVEThe rules for the ongoing initiative are set out on page 468
of the gmGuidelines for 498. The following are details on how to run certain types of initiative? In most cases, it's
pretty simple: you call for the role as soon as a participant to attack (or challenge, draw a weapon, throw a preparatory spell, start a social encounter like a debate, or otherwise launch an action that its enemies can't help but notice). A player will tell you if their character intends to start a
conflict, and you will determine when the actions of NPCs and other creatures initiate the fight. Occasionally, two sides could stumble on top of each other. In this case, there is not much time to decide, but you should still ask if anyone intends to attack. If the PCs and NPCs alike just want to
talk or negotiate, there is no reason to take the initiative just to stop the fight immediately! INITIATIVE AND STEALTHIf one or both sides of an upcoming battle are secretive, you'll have to deal with the effects of stealth at the beginning of the encounter. Anyone who avoids Notice should try
a stealth check for their initiative. All normal bonuses and penalties apply, including anybonus for coverage. They can give them the ability to roll perception instead, but when they do, they leave their stealth and will definitely be recognized. To determine if any of the other participants are
undetected in the encounter, still compare their stealth check for initiative with the perception DC of their enemies. They are undetected by someone whose DC they meet or surpass. So what do you do when someone on initiative rolls better than everyone else, but all their enemies beat
their perception DC? Well, all enemies are 11Gamemastery Guide SETTING THE SCENE AD HOC BONUSES AND PENALTIES When an encounter begins, spend a moment describing the place if you haven't already done so. Use some of the descriptions This section contains some
basic rules on how to find the best tips in Evocative Environments on page 17. It can help to respond to PC tactics when applying ad hoc bonuses to describe where enemies are in the area, too and penalties, and when to use certain tactics for NPCs. You can also use when PCs to gain
advantages over opponents' expressions to better communicate the location. Is a hostile adversary, should there be some payout, provided their enemy is in a cautious posture as they stand near a pit? Does another tactic make sense in the narrative? Ad hoc bonuses and irritated by water
dripping on them from the ceiling? Does a penalty give them some mechanical tools to emphasize glowing glyphs that illuminate an enemy with an eerie red light? Remember that you are changing the flow of history to respond to tactics. Changing the behavior of a BATCH INITIATIVE
opponent can be a more satisfying consequence than just getting a bonus. If you have multiple enemies of the same type, such as.B. four goblin warriors, you may want to have them trade when you decide whether to grant a special on the same initiative of simplicity. If you do this, you can
not defined in the rules, even if roll only review one initiative for all of them. You still take a player asking you if they can do a bonus for individually, ask yourself the following guestions. Initiative by delay. Note that a happy initiative check could mean that
the batch creatures can easily rise • Is this the result of an interesting, surprising or novel PC, and a terrible role could mean that they are all hit by the character? below before they can do anything, so use this technique only if necessary to keep the game moving. • Did this take pain or
clever thinking to set up? • Is this easy to replicate in pretty much every fight? PLACING CHARACTERS ON THE MAP If you answered yes to one of the first two, you are more likely to assign a bonus – usually a +1 or +2 if the PCs are already moving on a grid, as is often the case.
However, if you have answered yes to those in small dungeons, you already know where they are third, you probably shouldn't, unless you really want to, if they roll initiative. When they move in free form to see that this tactic is used again and again. Exploration, place them on the map
when they roll Try to use ad hoc bonuses a little more often as an initiative. The quickest way is for players to set up ad hoc penalties. If you think a penalty could be their miniatures in a basic marching order in advance, appropriately, ask yourself the following. then simply move it to the
map in this formation. • Does the environment or terrain produce any applicable when that doesn't work, e.B. if one or more PCs were in a different location or the map does not have any draw disadvantages? the marching order, you can either set up the PC Minis • If the character expected
this to be itself, then ask if everyone is satisfied with where they are, or let the players place their own minis. If you are more difficult on the basis of what they already knew? Find the players doing it themselves causing too much • If this circumstance was caused by a poor decision about
indecision (especially if they are trying to count distances in advance), you can switch methods. Remember to place the part of the jenissen that takes the punishment? Characters that use stealth to hide in reasonable places • Is this negative circumstance easy to replicate, even if that
means you need to adjust the marching order to do so pretty much every battle? Once again, answering yes to most of these guestions INAPPROPRIATE SKILLS means that it is more likely that you should apply a penalty, and the answer to the last guestion means that it is less likely as
described in the core rulebook on page 489, you can do so. allow PCs to roll skills other than Perception (or Stealth when Avoiding Notice) for an initiative. You might find that ACTIONS, once a player can use a stronger ability for initiative, they will try again and again to use it for future
encounters. As long as some of the basic actions of the game require that you, as the narrative plays in a reasonable way, it is to interpret how a rule should apply. Here you will find advice to enable the ability. When you notice that they are beginning to make the types of rule calls that can
occur frequently. For rules that reveal strange circumstances to use their pet skill, or that their decisions are either/or (e.B. whether a creature that justifies the skill for using the skill takes too long at the Can Aid or Take Cover), a PC can usually determine the table by simply telling them to
go back before taking the action, whether this is practicable; if there is perception for a while. if for some reason is impractical, warn them that it will not work before they try time, actions or resources. There are some exceptions, especially if the reason an action wouldn't work is something a
character wouldn't know. For example, if a character tries to take cover behind a wall, not realizing that it is illusory, you should not reveal the deception prematurely, 12Gamemastery Basics 1AID of the topic must change, or the person trying to introduce it must get the check to get new
evidence that something is wrong with you, whether someone's preparation is enough to fall out of the ordinary. If another PC tries to sense motive, Gamemastervlet it will help an ally. The preparation should be specific to get different information about the target, and shares it. Basicsthe
task at hand. Helping someone keep a lockpick stable that doesn't really count as new information for a PC that might be enough preparation to support an attempt to choose a previously tried one. Rather, it's up to players to play ToolsLock, but just to say that they will encourage them to
encourage any changes in their thinking as a result. Probably not. Secondly, the character who is trying To Aid must be in the right position to help and be able to transmit all the necessary information. Help for a character Variant RulesClimb a wall is pretty hard when the character wants a
PC you often need to determine if someone can take Taketo Aid can't get close to them. Similarly, a character usually covers. As a rule, you only need a large enough object to connect NPC Gallery to its ally to be an enemy to help the ally hide behind it. Imagine the character cowering and
attacking the enemy. You also need to determine how long the object could almost completely cover up its GLOSSARY's preparation. Typically, a single action is a sufficient silhouette. Taking over cover may also require them to help Drop and INDEX to with a task that is completed in a
single round, but vulnerable, e.B.g. if they provide cover under a table to help someone perform a single Task, such as research, Most of the time, you can combine them with the character must help until the task is completed. Perform cover actions instead of using 2 separate actions.
READY MAPS AND MINIATURES The Ready activity allows the acting person to select the Trigger-A raster, and thumbnails can make it easier to visualize combat action, However, you can sometimes for players and give a visual centerpiece for the players to need
to set limits on what they can choose. Above all, focus on, Some advice on drawing cards will appear on the side The trigger must be something that happens in game 52-53. A setup can range from a basic grid with a hasty world and can be observed through character and not through
marker lines and coins for miniatures to a full-color flip-rules concept that does not exist in the world. For example, if a mat with official pre-painted minis or cardboard builders says: I'm ready to shoot an arrow at them if they use all the way to a set of 3-D dungeon terrain and hand-a-
concentrate action, or I'll be ready to attack it if he has painted minis for each character. Many online tabletops fewer than 47 hit points, you'll learn what their character has with preset cards, token packs, and built-in features that you want to watch specifically. If they don't have a clear
movement and line of sight. All this is fun to play! Answer, they need to adjust their action. Your setup should match your time, budget and desired aesthetics. SEEK You can also bring the setting to life by sensory The Seek action leaves it to you how long a search details such as sounds,
smells, temperature and 3D elements should take. Use common sense. Most of the time, they are not displayed on the map, Including the Echoingnur try to recognize a creature hidden in a small area, or ring of a sword hitting a shield, an erratic ray of frostSomething else, you could freeze
with a simple Seek action firmly to find an apple in a bowl of fruits on the table, and instead of a long-term search exploration activity, the like makes the game feel more vivid. should standard to a single action. The biggest difference is whether to use 3 actions or less – and placing
miniatures on a grid can make it feel as if you are being reached in a single turn – or requires the rules to be challenging, but there is still room for more than that and cannot be achieved in an encounter of improvisation! You can give another 5 feet of movement. It makes sense for the
character for someone who is going downhill, whether it's the turn to pull it out during the encounter or not, and whether it's dramatic. They are capable of giving players smaller boosts that could be an interesting wrinkle in history. that match the story you want to tell and fill in nuances of the
place beyond the elements in the Core Rulebook. SENSE MOTIVE COVERIf someone tries to feel the subject of an NPC, you need to figure out how to convey the information that determines whether a character is covering. The rules they get. It is best to convey this indirectly, such as
drawing lines in the Core Rulebook are useful inas by describing a lying target body language, strange word simple cases, but in more complicated situations, use your decisions, sweating, or other details instead of saying you possess discretion to make the call. Consider the details of
thearenas not behaving normally. But sometimes environment and 3-D space fall over what's strong on the Battlea, Oh, she lies 100% lying about this! on a critical mat. For example, hanging banners can give cover, or a success can be satisfying. You may also need to determine if the PC
that has climbed onto a groin could have a clear shot if the situation changes in such a way that someone is trying to find an opponent standing behind a short wall. Be generous again to PCsSense motifs. Typically, this means either the behavior that creativity uses to get into smart
positions, especially when they spend valuable actions to move or take over covers. 13Gamemastery Guide VARIANT RULES ON THE GRID tactical battles or large set pieces. As mentioned in the Core Rulebook, the 3 Action Structure is your best friend. You can change the distance and
answer yourself a lot of guestions about movement work in your game. Actions and space, how can I reach it in this curve or How many of the gnolls can I catch in a fireball? If you find UNIFORM DIAGONALS you will always remember players of the physical features of the environment or
hostile positioning, if you want, your group can count all diagonals as 5 feet instead, which could mean that you make your encounters also count any diagonal other than 10 feet. This speeds up tactically for what a gridless game supports. This style works, but some people find it breaks
their suspension of better to promote imaginative, cinematic action and disbelief. This is most noticeable when someone moves a fast game without getting too attached to details. long distance along a diagonal at once or when signs begin to move diagonally as far as possible to cover more
SPECIAL BATTLES AND distance. Using this variant requires thinking the game's map in more abstract terms and less like a real physical environment in which the map accurately reflects the size. You can choose you've fought battle, air and water battles on page 478, but measure radius-
based spell sands in the same way, or more complex battles may require special rules. visualize them as circles or other round shapes. The latter works best if you have templates Use. MOUNTED COMBAT HEX GRIDS The logistics of the mounted combat takes some additional work. If
you know one is coming, make sure that the battle can fix some of the diagonal motion challenges in a place with plenty of space to move, because you're using a hex grid instead of a square grid or dealing with one likely with several larger creatures. For grids with offset squares that work
similarly. This allows for a fight in which only one side has mounts, they may want you to count movement in all directions equal. However, an environment with a few areas too small for the mounts, makes it a little harder to pull flank, requiring you, so that the side walking can get a tactical
advantage there to arrange standard large and larger miniatures differently, to compensate for the greater mobility of the other side. and causes challenges in drawing maps that consist mainly of rectangular structures, as you have a lot when the PCs are mounted, their enemies should
focus partially occupied witches, most of their attacks on The PCs, not their mounts. If opponents too often target the mounts of PCs, it gets really annoying, so SPLITTING AND COMBINING MOVEMENT have the enemies of who the real threat is! When PCs fight mounted enemies, try to
keep the level of mounts just The different types of actions that represent movement are close to the PCs, rather than putting an enemy of the 13th level on split to understand the rules of a 2nd level warhorse, use an 11th level major nightmare work with the actions of a creature. However,
you may end up or something similar. This fits thematically better and in odd situations, such as .B when a creature wants to jump, prevents the enemy from being removed too easily. If a vertical to get something and just needs to mount is knocked out, the driver could be able to remove
within range, then jump, then move on. This can be without problems if the mount was stationary, but if they ended up feeling that they were losing much of their movement in motion, you should probably let the driver try to achieve this. At your discretion, you can allow reflex storage. If they
fail, the driver is thrown a short distance PCs to combine them essentially in a fluid-flowing motion and falls prone. A simple expert DC of 20 often put as a 2-action activity: within range for a jump to move, then works well for such tests. Jumping, then with the rest of their Mounted combat on
a grid is difficult for a run fight. This usually only works for concatenation types of movement with both sides racing at full speed. For something like interacting to open a door that may be better to make no grid at all, although miniatures or a strike usually
captures movements long enough can still help for relative positioning and distances for this to do in the center of the movement is not practical. Remote attacks. For such a race, you should use the Chase subsystem instead (page 156). GOING GRIDLESS different tyPes of mounts As
described on page 494 of the Core Rulebook, you can play encounters without grids. This is best for groups that are the mount rules for common cases: Humanoid riding can easily imagine their environment without visual help, four-legged animals. However, you can allow someone and for
battles that don't require understanding a complex to ride an animal or other type of creature by creating a few physical spaces. Your game does not need to be completely customized. For a smart mount (such as .B a Pegasus or on or off maps – you might choose to play unicorn), use the
default rules for mounted battles, but most simple battles without a grid, then use one for high instead of trying to command an animal that 14Gamemastery Basics 1 Introduction Gamemastery Basics Subsystems Variant Rules Variant Rules NPC Gallery GLOSSARY and INDEXrider To
ask the creature through a narrow field, take a sharp turn, or do something like that. As GM, you determine whether controls may be required, usually with a simple DC. the creature does as desired and whether diplomacy checks or the like are needed. It is recommended that you can make
falls deadly, and often happen when flies or adisallow humanoid creatures and most other bipeds as similar spells are scattered. This is part of the risk of mounts, especially if they are PCs. If you decide to fly! Flying enemies could be closer to the ground anyway, either the rider or mount
should at least avoid this danger, or have the feather-fall spell to prevent one hand from holding on to the other, and both should deal a damage or a jade cat talisman to reduce it. AQUATIC COMBATAERIAL COMBAT The rules in the Core Rulebook are guite generous to allow the
determination of positioning in the air, and high-impact battles underwater. Two important challenges are often best to be more relaxed with rules of movement, because non-aquatic creatures breathe underwater (or flanking, and so on than you would be on a flat grid. hold their breath) and
lack a swimming speed. It is often noted that battles can spread more with the flight. When best water adventures to save up higher levels, when each creature flies, it is important to set the height PCs can establish magical solutions to these problems, but you from obstacles in the area
early. In this way, no one can release so much magic early instead, as it is not easy to suddenly find out that the ceiling is lower than they can exploit in land-based adventures, such as flying magic or high trees creating a barrier. Be careful with the use may be. As with flight flight can be
deadly if someone has air combat in front of PCs magic that makes them fly. Rely on magic to breathe underwater. It is usually best, especially careful with flying enemies who use ranged attacks, avoid enemies that can disperse underwater because PCs may have few good tools to fight
them. the water-breathing magic that supports PCs. Although PCs might be able to use air bubble and quickly breathe water The rules for flight say that a creature must be frustrating again if this happens repeatedly, try to maneuver an acrobatics check in flight too and forced to prepare an
extremely high-level water pull of tricky maneuvers. You can usually use the same breathing spell to avoid being much fun either. They are missing, if you demand acrobaticchecks for a swimming speed, it is easier to cope, except for characters, when someone moves on the ground. Trying
to dive with bad athletics, which may need to be about 15Gamemastery Guide THREATS IN PUBLISHED ADVENTURES SOCIAL ENCOUNTERS When you reach an encounter in a published adventure, it will sometimes want you to run a social conflict in the encounter giving you a clue to
the expected party level and mode. The basic guidelines on how to do this appear on the threat that is the encounter for this level of the Core Rulebook, and this section expanded as moderate 3 for an encounter that represents a moderate threat to them with
additional advice and examples. Social to a party of the 3rd level. When your party reaches the encounters, it still requires opposition – usually an opponent on a different level, you can recalculate the EP for each dispute against you, but sometimes you can also calculate the institutional
opponent individually, or you can estimate the threat posed by or strongly represented beliefs. It is important to note that some adjust one step down or up per level difference. For example, NPCs are much more adept at certain types of social the moderate 3 encounter would be hard 2,
```

```
extreme 1, low encounters than in combat. You can find policies on 4, or trivial 5. If you still think the group can do it as it is, create such NPCs on pages 72-73, and some examples you can use this estimate to determine XP, perhaps in the NPC Gallery chapter. The core rulebook suggests
giving a little more if it ends up being harder than you a few means of measuring success and progress in social expectations. Or, if think it would be better, you can customize encounters. If you want something more detailed, check out the details of the encounter at the Victory Points on
page 148 of this book, or the greater challenge for your party, usually by adjusting the number of specific rules for influence on page 151. Monsters or with the elite and weak adjustments. As mentioned in the core rulebook, social encounters are not The DC to Swim underwater should not
normally use 6-second rounds. The time scale you use can be very high - usually 15 or 13 in calm water. be flexible. Typically, you want a participant to continue just long enough to make a distinctive point and try one When someone is knocked out underwater, they usually check up or
down before moving on to the next character in the initiative. They decide on the basis of their buoyancy; Order. Be flexible and encouraging as you lead a social most adventurers carry a heavy enough load to sink. and don't worry about tricky details like character movement except in
extreme cases. When one group is in the water and another is outside, PCs can keep information about as freely as the players that the aquatic combat rules apply to attacks when they can around the table. When a character observes that one of the two parties is in the water. You can
iudge that a character opponent for characters they lie assumes that they are easily hidden in the water against someone outside because he subtly conveys that to other characters. It is good to remember distortion, and vice versa. Players of things that may know or notice their characters,
even if the players don't have UNEXPECTED DIFFICULTY in mind at the moment. Describes different types of social
encounters or less challenging than you expected? If the encounter in which PCs can be located probably won't kill all the characters, it might be best to roll with it unless the fight is so frustrating that no one really wants to • Besting a rival bard in a battle of the mind wants to continue it. If it
is likely to kill everyone, strong • Mediation of peace between belligerent groups consider how to end the encounter differently. The villain • Convincing a dragon not to eat the party could give PCs the chance to surrender, consider • Convince a monarch to defend himself against an invasion
that does its job and leave, or use its advantage to • refute a rival's scientific theories before getting anything else he wants. When the worst happens, you'll find suggestions for dealing with a total party kill on page 30. • End of a tense standoff • Suspend the deception of a slippery villain in
court If a fight is too easy, it's often best to let the players enjoy their dominance. But if you saw this as a nobleman as a centerpiece fight, it might feel anticlimactic. Watch out • Free a desperate criminal to free a hostage as the enemy could escape or bring in reinforcements, but • Convince
a clan to trust its old rival, the success of the PCs should still be important. Make sure the PCs feel • Petitions petitions Admission to a magical academy the desperation of the enemy – possibly the enemy victim • Proving someone's innocence before a judge has something important for
them to secure their escape. • Securing a great order through a rival • Springing an angry mob In both cases, consider whether the discrepancy • To waver a fallen priest to return to faith from your expectations is on luck. One side benefits • Getting a charlatan to contradict their past lies
through extreme happiness is to be expected from time to time. • Turn a leader against their corrupt adviser, however, when the challenge comes down to a factor you've had • A low cultist against their leaders control as GM – how to make unfavorable ground • Urge a lawmaker, grace or a
stay of things hard for the PCs or a monster with an overpowering ability to grant – it's more likely that you should make adjustments. Execution • Winning a debate on a contentious topic16Gamemastery Basics 1 RUNNING EXPLORATION Introduction Exploration covers a variety of
situations and leaves the creativity of the group and storytelling gamemasteryshine. You can also use it to control the pace of the game, guided by the number of basic salyspots and phenomena in the area being explored and the level of detail you want to go into. ToolsThe Core Rule Book
explains that running exploration mode in the next hour may be better.) You communicate the subsystems from page 496 of this book, and this section of the time passage through your descriptions, but not only by supplementing this information. If you want to run a session that deals
directly with it. In a role-playing game, information variant Rulesor adventures are specifically focused on exploring and time. Time seems to slow down the uncharted wilderness, consider the hexploration subsystem more details that you give. Think cinematically! A long
journey NPC Galleryon page 170. If you're looking for guidelines for managing a number of tunnels, it works well as assembly, initiative, see page 11 in the Ongoing Encounters section. whereas progress in finding a statue for traps could be a GLOSSARY that is passed on as a series of
troubling details in quick succession, and INDEX would maintain the following basic goals during exploration and feel more tense due to this precision.in mind. For more advice on many of these issues, see the following sections. In this sense, when is the best time to or slow down? Usually
you will be slow • Evoect the setting with sensory details, down and give more description when you set up • Move the course of time to emphasize tension and something or progress the story. When the PCs enter a dungeon or new area, describe how it feels, which will slow down
uncertainty, and leave eventful intervals behind. downwards, around which the a sense of what lies ahead. When • Get the players to add details by asking about their reactions, a PC stops to do something important or makes a key • Present little secrets to intrigue players and decisions,
and slowing down gives that moment the desired weight. You can also adjust the time flow to reflect the track study. The mental states of PCs. When a PC returns home after decades • If roles are needed, look for ways to move the away, you can pause to ask the player what their PC feels,
adjust the time with the onslaught of memories and action forward or add interesting wrinkles in case of a mistake. Emotions that fill the thoughts of this PC. • Plan effective transitions to encounters. EXPLORATIONEVOCATIVE ACTIVITIESENVIRONMENTS As described on page 479 of
the core rulebook, PCs will explore their surroundings through PCs while addressing the senses of the players. That sets the scene, explore. The purpose of these activities within the game is to give them a better sense of their environment, and can clarify what a PC is focusing on as they
explore, rather than being used to predict what they might find in front of them. unrealistically to be able to do everything at the same time. When you decide what details to cover, think about it, it adds variety to the group's behavior and can do what's familiar compared to Roman. A new
dungeon could show you where the players want to let the story go. For example, similar architecture to earlier, but feature old a player whose PC examined carvings on the wallsstructures that characterize it. You can use the familiarity of the PCs showing you that the player wants this
informative as a tool to read out what is new. As you prepare for a game, imagine yourself in the environment and take note of exploration activities that happen all the time as a few notes about what you would feel. To convey these that the group explores should first be narrative and details
keep the players on the same page about what in the first place, with the player describing to you what they are sensual, even if each character reacts differently to it. and then determine which activity is applied, as well as any details or changes for the situation. If a player remembers that
the more you explain something that says, I avoid notice, add more details by making it seem more important. This is valuable for you to drive what precautions they take or by telling them whatinterest, but can also be a mixed blessing, since the description of passages they think are least
guarded. Likewise, if a player is somewhat insignificant to set the mood can lead players, says that they are looking for traps and keep their shield on a tangent. Sometimes the best solution is to find a raised and covering the tracks of the group, ask them what is way to make this
unimportant thing so important the most important to limit the activity. Consider the players think it is! The pros and cons of an activity in the present circumstances. For example, someone scouting FLOW OF TIME could encounter thin ice and fall through before their group can, as indicated
in the Core Rulebook, rarely measure exploration up to second or minute. When someone asks how long something takes, the next 10-minute increment usually does the work. (For long trips, the 17Gamemastery Guide AQUATIC QUICK ENVIRONMENTAL DETAILS rocks under your feet,
distant avalanche sights chopped off water, rolling waves, sunlight glisten, the smells blow dust, pines, fresh snow curve of the horizon, driftwood textures rough stone, powder snow, unstable debris sounds waves raging against a ship, seabirds screams, weather swirling clouds, cold of the
height, flutter directly, strong wind and rain smells, dead fish PLAINS textures icy water, slimy seaweed, crispy salt collect on surfaces sights grass wave gently, scattered wildflowers, rocky weather strong winds, oncoming storms foothills or boulders, the curve of the horizon ARCTIC
sounds rushing wind, birdsong, distant sounds far-worn smells of fresh air, earthy soil, distant, snowy plains, distant textures touching high grass, rasping, deep crevices, rocky cliffs, ice floes and mountains, dry dirt animal tracks in snow weather cooling of gentle wind. Heat of the direct
sun, sounds of yeasting winds, drops of melting ice, completely calm massive black thunderstorm clouds Smells clean air, semi-frozen bog, hard-weather-weatherstorms, light snowfall, pounding snowstorm sights lush leaves, clouds of mosquitoes, algae-coated water, FOREST huts on
stilts, daring fish sounds, bubbling, bubbly sights that tower trees, dense undergrowth, green canopies, odour-rich moss and algae, pungent swamp gases colorful wildlife, subdued sunlight through the trees, mossy textures pushing through the trees, twisted roots creeps, thick mud sounds
rushing leaves, snapping branches, animal calls weather-pressing moisture, still air, pouring rain, rays decomposing vegetation, flowering plants, pines, sunlight, scratchy branches, water dripping from above, rough bark sights winding passages, bubbling yellow torchlight, weather still air,
cool shadows, spora, ancient writings or architecture, canopy, branches with thick snow stalagmites and stalactites MOUNTAIN sounds dripping condensation, screaming rats or removed cluns from Tinny Echoes of Your Voices and Sights Bare Cliffs, Snowcaps, hard trees, slopes scattered
steps with boulders, fallen rocks, birds fly on currents, fog between smells of quiet air, sulfur, tang of metal deposits the peak textures rough rock walls, erosion-smooth stone, cobwebs Sounds howling wind, falling rocks, clear echoes, crunching of weather cold, or someone who is an ancient
hieroglyphic, which could really fail critically and lead the party into the wrong thorough search, this is a good time to allow them to move in. This does not apply to exploration activities automatically succeeding instead of taking the trouble to roll, or that are discrete and occur when the
group takes them roll to see how long it takes before you pause or zoom on a particular action, how to handle them find what they are looking for, eventually they find wounds. Characters can always fall out of a continuous eventually, regardless of the result. Conversely, if they stop
exploration activities to perform a discrete (even if they are for a thorough search in the middle of a dungeon, that is tired and may not be an exploration activity as a good time for their efforts to draw unwanted attention, and they can change activities at any time. PCs can try another check if
their original The Core Rulebook includes how to decide how to choose specific search is a bust. But when do you allow them to try again? Activities – Recognize magic, follow the expert, investigate, It is best to combine this with another tactic. Just say I and Search — on page 496. Find it
again is not enough, but if a PC tries another method or other tools available, it could work. MORE ON SEARCHING Be generous with what you allow as long as the player puts thoughts in it! If you know that a search does not intentionally avoid the rules for searching to give complicated
something useful, make this clear early on so that the group details how long a search takes. This remains in your hands and does not waste too much time on it. 18Gamemastery Basics 1 Introduction Gamemastery Basics Tools Subsystems Variant Rules NPC Gallery GLOSSARY and
INDEXkeep going – which they are often – you might have problems, try to find a comparable activity. Find something useful, but secondary to the search, .B. If the PC is swimming as they explore, keep in mind that cruising speeds on the equivalent of 1 action promore ON FOLLOW
EXPERT 6 seconds based, and that other exploration activities that can hold the PCs without getting tired are usually based on Follow the Expert, is a really versatile activity that lets a PC switch between 2 actions per 12 The average determination of who is missing from a skill or
exploration activity has a better 1 action per 6 seconds. (Defense, for example, is based on the chance of success. It is important that this is not with 1 action to Stride then 1 to increase your shield, which is too red. Let the players decide how one of them helps why the PC moves at half
speed.) Hustle is one good over the other. The description can help you work more example of an activity that cannot be done indefinitely, therefore and add funny color to research about just which you can use it as a model for strenuous activities where the mechanics can use. When one
PC helps another in the same way that PCs use the equivalent of 2 actions every 6 seconds. If the villain was, when improvising an exploration activity, have been aware of helping the fighter, keep in mind, the fighter to get some pros and cons of this activity essentially training in stealth at
this point and inspire you. What else could the PC neglect while considering taking or retraining a skill boost that makes this activity? How does it play the interaction with activities to make this come true? Connections like this can bring the rest of the party to life? If the new activity seems
like in the characters and their relationships, and it can help, it is a better option than other activities all or almost all promote camaraderie and interactions between characters. the time, chances are that you want to adjust it so that it is more balanced. At some point you will begin to find
whichIMPROVISING NEW ACTIVITIES exploration activities your group enjoys the most. The list of exploration activities is not exhaustive. More SCENES WITHIN appear in special subsystems and adventures, and you need to create EXPLORATIONoft your own. When you make your
own, it's usually okay just to consider whether the amount of it can help you think exploration as a series of scenes, effort the PC must be in comparable to other with encounters not only breaking exploration but exploration activities and going from there. If you work as a subsection in it.
Many of them are 19Gamemastery Guide based on geography, for example with the exploration of a number of exploration scene. Dangers don't usually appear from the dungeon corridors as a scene and enter the nowhere of the dungeon. A trap could be another on the lock of a door, in a
certain large hall. At other times, you break out of a scene curve in a corridor, or so You might have a pit trap in one point of interest. If the PCs decide to stop their travels in the middle of a large room, but a surprise that is complete and examine a statue, remember that as a new scene.
unexpected can be quite unsatisfactory. The same pit trap that was found in the From a 10 feet wide, suspicious This gives you a good point to describe the transition dysfunctional hallway can tell the players, OKAY, we between scenes. Describe what happened to reinforce that should
come, with even this minimal, where the group was, then describe what they are now facing in front of the crowd of foreboding. to view the change. For example, you've walked through this long hallway, but after a moment when a complex threat triggers, you move to encounter debates,
you stop, your steps and voices still reverberate in mode. Simple hazards are usually treated during exploration in the hall. The stone statue in front of you is seven feet of mode, but that doesn't mean they should be embellished. high, decorated with rubies. It represents... perhaps a God?
There is a clear picture of what action is taken off a PC's face is damaged and broken. What are you doing? Danger of what happens when the danger is activated, and all the aftermath. PCs have many ways to heal themselves, so when playing a scene, keep in mind your original
description that a malicious danger shouldn't always set the expectation of what the huge effect is. They tend to work best when their activation scene could go in with you and the players who could customize creatures in the area warn lock the PCs from one as you play. In addition, it can
be useful to get out of the field, or cause a similar setback beyond the just damage. PC on PC to avoid everyone talking at once. Start with someone who instigated the scene change, if possible, if a PC detects a danger and wants to disable it, slow down or maybe the PC that uses the most
relevant exploration a little down. Ask the player to describe what the PC is activitying, such as a PC investigation artwork or search for doing and give concrete details about how their efforts have secrets in the example above, to make it more real. It's good if the player sweats a little! It's
supposed to be a tense situation, HAZARDS after all. If a hazard requires multiple checks to disable, it is good to describe what happens with each success to the task of searching and disarming hazards shows incremental progress. often in exploration and is an example of a kind of
20Gamemastery Basics 1INVESTIGATIONS to get their first stock. The DCs for these exams are introduction usually trained or expert when the group is still guite closeThe Investigate Exploration activity is guite wide and too or established nations, but could lead to higher Gamemasterycan
in a more thorough investigative scene. Lead in the deep wilderness. As the PCs try to find their way, think Basicsoff with a specific clue that has details but obviously isn't a way to pick up remarkable sights that they can look for all over the picture: These runes look like those used for them
or stumble upon. Some of these could be useful if as a tool arcane magic, but are a kind of variant form. As a large tree in the distance they can climb to a better you assess the architecture of the room, you will see the column viewpoint or a mountain slope, where several plum subsystem.
caps are all made of granite, except one that appears to flare up from smoke, resulting in a settlement. Others could be plaster painted, or each of the stained glass shows Variant Rulesscenes of one of the aspects of the god Norgorber, but there are mysterious or dangerous, like only three
windows, and Norgorber has four aspects. Haunted clearings or animal hunting NPC Gallery grounds. When the PCs look for the first time Then if this arouses the interest of a player, you can go around or scout, choose two or GLOSSARYin a more detailed investigation. You could have
three milestones to point this out, and INDEXlook closer to the runes, chip away Let the group decide on the plaster, or look for a curing course from there. Representation of Norgorbers When the Trek Takes Fourth Aspect. Avoid the call for several days, you need to check if it can't move
through. In the last every day pretty fast. For example, you would probably say which of you might need to have the group subsist when they run outdeity aspects lacks food, and you might want some encounters without another religion if they are in a dangerous area. For these encounters,
check, and if the aspect is choose creatures that live in this kind of environment, as a statue depicted in space, ask for a perception remember that not all creatures attack on sight. Finding Friendlycheck could short-circuit the investigation in one or more cautious creatures, which could lead
to an uninteresting way, interactive scenes that could even help the PCs. To make the investigation real, it helps that if the PCs get unlucky or are just terrible at survival, players through the thought processes of their character could end up stuck by them with no way for them to reorient
what hint inspires them to think of an important one themselves. In these cases, have someone come to them! Detail, explain what the detail is, and possibly they could be captured by local humanoids or monsters, which raises another question that throws detail. Then or stumble across a
dangerous place. They have had the player extrapolated instead of telling them where they are, even if it is not where they wanted to be. Even if the investigation does not lead to a clear conclusion, the players should feel that they are better informed than at the beginning. SURPRISE
ATTACKS Although a The investigation begins, retrieving page 499 of the Core Rulebook, which covers the mechanics of the people involved, can help them become more interested in how surprise attacks occur while PCs are resting. Such surpriseand and bring different skills skills other
types of attacks should be used sparingly, even in dangerous information. Reward collaboration and clever ideas. Areas. The fact that PCs are in a group deters most animals, and setting a watch can deter even more LOST attackers. Surprise attacks are most likely if the PCs did something
in advance that would ambush. Because if PCs explore the wilderness or twist, they could be attacked by bandits, if they were dungeon corridors, they could be lost. This is most likely flaunting their wealth or showing expensive items if they don't feel their direction with survival, but may
happen earlier in the session, or they could happen counterattacked also based on history, as if they fall from enemies when they first attack, just to withdraw a portal in a foreign land or come from one to rest. When the PCs hurry to set up camps and decide not to go underground into a
forest. Playing by set a clock, they could be in trouble if they are attacked the process of hiking in the wilderness and trying to do this should only happen in cases of extreme sloppiness, finding their way can be fun for a party, provided it is a pretty, since if you take advantage of small
outages, you could take short interval. If a party is lost at the beginning of a session, at the end with a group that repeatedly spend an excessive it should usually have found its way and reached a lot of time describing all their camping preparationsignificant goal at the end. to prevent it from
happening again. It is usually better to ask the PCs if they are setting up clocks instead of assuming that the Sense Direction activity uses Survival to find North. that their silence on this issue means that they are not. You can combine this with recalling knowledge about the area – typically
with nature or society – for the PC 21Gamemastery Guide RUNNING DOWNTIME There is more to life than fighting monsters and looting treasures. What happens when a PC wins an act in a tavern in a card game, craftes a magical element, builds a house, or pursues a relationship? All
these goals and more are solved by falling times. You can use downtime in several ways that can perform tasks in a task. For example, if a PC wants to earn streamlined gameplay and shape the story, such as: Income with performance and another wants to offer their services as a
paramedic, you could say that a travel • Demonstrate changes to the attitude that is inconclusive from Results, stops briefly, seek entertainment and the previous achievements of PCs, so that they have time for the treatment of diseases and injuries of their group suffered breathing and
appreciate what they have achieved. Traveling. This means that you can put both PCs in the same scene. You can also search for outage activities • Emphasize pc planning and the fruits it bears, which are based on several Interests. For example • Avoid icing the game, even if a large part
of the roque's contact with the Thieves Guild wants a special magic coat, another PC could make this coat. Time passes. Keep the number of rolls small. PCs can help each other more directly. For example, • Bring back convincing NPCs or plot threads if the Barbarian's player does not
plan to do anything in downtime, they may have established the barbaric help of another in previous downtime or adventures. Character in the manufacture of weapons – feeding the forge and • Intermediate interesting events and scenes related to what the bellows work, for example, the
PCs to make the world feel more alive. If a player is really not interested in downtime, they could switch to encounters or explorations as needed to avoid engaging at all. In this case, it's best to shorten the time you spend on downtime and give your actions a time when actions spur a new
scene or adventure. Description of a sentence. If other players have a deeper Wish this section contains advice on how to adjust downtime to downtime to downtime to downtime or your group. The amount and complexity can vary greatly ongoing side sessions only for these
players, depending on the game. For the basics of running downtime, see page 500 of the Core Rulebook, CAMPAIGNS WITHOUT DOWNTIME There are two ways you can end up with a game that has no downtime; no time and no interest. In the first, determining
how your group is involved is downtime moves so fast that the PCs have not really been at the beginning of the game. If your players vary greatly in time to engage with downtime. Look at it as a breakneck preference, you may have to find a middle ground or an action movie in which the
characters have little time to give the players who are least interested in downtime breath before they go to the next challenge, and even something they would find convincing. You can set the end of an adventure to a cliffhanger. Downtime depth as the game goes, and you might find that it
becomes more important for players, like their connection In the second, you and the other players are simply not concerned with the attitude getting stronger, about downtime at all. You don't care. In this case, simply summarize what happens between adventures and pay attention to how
much time you skip in the real world with downtime rules, and attention to detail. Downtime should rarely last an entire session. Usually, half an hour between if you skip downtime, you may not need to adjust your significant adventure is about right, and 15 minutes for the game. The money
PCs can earn during downtime is a smaller shorter lull in the action, e.B. when PCs return to one compared to what they can gain through adventure. You can expand However, the PCs have less choice in which elements they need for more detailed role-
playing scenes. if they do not craft or earn extra money to buy items. For the level of detail, it is important to give more than LONG-TERM GOALS only an overview, but often the basics will do. A fleet of merchant ships arrives at the port, and an officer brings you as more satisfying if the PCs
work to unload cargo could do long-term goals for the use of Sailing Lore, rather than performing separate tasks. To earn income, and your delivery of iron comes late, you can ask players what their PCs are goals, and also, but you are able to complete the armor might be enough for finding
storylines that they are interested in that you can use crafting. Go deeper if the player does something as a seed for long-term goals, could be specific or ask questions that you think have potential for a business, create a guild, establish an interesting story, but be careful
with too many details, as an arcane school that returns a corrupted land to its natural, you risk drilling most of the table with minutiae. the splendour, the reform of local politics or the reconstruction of a ruin. GROUP ENGAGEMENT A major challenge for downtime is to involve the entire
group. If you can combine Multiple People22Gamemastery Basics 1 Introduction Gamemastery Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEXGoals with organizations are a great opportunity to have a small vignette. If you use the second bullet .B, the
quide subsystem is used on page 168. If the players don't point it out, you could describe that the crowd of people who are overcrowded have clear ideas for their goals, look at their backgrounds at the point of the PC and say they were who they know, and things they've expressed interest
in before half of the people were served. Downtime is a long adventure to develop some suggestions. Remember, good way to weave the agency of PCs into history, that you are not trying to get them to accept your exact suggestions, but to choose a goal that they really like. SUCCESS
AND FAILURE Long-term goals should shape the game, and strengthening success with a reasonable long-term goal should be likely, their progress is crucial. Show changes, good and bad, that, but not guaranteed. Give the player an expectation of how the efforts of the PCs, both in
downtime and probably that their goal is to work out based on how ambitious it is. This does not have to be clear how much downtime it will take in comparison. You can say directly: you have tried to get the amount of downtime you expect the party to get to allow you to buy this property,
but that during your campaign. Then let the player decide how to that you entered the Wizard's Tower illegally seems to be committing their downtime, and to what tasks. have soured it towards you. Repeated failures or external problems could lead to the thinking progressing in phases. For
example, if a PC wants to let the whole target fail. It happens! But give the player a faira deal, you could have them... Chance. Even if their goal is really hard to achieve – like driving the undead out of Ustalav – they could find a way. • Start with a simple stand to sell your goods. Don't
undermine their efforts or ideas, but make it clear • Show that they need to attract and expand large crowds. the size of the task they selected. Remember that • Create a shop window. Even if a goal fails, the effort was worth it. • Open to modest success. • Get a small but loyal following.
Failure or success with a long-term goal can hire a • employee to keep up with demand, great emotional beat for the character. You have changed • Dealing with delivery problems or competition, the world, after all! Don't miss it just because it • Get enough interest in a nearby settlement
that it happens in downtime. In fact, since it may have taken place over several sessions, the player might want to expand his business. we have been looking forward to the results for a very long time! And so on. You can buy any of these details through 23Gamemastery Guide BUYING
AND SELLING usually sell a single item for half its price, but the price of something already plentiful on the market could fall The game leaves it to you to determine which items are lower, usually to 25% or 10%, or are rejected altogether if PCs can and can not buy, and the final market
price for there is a flood. Buying an item usually costs the full price; You. Billings the size of a city or larger usually buy higher-level items (or unusual items if they are at least one vendor available for basic, shared equipment, and even at all) requires finding a special vendor or magical and
alchemical items of the 1st level. In addition, everything is NPC and can take extra time, which is a real investment depends on how much you want to allow the players through the PCs. You may not be able to find the item at all, determine its abilities and how much verisimilitude you also
have after their time investment, based on the desire of the settlement in your game. You can Set specifications in which you set parameters. This approach allows PCs to determine a certain need, but let's look at three ways, their items, but forces them to really work to get more powerful
items and discourages each enemy to sell PCs, can buy whatever they want, where they want, where they want. They are made of fairly ordinary armor. This can be most of the work for gloss over the details of the markets. PCs can sell everything you need, but the world can feel diverse and complex. they
want for half the price buy any item you have access to at full price. This approach focuses on magical markets are rare or non-existent. PCs get what expediency about verisimilitude and is likely to reduce those they find in adventures and can craft their own items if you have number of
unusual or distinctive items the PCs as allow them to obtain formulas in any way. If you are magically looking for many players who directly support marketplaces at all, their selection is small. They sell items that have the strengths of their characters. This still means that there is a limit at full
price and have difficulty reaching the means to buy when buying unusual or rarer items, but you use supplement instead
(depending on your group's playing style, this approach, PCs are much more likely to use strange items that are anywhere from 10% to 100% for unusual ones they find, but may be dissatisfied or even underserved items, and 25% to 500% if you also want to open all of them, depending on
what items you give them. Rare items also in this style), of the game, you might want to allow them to get weapons and armor with basic runes pretty easily, or make sure pCs can buy whatever they want, but need to give in extra you these on a regular basis. Effort. If they want to sell or buy
items, PCs must be in a place where markets can support them. You can use 24 Gamemastery Basics 1TASKS AND EVENTS Mining Lore Introduction Work a shift in a coal mineplayers will often look at you for tasks that they could take to determine where a raw ingot gamemastery on was
mined during downtime, especially if they are looking to earn prospect to find a site for a new Mine BasicsIncome. You should also include special events to surprise Performanceyour players and add interesting scenes. If you can offer some busk for city dwellers at a street fair Toolsquick
ideas for task characters can offer a PC, watch Play in the orchestra at an operathe tables down for inspiration. The Earn Income tasks are Attend a society figur's salon Subsystems arranged with tasks that are suitable for low-level PCs, but Perform for visiting nobles can be adapted to the
level you need. For the events, impress Visit Maestro to bring fame to your hometown Variant RulesYou may need to zoom out on a special scene put on a performance for a patron from another plane or even a short encounter or adventure. Politics Lore NPC Gallery Lobby for a vote or
decision to go a certain wayTABLE 1-1: EARN INCOME TASKS Smear a noble to lower their station GLOSSARY Sailing Lore and INDEX Academia, Library, Other Educational Lore Crew a ship on a short voyage Work at a school or library Render a ship in dry-dock seaworthy Compile
information on a Land for an Expedition Pilot A Ship Through Monster-Contaminated Waters Serving as Administrator for a School or Library Underworld Lore Acquire a Rare Book About Dragons for a Local Nobleman Find Out Where a Stolen Item Ended Crafting Crafting Get An Audience
With the Head of a Thieves Guild Make Tools for Local Farmers Smuggling a Delivery of Valuables From the City Brewing a Box of Healing Potions for a Local Church Debutants Ball Teach a Spear Combat Class at a Dojo Delivering Magical Weapons for the Palace Guard Corps Instruct
an Officer in Various Military Stratagems Engineering Lore Advise a General in Planning a Battlefield Offensive Assessing the Fortifications Built to Protect a City Plan the Mechanism for a Drawbridge TABLE 1-2: DOWNTIME EVENTS Create Circuit Plans for a New Mill Food or Drink Lore
Craft and the PC identify a dozen bottles of wine must find out why. Create a showcase dish for an upcoming festival The PC discovers a
more efficient technique to compile a family tree for a small noble family material and must decide to share it or keep it secret. Next, determine by relatives to settle an inheritance dispute Create a forgery (society) card the web of marriages of an extended royal family The format for
paperwork the PC tries to imitate Determine the lines of an ancient civilization is changed, and they need to adjust. Finding the Lost Heir of an Old Empire The paperwork is spoiled by a freak accident, like a leaky Guild Lore roof over the workshop or an awkward assistant knocking recruits
over cups of chemicals for a guild. Identify symbols of an old guild in a dial A mysterious benefactor provides the PC with special tools to reorder a guild's hierarchy, or a source document they didn't have, but suggests that they survive the merger of two guilds or a guild that split into two and
later ask for a favor to retaliate. Herbalism Lore Earn Income (General) Supply with a Doctor A quirky customer demands several rounds of changes Preparing herbs for a small restaurant throughout the process. Identify the toxic plant that is from a local A crash on a construction site puts
someone in danger. Legal Lore Something the PC is working on becomes a fad or a hit – delete some minor bureaucracy costs! Defend someone accused of theft A visitor is impressed by the PC's work and offers him a corrupt nobleman to justice through the legal system more lucrative
task in a remote place. Loopholes in a contract with a devil conditions at work are abysmal, and other workers Mercantile Lore ask the PC to join them in the confrontation with the bosses. Price a box of imported textiles The bosses or guild masters do something illegal and find the best
trading route for a pirate crew to raid the attempt to bribe the PC to look in the other direction. Set exchange rates for a trading consortium 25Gamemastery Guide The PC returns to their work one day to have someone during even short periods of downtime to amplify the manipulated with
what they have done. The story they tell. Earn income (performance) Due to the success of the performance, more shows are added, INVESTMENTS runs the PC pulled. A competing show across the city attracts customers. The downtime system is not meant to handle a special
achievement with the investment of a powerful nobleman, but to receive money, interest, or the like to make more demands on the content. Money. Rather, investment in change should not appear in the One of the PC colleagues, but the world. PCs could invest in the establishment of a
museum, and the show must go on! on their return that the collection has grown. If they fund Subsist (Survival) an expedition, they could gain access to interesting trade Over a long time, which exists in a single area, the PC later finds a commodity. unknown berry or herb that could be
useful for the production of a new drug. When characters invest in a big venture, the PC finds signs that a large creature has invested the amount of in-world time that often comes down to the search – possibly even a monster. more than the money. While additional money buy and sell
items greatly increases the efficiency of crafting an item, you The PC sells an item of interest to members of a particular can not build a fort in a day just because you have enough group to track the PC. money for the whole process. Downtime is good A trader sells a fraudulent item to the
PC. Opportunity for characters to start long processes that a business that the PCs are frequent, is in trouble and going in the background, like the PCs adventure, business without help. Provided they find a trustworthy, competent person Someone else
offers a higher bid for an item that a PC wants to run things in their place, to a negotiation or to the NPC offering an order that the PC must execute in order to claim the item. MONEY DURING LONG PERIODS OF DOWNTIME Retrain The PC suffers an injury in the Training. If the PCs have
a very long time between adventures, unlocking new magical powers causes a magical curse or especially years, they have the opportunity to collect a strange phenomenon. a lot of money due to downtime. Use the guidelines A retraining teacher falls ill or is lost. for average progress and
cost of living on pages 501-502 Someone witnesses PC retraining and asks to join them Core Rulebook to find out how much they get, while studying or practicing. Because you are trying to convey that a long time the PC training has come to a standstill, and they must acquire one passed,
let them spend it before you jump to the end rare book or something similar to continue. Downtime. What have they invested in during these years? What aroused their interest? Has their wealth increased or fallen? MONEY IN DOWNTIME Have they acquired interesting objects or hired
convincing people? Consider these expenses to show another way, while the amount of money the PCs can earn during the short ones how the PCs affect the world. Downtime is significantly less than the value of the loot they receive more adventurously, they can still serve as a
RETRAINING satisfying bonus. The PCs could use their money to better equip themselves, donate it to a good cause or pool The rules and proposals for retraining are covered together to save for a bigger purchase. If you find this thoroughly in the core rulebook on page 502. Your PC
tends to forget about their money or save it more primary responsibility here is to determine the time, careful than they really need, offer them rewarding lessons, and costs of retraining, as well as customization ways to spend it. For example, they could be details to align themselves with
history and the world. To contribute to a charity in desperate need or to consider the efforts each PC spends on retraining to sponsor an artist looking for a patron. so you can describe how they feel that their abilities are changing. What kind of research and practice do they do? If the
downtime system contains a guide to calculation, a teacher has, what advice does that teacher give? Lifetime cost, using the values in the core rulebook on page 294. Tracking living cost is usually you can run a campaign without retraining if you best reserved for months or years of
downtime, since want the PCs to be more tied to their decisions or that's if someone could earn a significant amount of a game without downtime running. However, if your money is spent from downtime activities and find that cost campaign does not use downtime rules, but a player really
```

```
adds up. You can usually ignore it if it just regrets that a decision is made while building up or leveling their downtime a few days, although if a PC is role-playing character, you could make an exception for them. a fine or extravagant you could charge them LEHRER Most skills To win PCs
come through adventure. You learn at work! Retraining, on the other 26 Gamemastery Basics 1 hand, is a special study that could require the rare magic of a teacher or the intervention of a herd. For example, introductory aid. You don't have to use teachers, but it may give you an elf that
wants to be half a toa-toa-to-a-great way, a new NPC or bring an initial training in Halfling Lore, worship the Halfling Gamemastery existing in a new role. The role of a teacher could pantheon, and eventually do a great service to halflings to basicsalso be filled by communicating with nature
for a druid, receive a divine blessing of transformation. The important part is the guidance obtained from retraining a background that requires a change in the game source. The following list contains sample teachers. History, so the events that the PC thought did not happen. Subsystems
This can be quite difficult to justify! The most likely • Archwizard Koda Mohanz, Wizard Academy Proctor scenario is that they change their memory and variant rules • Bagra Redforge, older craftsmen need to magically get it restored to reveal their true • Baroness Ivestia II, tutor in etiquette
and social background - the new retrained background. NPC Gallery maneuvers Of course, in all these cases you could have a GLOSSARY • Byren Effestos, Esquire, legal consultant, exception and just let the player make the change without and INDEX explanation. This effectively
acknowledges that you are politics and finance a game and do not need justification in the world • Dr. Phinella Albor, Professor of Medicine and Surgery for certain changes. For some groups, it might be easier to ask • Dr. Revis Enzerrad, mystical savvy in occultism or less suspension of
disbelief, to ask • Grita the swamp sage, supplier of strange draught the group to accept their ideas of what has happened before in the game as too and cryptic puzzles something like an elf into a • Jeballewn Leastfire, Tutor in alchemical experiments. • Kpunde Neverlost, retired veteran
adventurer • Lyra, Legend-teller and master craftsmanship • Major Venaeus, instructor in military tactics • Mother Elizia, high priestess and religious scholar • Professor Kurid Yamarrupan, Senior University lector • Quintari Solvar, fitness and healthy life trainer • Ragged Sands, hermits and
spokesperson for nature • Silent Flame, Master of the Seventeen, experienced thief and spy • Wen Hardfoot Conductor, playwright and musicologistEXTREME RETRAININGThe standard rules allow PCs not to retrain their class, ancestry, background, skill enhancements or anything else
inherent in their character. But you may find a way to do this in history and go beyond retraining into deeper, story-based quests. Class and ability modifiers are the simplest to justify, as they can only be retraining could take place. Especially at a low level Let a player rebuild his character as
another class, perhaps by rebuilding into a multi-class devotion to their new class and switching to further achievements from this dedication as a partial progression toward class change. Be aware that they do not swap to a class that they think is great at low levels for one that they think is
stronger at a high level. Retraining class or ability seed scores should last a long time usually months or vears. Changing an ancestry or heritage requires a kind of magic, like reincarnation into a new form. This can take a complex ritual, exposure to bizarre and 27Gamemastery Guide
ADJUDICATING RULES As Game Master, it falls to you to decide the rules. This means that you make judgments and decisions about the rules, especially if their application is unclear. Role-playing games promote creativity, and as well designed and well-tested as a set of rules will be,
players will always find situations that require interpretation and assessment by the GM. You need at least some familiarity with the rules to let your players run. For example, you could say something like a game well. But you don't have to be the most important when Torben swung from the
chandelier and attacked experts on the rules. You don't even need to know the air elemental, I needed an athletics check as part of most about the rules at your table to be a great GM! the action and gave a +1 circumstance bonus on the There is a crucial difference between knowing the
rules and attacking role. Hanging from the rope bridge to attack the rating of the rules. Giant bat sounds similar, so why not you during GMing, strive to make fast, roll an athletics check. Do this at any time, if it is fair, and consistent decisions. Your decisions apply when you make a decision,
but shouldn't encourage your group to feel compelled to do so for really new decisions of their characters through the course of the game, your previous and actions. When your group is satisfied, decisions form a set of common
preferences with the interpretation you have made, and an understanding between you are the right assessment! or even become formalised house rules. Over time, your players will think about these CORE PRINCIPLES examples as they plan their actions, which can improve
consistency during the game. These are the most important things to keep in mind. LOOKING UP RULES • Think of the rules. It is perfectly acceptable to refer during • In accordance with your previous judgments. a session. However, you do not have to do this alone. • Don't worry if
you're not scrolling through a book or looking for an electronic reference, your players will be idle. There is specific rule memorized; it is okay to be a few techniques that Intervals look for it up! more palatable for the players. You'll let you know • Listening to succinct opinions about the fact
that you're looking for something up could prompt other players, some players to also read the rule. This can increase • Call and continue with the game, the opportunities of collaboration and sets expectations • Check your decision after the meeting is over if necessary, for the duration of
the break. If you warn your players that you're taking a minute to read THE BASICS, they're also informing the rules that it's a good time to get away from tasks like start by reviewing the basic guidelines on page 491 of the Core Rulebook for refilling a drink. Basic principles that can help you
make decisions quickly and fairly. You SHOULD also be familiar with the rules relevant to encounters, explorations, and downtime, as the friends around your game table are good, as well as the section in Chapter 10: Play perhaps your best tool to achieve fast, fair, mastering in the Core
Rulebook about running and consistent decisions. Share the task of remembering these game modes. The rules make rule discussions more collaborative, significantly increase the chances of accurate CONSISTENCY AND FAIRNESS and a comprehensive recall of the
written rules and your own past decisions, and are faithful to the common storytelling as arbiter of the rules and the person who sets the spirit of the Pathfinder. Scene for the action, it is in your best interest to ask whether someone knows how a particular rule rewards fair at any time. Your
main defense against the appearance of those players who have spent time mastering the rules and unfair is consistency in your decisions. It signals to other players that you are willing to listen to opinions before you achieve consistency is as easy as
explaining why a decision, and it builds a more collaborative environment. You govern in a certain way and compare this judgment with In addition, you can ask for groups with access to a large number of past decisions that you have made in a way that makes sense to 28Gamemastery
Basics 1 of Sourcebooks or Rules Resources, you can ask differently With Yes, but, you allow the player creative idea to examine introductory players separate sources. This can be very, but bind it into the world and the rules of the game by some increase the speed and accuracy of a
group of decisions, additional consequences that may affect the Gamemastery uncertainty add an additional role. Basics Approaching the rules as a group problem also means that you should never trivialise player concerns about a here, are some simple ways you could implement these
toolsrule. You also need to think about each player and evaluate how tool. Almost all of them require an action or are part of the important rules are actually for each player, remember Action. Subsystems – while recalling rules is a group challenge, making the final decision on the
interpretation of the rules and • Get a fleeting advantage without a role. Example: Dip a variant rules a check, then apply a
maternity bonus to GLOSSARYAlthough all of the above are great practices to make the action of the PC. Example: Swinging from a chandelier and INDEXgood verdicts, often the best decision is the one that holds over an enemy keeps the game moving. Avoid getting stuck so that it takes
a few minutes to decide which decision • A review is required, then apply a circumstance penalty that you continue. Take what is close enough and hold or condition to an enemy. Example: Throw overplay a barrel. If necessary, you can tell your group: This is the head of a monster. We are
playing it now, but we can have more discussions between meetings. This brings you back into the action, puts • Require an attack role or skill test to make minora clear stamp on the fact that this puts your decision in the damage and gain another advantage. Examples: jumpmoment, and
empower your players with permission from a higher altitude to an enemy for a small one to express their opinion about the verdict at a later date. Amount of damage that, in case of doubt, strikes the opponent, governs in favor of the player's desire, and is vulnerable; throw sand into the
eyes of an opponent then check the situation later. • Require a directed attack on an object, then the best time to really go deep, possibly put the allow enemies to try, saves throws against the group on a short break, is if a situation is life-or-death object effect on a DC you choose. Example:
Cast aor has great consequences in a character's story. Create flame spells on a barrel of explosives. TAKE TIME FOR REVIEW Another powerful tool that you can use to help you, yes, but if you are unsure the game impact is to allow the if you make a decision you are not sure, look at
idea to just work this once so that your players know that back over it at the end of a session or between sessions. This is part of your mind - there's nothing wrong a Pc trying to grab a spider to target its web attack on with the! If you want to
Changing decisions or clearly making it clear, another opponent is so much fun that you have to let them do it, but you'll inform your players before the next session. No one should worry that the effect would be so strong that PCs will be surprised by a rule change. Even better, only a spider
would carry around to shoot webs for the restthem in a rule talk, as you could do during the campaign. By making it a one-time effect, you can create a session. that the about discussing rules with your fun, but don't have to worry about whether you players still apply between sessions.
Unlike the table, which sets a disruptive precedent for later rules discussions, there is also much more time in these situations to read existing official judgments or sources. HOUSE RULESSAYING YES, BUT you and your players will inevitably come across a rule that you disagree with, or
that runs counter to the theme of some of the most memorable moments that come out of your game. You may even decide to add a specific rule situation to an area that is not covered by the written rules, which inherently requires a rule interpretation. Together, as if a player wants to do
something creative with these decisions, changes and additions are called the housethe environment. The diversity of these situations is limited rules. It is a good idea to record them in a place where the only one is through the imagination of your players. It is usually better group can easily
access and refer to it, and where ato say yes as no, within reason. For example, potential new players could find them. Such a recordimagine a player wants to do some borderline is a great thing to delegate to a player!nonsensical as a spider grab and press it to force it to use its web
attack. But what about a player The best rule of thumb in these situations is who wants to use a fire spell to intentionally light a barrel slowly, to change the written rules and quickly get aof oil back? That should have an effect! problematic regulation or house rules. The simple reason for this
is that sticking to the written rules is the easiest this is where you use a variant of the known way to stay fair and consistent. But the more yes, and, technique: you can say yes, but. You learn the way your group is playing, the more often you find times when you and your group feel it's right
to introduce a house rule of some kind. You can take a look at Chapter 4: Variant Rules to get started! 29Gamemastery Guide RESOLVING PROBLEMS As a game master and running a game can be an extremely rewarding and fulfilling experience: you can sit down with old and new
friends, dice, tell stories and have fun. That is, being a GM and running a game can be unique challenges. Sometimes problems arise at the table, and it is up to GM to solve them. When it comes to problems at the table, remember that a group rarely agrees on everything. The main reason
to play Pathfinder is to have fun And solving problems can be as collaborative as the rest of the one that applies to everyone – player or GM. Do not solve a game. Only a stupid GM ignores the opinions of the players – problem by reducing everyone's enjoyment of the game, but that means
making the final decision in a problem rests or their ability to forge a path for their characters. From with you. of course, sometimes your solution can not make all deliriously happy. Playing style is a very personal, individual problems arise at the table occasionally. By and large, such
problems can be divided into four main categories: distractions, total party kills, problematic players, and power imbalances. The first is discussed in detail on page 491 of the core rulebook, and here you will find instructions for the others. TOTAL PARTY KILLS Perhaps the most feared of a
result of a gaming session, a total party kill (TPK) can mean the end of an adventure or a campaign. In a TPK, every party member dies. Think in advance about how comfortable you are with TPKs and discuss them with the other players. This can provide valuable insights, not only on how
to deal with one, but also the implicit level of lethality that players expect. TPKs are rarely unavoidable. Normally, at some point during the session, it becomes clear whether for all or just for you that a catastrophe is imminent. What the players do with this insight is up to them, but you have
more control and can take steps to avoid the TPK. For example, the enemy of the PCs may be distracted by something, an ally comes to help the heroes, or the villain captures them instead of killing them directly. The easiest way is to allow only a clear escape route that the PCs can take —
perhaps with a few signs that still fall along the way. It is not your responsibility to defuse the TPK, but providing such opportunities gives players more say in the fates of their characters. If a TPK still occurs, the type of game you are running should affect your approach to the situation. For
example, in a campaign that revolves around crawling dungeons, a TPK is less of a problem – players simply form a new adventure party and pick up where the dead left off. If you're running a story-intensive game in which each PC has a personal part to defeat the villain, save the city or
something like that, a TPK could destroy multiple plot threads. Here you can use the story you have by letting the NPCs take up arms to find or avenge the slain group – or to wake them up from the dead. Note that the game should only continue if the players want it. The premature end of
an adventure or campaign 30 Gamemastery Basics 1 is not always a bad thing. If the group is interested in introducing CHEATING, there is nothing wrong with ending the campaign and starting something else. Players rarely cheat knowingly, so if you suspect that a player is cheating from
Gamemastery, it's safe to assume first that they don't know – or just forgot BasicsPROBLEMATIC PLAYERS – how an aspect of the rule, spell or ability in question works toolsMost players who cause problems do so is usually enough to avoid the
situation. Every time you get problems out of the game and have a great time, you meet a player who is intentionally subsystemable. You should not jump to cheat on every instance immediately. The spirit of role-playing is a cooperative, problematic game – everyone has a bad night talking
about storytelling and overcoming challenges together, according to a Variant Rulesoccasion. However, if someone steals fun from any other player on the current basis, you owe it to all players to do with table. It is natural to feel some anger in this situation, so
Make NPC Gallervthe problem. If you don't, bad feelings, resentment, and even sure that you will let some time pass when you discover that ruined friendships could arise and when you address it with them. GLOSSARY and INDEX Dealing with a problematic player
requires sensitivity: Ultimately, as a GM, it will be up to you to gently make demands before the rest of the group, it is rarely clear that this behavior must stop. To do this well, best way to solve the problem. Try to think carefully about why the player cheats before problem privately away from
the game, or call a pause to approach them. The reason for the scam often have a private conversation when the situation is really urgent. indicates a reasonable solution. When you discuss the matterwith all the emotionally charged conversations, email, text with your player, do your best
to stay calm and curious and the like can lose the subtlety of the language – it's more than accusatory better to meet the player face to face if possible. Before meeting with the problem player, discuss the here are some problematic behaviors that often come situation with the other players
in private situation to make sure you get up and possibly require you to intervene. make the right call and find out what impact you expect and whether the game should continue at all. • Obsessed with the letter of the rules. • Constantly help other players make the most of the mistake if you
break the news to the problem player, be compassionate, but firmly say the decision is final and choice on their turn, which behaviours are responsible. When parts of • Make their character the center of attention, the players in the game were rewarding or you want the player to remain a
friend, make that clear and decide whether one, without space for other players, the player's behaviour is deserved Changes to your relationship. Other behaviour is unacceptable and must be dealt with resolutely and resolutely. These can be hard enough to make THE running game
POWER IMBALANCES pause. Such actions speak for a deeper problem and require more drastic measures to solve it. You could end up with a PC that outshines everyone else. • Repeated with decisions made by others perhaps the player is a rule expert with a powerful character, other
players are less experienced or more focused on the players or the GM. History of their characters, or there is only one rule combination • Ignore the opinions of other players. or item that is stronger than you expected. In any case, this is • Intentionally derails the plot of the adventure.
Imbalance could mean that you have other players who feel that they are intentionally rude or cruel to other players – ineffective, or the player of the overpowering character gets bored because he is not challenged during the game, especially if it is based on their ethnicity, gender, sexual
orientation, political or religious affiliation, talking to the player between meetings, and making it clear color of their skin, or the like. that no one at the table is to blame in this situation. Most players have no problem making some concessions for the group's good fortune. If the problem results
from rule options, provide an easy way to retrain. If the imbalance introduction and use of security tools at your table can help that result from an item, come up with a way that item could derive some problematic behaviors. The X-Card and must be lost or sacrificed, but in a satisfying way
that lines and veil tools described on page 485 of the core promotes the narrative. Rulebook allows anyone who feels uncomfortable or insecure to express their discomfort, with clear guidance If you encounter the player's resistance, listen to how the rest of the table should react. This clarity
counters. If you are still convinced that you need to set obvious limits to enforce the change in social rules, you may need to be firmer. It's worth saying that players could still have fun, or even enjoy a PLAYER to a case of power imbalance. You don't have to do anything to fix it unless it's
limited fun at the table. Ultimately, there is no room for a standard or intentionally disruptive player in your gaming group. Such behavior is not fair to you or the other players, and the problem player must either change their behavior or leave the group. 31Gamemastery Guide NARRATIVE
COLLABORATION The relationship between you, your players and history makes role-playing games successful and unforgettable. When all players at the table bring ideas, the game offers more surprises for everyone, including you! While some players like to sit back and
DECENTRALIZED Master control everything, most players want their STORYTELLING contributions to shape the history of the campaign. This is central to the concept of the player agency – so players feel, so what if you want to go all the way and the decisions they make are really
important, and that the world breaks down the walls between the GM and other players? a living place they change through their decisions. In What is, if you want to preside over a game in which someone wants to play some games, players can talk about the traditional, and if someone
tries to split between GM and players to directly influence how you determine what's down the next hallway, it's just how the story progresses. Below are three methods that you can probably come from another player like you? Now to balance the narrative control of your game, we are
talking about decentralized storytelling, the least traditional approach we are going to deal with here. IDEA FARM In this approach, one of your biggest jobs is to ask yourself with ideas for a campaign that can sometimes feel guestions or prompts. When you open the door, overwhelming.
This is where your players come in hand! what else is? How does the king react to Lem's taunt? You can get direct feedback from them and implement you can address your questions to individual players, leave their ideas in the game. This style of narrative controls them openly to all, and
laid out your own suggestions. Maintain your authority over the game while giving players the ability to integrate elements into the game that you know this approach works best when the players are comfortable they want to see. It does not venture beyond the traditional and is ready to take
on both responsibilities in the structure of a fantasy role-playing game, create the story and accept that some of their ideas remain unused. It is well suited for shorter campaigns, or the plan for a few checkpoints during the campaign, in which players take turns at the seat of the GM. where
you touch base with your players to get their ideas. The most important thing comes at the beginning of the game. It's best to take this step before you even get to work on making the world or action so that player input can define what's important in the greatest risk of putting narrative
control into multiple game worlds. Later, checkpoints can coincide with the hands of great people and lose a cohesive story. If multiple story milestones. For example, if players break up about people who have conflicting ideas about the tone of the game or the sea, you can ask where they
want their journey to end the peculiarities of hiring, you can end up with something and what sides, if any, they want to explore along the way, that does not satisfy anyone. One of your tasks as GM is to recapitulate events to clarify and reinforce the common narrative. CREATIVE Common
narrative control also makes planning in advance difficult. The group may need to improvise an encounter, you can develop players the stories of some of the take a break while you (and maybe other players) prepare for regions or NPCs, while your posts serve as the way to a new
direction, or even revise their plans. It helps to stick that makes everything Together. This breaks down something on creatures that you can guickly find statistics for using traditional RPG structures that you may not be in a bestiary band or in the NPC gallery of this book to the experts on all
areas of setting and plot. Avoid spending hours of work on creatures you won't use. Your cooperation depends on the interests of you also do not lose sight of your own enjoyment! You and the other players. Maybe one draws a map of the city, another should not sacrifice how much fun you
make to others, makes the stats and personality for an NPC, another controls some monsters in combat, and a fourth doesn't want to do anything their character. There is a compromise here, because while you unload some, if you prefer, you can give players a set
of stories of your work, you also need to ensure consistency over points at the beginning of each session (usually 2 or 3), these diverse sources of ideas. It can really help to keep a can of cash in it to determine what happens next in the log, which player is responsible for each part of your
setting. History. Using a currency like this means that you can use your if you expect one of a player's specialties to appear in a quiet hand on the till, while allowing other players to meet upcoming, let them know in advance so that they interject when it matters to them. For most groups, you
can prepare or discuss their ideas in advance. Story Point should allow the player to suggest a plot twist that can be resolved guickly, or to establish a relevant fact or NPC attitude. It cannot determine the result of an entire scene or significantly change the reality of the
setting.32Gamemastery Basics 1 SPECIAL CIRCUMSTANCES introductionNo two Pathfinder groups are exactly the same. At each table, GM and players work together to find their own style for the game and tell their own stories. Some of the basicsThese differences require the GM to
make adjustments, especially for groups participating in Pathfinder Society Organized Play, large or small groups and groups where one or Toolsmore player has needs that are not addressed directly in the Core Rulebook. PATHFINDER SOCIETY should not make important decisions, and
they should not dwarf SubsystemsORGANIZED PLAY PCs in their primary capabilities or roles (see page 9 for more information on GM-controlled NPCs). You Variant Rules The Pathfinder Society Organized Play Campaign is Possibility to also variant rules such as dual-class characters
(pagethriving, worldwide organization of players and GMs. 192), free archetypes (page 194), or even just a few additional NPC GalleryWhile most home campaigns offer long-running trained skills to improve the overall flexibility of PCs. Stories with a consistent group, Pathfinder Society
GLOSSARDoffers adventures designed to be in a If you don't add extra characters to the party and indexsingle game session so players can continue or modify their PCs, it's a good idea to adapt the stories of challenges to the characters whenever and wherever they work best, and
storylines to their abilities as well as the interest of the players. To allow this flexibility while getting a Z.B. if you have two players, a roque and a fair experience that handles the Pathfinder Society campaign, a heist could be a good fit. In battles, carefully some tasks, which are usually in the
jurisdiction of the GM, consider how the PCs will perform against each opponent, as the selection of rules available to some monsters are especially likely to disempower aPCs. Pathfinder Society GMs are expected to remain real single PC; in small groups, use such creatures carefully on
the adventure as it is written, but be encouraged and consider increasing encounter difficulties and XPto allow players to apply creative solutions to the awards about what a creature of this level normally faces situations they face. For example, PCs may be able to pay off. In the meantime,
creatures that rely on using illusions, bribery, or social skills to bypass a large or harmful number of PCs at once could pose a challenge that is less effective in the scenario as a fight. You can decide for yourself which alternative solutions based on the LARGE GROUPSadventure make
sense by using the Difficulty Classes section on page 503 of the Core Rulebook to determine suitable DC large group games that bring creativity and challenges together. For more on playing, running and enthusiasm of many players, and they are suitable for organizing games for
Pathfinder Society Organized Play, combat on a large scale. They also share the Visit PathfinderSociety.club. GM's attention. Large groups must also set basic rules on how many players must be present for the game TO run UNUSUAL GROUP SIZES if some players are missing.
Summaries at the beginning of each session are critical to keeping everyone on the default group size for Pathfinder, assuming that four have the same page. Delegation is one of your most powerful players and a GM. Page 489 of the Core Rulebook gives tools to keep the session running
smoothly. For example, instructions on how to adjust for other group sizes, but you can recharge the players responsible for restoring the Changes can be helpful. from the previous meeting, handling initiative, administration of the party treasury, phobic rules, or help with SMALL GROUPS
accessories such as props and music. (For information on even higher levels of player delegation, see the Small Group Games page, which focuses more on interests 32.) Also remember what tasks really need to be taken over by the players and their characters so that for a care while
everyone is For example, you could experience that can be more customizable for each request your players to handle the sale of items, decide which single. However, they may also get into trouble if ordinary items they want to buy and leveling between PCs have gaps in their abilities. In
many cases, the sessions will be the easiest way to customize a small group instead of table., to add additional characters. This could come in form that allows each additional player of the length of the fighter to play two characters or add Hirelings and twice: once for their own turn, and
once for the additional support of NPCs to the party to support roles that the enemies on the field. By encouraging players to pay attention, they don't fill up. If YOU add GM-controlled NPCs to the fight when it's not their turn, and plan their party, it's important to be sure that the PCs will stay
the action when their turn is approaching, you can shorten any star of the show. In general, it's GM-driven characters' turn to keep the fight going guickly, 33Gamemastery Guide Inevitably there will be situations and circumstances interrupt each other) can make the game more accessible.
do not affect the whole group. In a sufficiently large such player can also often benefit from handouts that group them, division of the party is not necessarily dangerous. If it is possible to consult during the meeting. Remember ingenuity in separating the party for more than a short stay, you
can see players the world when you describe places, request separate sessions to determine what happens, e.B. if you have blind or visually impaired the two halves of the group, so that they reunite and players at the table, rather than simply describing what some of their results after that
Whether the party location looks or not, describe how it sounds and smells, splits, more player means less active time for everyone the temperature of the room, the feeling of breeze, character. Look for ways to highlight each PC from and other aspects of the scene that you can identify
with. Challenges that play to their strengths or bind them into story elements with which they are particularly attached. ATTENTION SPAN PLAYER NEEDS It is not uncommon for people to struggle to keep their attention for hours at the end, especially for young times, making your game
accessible and fun to the players. If attention is a problem at your table, everyone at the table requires some adjustments adding breaks to the game. Whether you are just using your typical or use your setup. The first step is to stretch and chat a break or enjoy a full meal in communication
so you can learn what players need, the middle of the game, switching on the context helps which accommodations would be helpful, and what type of players update their focus. Some players more support players do and don't want to get. engaged when they have something else
to do while they play, like doodling or step. Maintaining sensorY DIFFERENCES's attention can be especially difficult for some players if their character isn't engaged, such as.B. if the party players can have differences in the way they process splits or when they've just finished their move in
sensory information, as well as what senses they use. great fight. They can allow players to engage with other players who are hard to hear or struggle with activities during the session, such as .B texting, reading or processing large amounts of sensory information at once, playing other
games and then dragging them back into the selection of a quiet venue and setting up a ground game when their character is active. Rules about table conversations (e.B. ask players to improve the basics of 34Gamemastery 1 RARITY IN YOUR GAMEThe rarity system is a powerful tool
that helps you and your group customize your story. Gamemasteryyour characters and your world to better customize the themes and settings of your game. You can also use it to minimize the complexity of your game by restricting access to unusual options. This section complements the
use of rarity and access listed there has access to this option just as it would be toolssidebar on page 488 of the Core Rulebook. a common option, even if it is unusual. These entries contain a statement such as followers of Shelyn, SubsystemsTHE FOUR RARITIES member of the
Pathfinder Society or Absalom. Variant RulesFirst, check the default usage for the four STARTING ELEMENTS arities in the game and how they start with elements like Ancestries, Backgrounds, Classes, and NPC Gallery, tell a story about your world. Inheritance that a character must
choose when creating a character can still be unusual or rare. Obviously, GLOSSARY • Common elements are widespread enough, with there is no way to look for the character and INDEX least among adventurers that a player is accepted for them during the game, but these rarities still
show to be able to access them, provided they meet the prevalence of adventurers with these elements prerequisites (if any), in the world. You can decide to allow them on a case-by-case basis depending on the campaign and • Unusual items are hard to access, but a PC is the story your
group wants to tell. For example, a can usually find them with enough effort to play in the of Droon could potentially be due to the choice of a particular character option or have lizard folk (usually unusual) as joint expenses significant downtime tracking them after, while the typical common
ancestry is less common. An official game guide for a Pathfinder • Rare items are lost secrets, ancient magic, adventure adventures may have unusual backgrounds and other options that PCs can only access if you can access the adventure path, provide them specifically. STORYTELLING
• Unique elements are unique. You have full control over whether PCs can access you You could create a quest with an unusual or rare quest. Named NPCs are unique creatures, subject. For example, players might come across a door that, although this does not mean that their base
creature requires a rare spell, is to be opened, and must travel to a type, is unique. For example, an orc named academy to learn it. If a player has put his heart on a Graytusk is unique, but this is not an option that is not common, looking for ways to build a story, which means that it would
be more difficult for a PC in which their character acquires this option. to meet her to tell her that she is an orc – just to recognize specific information about her. WORLDBUILDINGDIFFERENT CONTEXTS With the rarities at your disposal, you and your group can build a unique world with
rarity as a tool. ImagineJust because something is common or unusual in a world where one or more of the core classes are rare. A context does not necessarily mean that in perhaps the gods rarely follow the call of believers and others. This is especially true when comparing the PC cleric
who is one of the only clerics in the world. Perhaps a creature and an ancestry. For example, wizards are rare and feared by wizard guilds who, during Hobbiblins, are a relatively common monster for a stranglehold on spell access. For a more sinister feeling, you might
encounteradventurers and are a common creature, in making skills that remove afflictions unusual or most settings they can still be far less common than humans rarely. You could even create a low-magic setting in the allor eleven and would be an unusual lineage, magical and magical
items are rare or rare. Because unusual items are available in certain available items, you can add, remove, or modify Access entries to customize your circumstances, it often varies by locale, even within the world. For example, if in your world the Goddess of Death has the same attitude.
For example, a Katana is unusual in the Guardians the Secrets of the Resurrection, you could add aCore Rulebook and in the Inner Sea region of Golarion, access entry dead to raise and resurrection for characters, but in the Asian fantasy inspired Tian Xia, a Katana would be the that
goddess.common and some Western weapons could be unusual. Similarly, in an Elven Kingdom, Unusual Elf Weapons These are just a few ideas to help you get started. Similar to how the elven curve blade could be common. The number of ways you can vary rarities to customize your
setting, history and game is almost unlimited. ACCESS ENTRIESUncommon elements sometimes have an Access entry in their stat block. A character that meets the specifications 35Gamemastery 35Gamemastery CAMPAIGN STRUCTURE Each adventure presents a contained story,
but your campaign tells a more extensive story. Imagine every adventure like an episode or a bow and the campaign as a whole series. Although each adventure could tell a very different story, they should all feed into the themes and characters that span the entire campaign. A campaign
weaves several stories: the events of the world and beyond. This can be challenging in terms of any adventure, personal triumphs and complexity, but it lets PCs develop in every PC, and the stories of NPCs that appear everywhere. true legends, and the players
will probably remember it for years to come. This means that a campaign can become more than the sum of Adventures, usually starting with high of its parts. When you start, you probably have a core structure for your campaign in mind, but by playing you're adventurous
or a dungeon crawl and including military can – and should – grow and develop. Adventure, planar adventures and romantic adventures timeframe 1-1/2 years weekly, 3 years biweekly When building your campaign you can use these structures
LINKING ADVENTURES as a starting point. The Adventure Design section explains different adventure styles on pages 41-43, which, after a campaign that includes multiple adventures, can be used to seamlessly create your basic campaign structure to move from an adventure to the next
bindings that inspire the story of creating the adventures in your campaign. Together. You could use NPCs that might appear in both adventure ONE-SHOT that becomes important in a later one, or even fallout from an adventure that causes the
next adventure to an adventure that lasts a session, a one-shot works well for a place. Related locations can also help. Adventures with characters or concepts that take place in neighboring regions, or both in the novel, but that the players may not want to stay
with long term, have the same region, have an inherent connection. When they take place in Adventures 1, usually a dungeon crawl, horror, intrigue or two different places, you need a reason why the PCs should travel between the two, and you can use this journey as a mysterious short,
interstitial adventure. Top level 1, but often starts at a higher level timeframe 1 session ADVENTURE THEMES BRIEF CAMPAIGN Consider every adventure theme plays into the campaign as a whole. You can stay similar or this structure is intended for a short, closed campaign. It
recurring themes, especially if each adventure is part, can be ideal for introducing new player pathfinder, and can have an overarching story. On the other hand, this can be extended to a longer campaign if the group so wishes. feel repetitive, and some some prefer variety and see
Adventures 2, usually a dungeon crawl followed by a high their characters playing from different situations. To teach changing themes, you can view established parts of the adventure; This format also works well for horror adventure world change to reflect the new theme. For example, if
they switch from an adventure of submission to time frame 3 months a week, 6 months twice a week from A May Feast in The Supreme Level 4-5, the PCs could put down a villain who wants to enslave the population, but then face opportunistic EXTENDED CAMPAIGN brigands who loot
and loot as soon as the order collapses. An advanced campaign is good for a dedicated group that wants to switch PLAYER GOALS to a new campaign or game after a year or so. It allows significant character and action ask you what you and the other players enjoy and wants
development, but does not reach the higher levels of the game. In the game. You can use these ideas as Touchstones Adventures that fit to build. When you go into the campaign itself, the goals of the PCs are in the foreground. Find out what each main
theme of the campaign (such as high adventure or character wants to achieve and look for ways to make you gloomy adventure styles for variety. can place in the game world and adventures. Consider The Top Level 11-13, which part of the game is most likely to be
associated with each goal. One time frame 1 year weekly, 1-1/2 years biweekly PC, who wants to build an institution will need money and interpersonal connections, so you can use Treasure EPIC CAMPAIGN An ambitious and complex game, the epic campaign takes PCs all the way up to
```

```
level 20, them against the biggest threats 36Gamemastery Basics 1 Introduction Gamemastery Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEXand NPC interactions to give them the resources they need to For a character whose purpose is to help people in people
they encounter as their reputation spreads and threatens them, they build up some encounters that involve people with skills that go beyond what most people have ever seen. RECURRING VILLAINS Look for good times to recapthelate the state of a character's goals and remind the player
how their character has been considered, including villains who may appear to be advanced multiple times, especially if something happens in relationship times over the course of several Changes. They have achieved their objectives. The Long-Term Goals section on page 22 does not
necessarily contain masterminds. Think of more details about how to use targets in downtime. unscrupulous mercenary who works for the Great Villain after the Great Villain. If you create a recurring villain to change THE WORLD, it is best not to make them too integral in history, since the
PCs PCs they earlier than you expect! As the group moves through the campaign, the events have some contingency plans in place. Show this by the answers advising on the representation of npcs on page 9 is considered to be the landscape they see mainly on these recurring villains.
When they reappear around them and their surroundings. You might be able to come across the whole campaign if they change in some to anticipate some changes, but most will come in the game doing the same way PCs do. Think about how to do it earlier and require adjustments later.
Run-ins with the PCs have shaped the emotions and plans of the returning villain. Against which PC do they have the greatest POWER LEVEL grudge and why? Do they bear scars from previous battles? Have they developed a countermeasure as the game progresses, the performance
level of the PCs against the spells or tactics of a PC? and their opponents increase. Ascending brings new, stronger abilities into play and also adventures VILLAIN GOALS bring in new monsters with appropriate abilities. Higher-level adventures should bring new challenges, just as PCs have
goals, as should your villains. A recurring suitforther for the capabilities of PCs, such as.B. areas that can have rogues, could have a vision of what the world should be, and be accessed with flight at the 7th level or higher. Beyond a step-by-step plan to get there. A plan gives you a clear
path 37Gamemastery Guide to progress the plot, and an underlying goal leads you in the meantime, you have the party elements 1 level to decide higher what the NPC does if its plan goes wrong. It may be as the PCs. This means that the items found on adventures are particularly helpful
to the targets of the villain with those of are more powerful than those who could make a PC (which the PCs. If a PC wants to establish a trading network, there may be one limited at the PC level). The treasure task is villain plans to get rich robbery caravans or merchant ships. Measured
over a level rather than per encounter, because if a PC plans to establish churches into a deity, a villain might not appreciate some encounters, some will worship one of the adversaries of this God. Just like with pCs' additional treasure, and some treasure hunters or rewards could show
targets, show how the villain's goal has affected the world, you'll find outside of meetings completely. If your campaign is also in small manner. Try to find ways to better structure the villain by handing out treasures for the individual, even if the PCs are successful against them. An encounter
- such as .B. some dungeon crawls or sandbox villains will appear ineffective if the PCs thwart every single plot or action or individual - see Treasure by Encounter on page 51. Plan. For example, the villain could turn a memorable NPC to their cause, set an institution on fire, into a village. If
you choose the Treasure, look at the Flow of Treasure at All these results can have memorable and long-lasting in the campaign, and see what PCs lie ahead of them and have an impact even if the villain's ultimate plan fails. who are lagging behind. It is usually best to mix core items,
treasure associated with the most important skills of a PC, with Treasure REWARDS, which has unusual, less widely applicable powers. For the Core Rulebook explained (on page 507) instance, a champion can't buy plate three types of concrete rewards covered by the armor of depth, but
they'll probably carry it rules: Hero Points, Experience Points, and if they find it. These items should always be a treasure. Experience points and useful things – a party without a primordial magician is the foundation of progress in an animal that will not do much for an animal staff.
Campaign, since reaching a higher number of core items to give levels and acquire magic, depends in part on how much the items let PCs take more campaign to craft challenging adventures. and the purchase of items. • If there are few restrictions on EXPERIENCE POINTS buying items
and there is plenty of time to tinker, make about half in a standard game, experience points come from encounters with low threat or higher, and from the permanent items you give core items. The PC services. Try to be consistent, which has many ways to get the items they want. It's worth
not achieving XP and what, and issue • If buying items and retrieving formulas is at least one performance XP per session. If two slightly difficult, make about three-guarters of PCs pull the same size of the task, they should receive permanent elements core elements. If a PC really wants an
egual amount of performance XP. That's not point, they may need to do extra work to get it. means that you should allow XP Farming. Part • If there are no magical item shops or other ways to accept the xp performance that the purchased items and formulas, make all permanent
performance is new and the result of some elements core items. In this case, it could work better. If someone has received Success XP for your game to use automatic bonus progression that grabs a dragon egg from a hiding place, someone collects (page 196) to eliminate the need for
core items, another egg would not necessarily get performance XP. Selling items You might find that performance XP is not good Your game works, especially if you run a dungeon The Pcs' ability to sell items plays a big role in their crawl or other game with less interaction with NPCs or the
ability to arm yourself as they want. Fewer quests are expected. In this case, you can remove the performance that a Pathfinder campaign is aiming for to achieve a certain amount of XP and quickly progress (800 XP to up) Verisimilitude – that PCs cannot find a buyer for every item to move
at the standard progress speed, especially if they sell several copies of the same thing. Players should not expect to be able to sell TREASURE whatever they want. You may not be able to sell items that wouldn't be in demand, the game's math sits based on PCs
looking to find, buy or take a lower percentage, or have trouble selling craft items that have the same level as them – this includes items in places without massive wealth. Weapons and armor are enthaton with basic runes and items that help with the PC's favorite abilities or tactics. A PC
that gets If you don't want to deal with this level of detail, you can usually be the item at this level in front of the monsters, choose the sale of items more abstract, so that the dangers, and dexterity DCs shortly before their challenges begin to sell PCs something for half the price essentially at
any time, to catch up. The guidelines for assigning treasures, since this makes it much easier for PCs to outfit themselves as they want, they could be more powerful.38Gamemastery Basics 1STARTING THE CAMPAIGN Elements of different levels with which the character should begin
Introduction Let players choose their own items and spend themBefore your first session begins, communicate back and currency on common items as well, if they choose. This gamemasteryforth with the players over the following details to make table gives them fewer elements than they
might have had, if Basicssure you have planned your campaign to customize their preferences, they had won items through adventure, balance the then summary and communicate your final decisions. that they can choose which items they want. Tools • Set the expected schedule and
generally how ENDING THE CAMPAIGN subsystems long expect the campaign to last. It's okay if you don't know the overall length for sure, but you should give a campaign a well-planned, emotionally variant rules yet an estimate. Resonances that are executed perfectly, or the group
could die in a ridiculous way at the worst possible time. It's NPC Gallery • Tell players when and where the first session is important that the end of the story follows wherever it takes place, what they should prepare in advance, away, even if it doesn't match the idea you had in your
GLOSSARY and what materials should bring along. If you run a head at the beginning. Check in with your group, in particular and INDEX session zero to create characters first (Page 7), let them know as you approach the end of each adventure to know it. You may also need to tell them if
you want to see how long the campaign should continue. Check-in bring food, drinks and other supplies beyond that with yourself, and press your opinion to the other they for the game itself. Players. Ideally, you know at least one session in advance that the end is coming, so you can
prepare for an exciting • Let players know any restrictions or additional options completion. You could plan for the gameplay of the last session for character building. Even if you plan to run a session a little shorter—maybe just a big showdown—to zero, give them a heads-up before the
session begins. Time for an epilogue and for the group to remember and decompress at the end. • Tell players where the first session will take place in the game world. An epilogue can make the end of a campaign more fulfilling. First, let the group play their role-playing games in • Give
players a basic idea of the genre or theme, the last moments of the adventure until they are satisfied. Then tell the group the results of what they achieved in THE FIRST SESSION, in broad outlines, with concrete details about what happens to specific places or allied NPCs. Ask the players
what they do when you run a session zero, read the Session Zero characters after the adventure. You may want to share the section on page 7 for advice on your first session. For the few short scenes, like a PC chasing an escaped first time when you're playing through an adventure, follow
this villain and bring it to justice. If your epilogue is some advice. Thank you to everyone for playing. If the campaign for the PCs ended successfully, then give you a round of applause. A • Recaptheulate the basics of the campaign that will celebrate you established victorious Nende
Guarantees! Earlier, especially where it starts and all the themes you feel will be important for players to handle WITH FAILURE as they play role-playing. When a campaign ends prematurely, you get a feel of the • Let players introduce their characters. If they want players, whether they
want to continue. The advice has detailed background stories, it's usually best that they should be helpful on Total Party Kills on page 30. If the beginning only describes what the other PCs could do campaigning, ended in a strange way as a total party kill – learn with first impressions. If
they want to say more deeply, a PC that hands over the powerful relic that the villain needed in their backstory during the game, they can do so later. To complete a master plan, you can still look for ways to continue the campaign. Maybe the PCs are struggling to ask questions about the
characters. Note that they survive in the world after the disaster, maybe they have something that you think will be significant, so you can have just enough time to stop the plan. customize your plans for later sessions. You will want to do this throughout the game. THE NEXT CAMPAIGN •
Start the adventure by starting a session when the group plays another campaign in the same world steps on page 490 of the Core Rulebook. For which takes place after your previous campaign, think first adventure, find a good place for the PCs to meet through the effects of the last
campaign and change and be a reason for them to be together. the world as needed. You could introduce new elements to the world that recall the previous campaign: STARTING AT A HIGHER LEVEL new powerful factions, new settlements, or new options for player characters like
backgrounds, all based on the A-typical campaign, starts at the 1st level, but you can start with an influence that the previous PCs have made in the world.higher level if you vote. This can be especially satisfying for a one-shot or short campaign, or if your group wants to play a specific
adventure for parent groups. The PCs should start at the same level. You simply make a first-level character and then rank it the number of times needed to reach the start level. The Character Wealth table on page 511 of the CoreRulebook indicates how much currency and which common
39Gamemastery Guide ADVENTURE DESIGN When you make your own adventure, you can choose the themes, style of play and NPCs that most appeal to you and your group. This section gives you tips on how to make your adventures exciting and memorable and create them quickly
and efficiently. Creating an adventure for your players can be one of the most captivating and ideally fulfilling parts of being GM. This translates to mechanical details, basic tips for setting up adventures also on page 487 of the Core. Intrusion via a balance beam requires different skills
rulebook, then concretize your adventure with the following as rebuilding a broken key. Adventure recipes to quickly sketch an adventure based on your chosen theme. Reading other adventures is a great way to get ideas, whether it's published adventures or those your friends have written.
You can borrow ideas and think about the emotional and thematic touchstones structures when they work for your game and optimize them as needed, you want to meet during the game. Good games trigger strong emotions, and planning for them can give an emotional arc to an adventure
in addition to the narrative arc. Think about what you want players to feel like they play. Is it a triumph? One of your most important and rewarding tasks is to get scared? Sadness? Optimism? None of them will be the only one to know your players and what makes them tick, then emotions
come, but they will inform how to build implementing plot hooks that their motivations. the settings and NPCs. Adventure recipes (below) there if your players all like similar things (maybe they like all the steps to effectively implement theme and feel. epic storylines, or all prefer tactical
combat), your job will be a bit easier. But for most groups there is a mixture, and and ADVENTURE RECIPES want to engage in a detailed NPC that appeals to a player's love of social scenes, a powerful villain to engage a player These procedures will help you build an adventure skeleton
that loves stories of winning against overwhelming odds, or ski crack. You will then go through and shape the details and exotic animals that attract a player who has the adventure, including enemies and locations. As animal lovers. If you're not sure what your players are enjoying, you're
playing, you're always adapting to the events of the questions of what they want to see in the game! Game. Anything you haven't introduced can be changed if needed. Just like any recipe, you mean that you take player motivations into account, doesn't mean you expect to adjust the details
to your group's preferences. You know what the players or their characters are going to do! may be far from your starting point, and that's OK! It can be risky to expect PCs to respond in a certain way or go certain ways. Knowing their motivations gives you these recipes use six steps. You
may want to find a way to convey elements that you expect will address your advance to your future steps and make decisions will still convey the adventure in order on the basis of what is most important to you, unexpected directions. It is important that the
catch-all term opposition refers to the various actors involved and does not predict the future. Opponents and obstacles that the PCs will face. The opposition should be thematically consistent, but not necessarily KEEPING IT VARIED monolithic. It can contain multiple people or groups that
may not get along. You can give players variety by the types of challenges the group faces (fight, social, problem solving and so on • Styles (page 41): The general mood of your game, such as on, the places they explore, the NPCs they encounter as a dark game, dungeon crawl or high
adventure. Monsters they face and the treasure they acquire. Although these frameworks provide guidelines for the number of people creating a closed dungeon, you don't want sessions and types of encounters that work best. put a fight in any room, or exploration will quickly become
obsolete. • Threats (page 43): Thematic dangers that they incorporate into their game and ways to evoke them during the game. Think of sessions. When your group comes through The style and threat are the core parts of your recipe. Five per session, how can you make one game
session feel different from another? Perhaps two of the scenes in • Motivations (page 44): Determine more precisely that these are fairly simple combat encounters, but if you make the goals and motivations of the opposition. the other scenes are significantly different, or even if you want to
see the encounters in •Story Arcs (Page 44): This section provides a repetitive guide. Also think about the tools that are used to solve how to construct man story arcs that play every situation. You may need complex negotiations, about your adventure and maybe beyond. another brute
force, and a third sneaks around. Goal for • NPCs and Organizations (Page 45): The characters and factions you include should match the theme. • Mechanics (Page 45): Your last step is adding each creature, danger, treasure, and so on.40Gamemastery Basics 1STYLES ADVENTURE
PRESENTATION Introduction These frameworks for building your adventure include If you're writing your own adventure, you don't need Gamemasterysome basic elements to help you sketch one to go into the same level of detail that you'd see in a published Basicsadventure. Slot ideas
from the threat area (page 43) adventure. You may be able to manage with only one outline, feed into that structure, and then customize as you see fit. some bullet points for each NPC, a breakdown of encounters, tools and a few rough maps. Or maybe for your style of runningdungeon
crawl games, they prefer to have some text written about each subsystem scene, or even certain lines of dialogue. If you create your first number of sessions 3-4, it may be good to write a small Variant Rules Exploration Scenes 1 long journey to reach the dungeon; 3 more than you need.
Just remember that things could change in the game. If you have prepared more than you actually used, the NPC Gallery travels through long, enclosed corridors or labyrinths; 1 sure, that's normal! The detailing of NPCs or locations may in particular include cave or other staging area; 2
secret passages or rooms are useful, especially when they will reappear. But in GLOSSARYCombat Encounters 2 trivial, 4 low, 6 mediocre, 6 heavy. Many of these cases add details at the table and can be bypassed and INDEX encounters via secret routes. Notes for later. Roleplaying
Meets 4 conversations with dungeon creatures; 1 negotiations to establish a truce RUNNING YOUR OWN ADVENTUREEncounter Tropes Cramped Quarters, short lines of sight and poor light conditions, with occasional bulges It is often easier to run an adventure that you made yourself,
but and flooded crypts. Traps and puzzles, this does not apply to everyone. If you notice how to run your adventure that your notes don't have enough for you to gogritty aDventure on, you can next time Be. And if something ended up inconsistent, there's nothing wrong with telling your
number of sessions 5-7 players that you want to revise something you've said before. Exploration Scenes 1 long journey, plagued by attacks; 2-3 Because this is your own creation, it is closer to your heart. Travelling through urban urban 1 prison break, heist, If the adventure doesn't go well
it can sting. Sometimes this or other skill test for random, sometimes by unforeseen combat encounters 2 trivial, 4 low, 7 mediocre, 8 heavy; decisions, and occasionally because you made a mistake. possibly 1 extreme. Enemies are often other humanoids. These are all normal parts of the
game! One of the thingsroleplaying encounters 2 battles of mind, 2 chances to bypass that you internalize the more you run games, is that you are a part opponent with deception or threats, 2 ways to get the creative process and don't have to be perfect. Gathering information and
rumours Encounter Tropes Stakes are often more personal, like the relief in a longer adventure. Extreme-threat encounters PCs that are their names from a false accusation or against overwhelming enemies are excellent in horror-one shots, to eliminate a problem. Betrayal, ambushes and
other role-playing encounters 2 conversations with dubious duplicity. City fires, weather conditions, unfriendly crowds. Government numbers, 1 opportunity to gather information and The Pathfinder Critical Hit Deck is particularly suitable. Rumors, 1 Revelation of a Terrible Truth Encounter
Tropes Surprising and confusing encounters, making it hard for the PCs to feel safe. Encounters that feel overwhelming, even if they aren't. Retreat is often the Number of Sessions 6-8 correct option (included a reasonable way for the PCs to escape). Exploration scenes 2 long journeys,
often by sea or air, intrigue, interrupted by combat; 1 captured dungeon, tournament or any other skill test Number of sessions 2-3fight encounters 16 moderate, 8 heavy. Avoid low and exploration scenes 1 long journey, often by land or sea; trivial-threatening battles. Roleplaying Encounters
2 Battles of the Mind; 4 conversations with 3-4 competitions, performances or other skill tests; Bizarre Creatures 1-2 Infiltrations or EscapeEncountertropicUnique Environments and Terrain for Dynamic Combat Encounters 2 trivial, 2 Low, 4 Mediocre, 1 Heavy. Heavy battles. Swinging from
balconies on curtains, fighting on threat encounters should be reserved for great revelations of high wires, racing cars, and so on. Use difficult terrain of ongoing intrigue – an ally is revealed to be an enemy, a schemer is thrifty, coupled with creative ways to bypass it. Great exposed and
must call on his guard, and so on. Groups of low-level troops can easily defeat the PCs. Role 2-3 battles of the mind; 2 political or courtroom scenes; 1 conversation with a cryptic source; 2Horror opportunities to gather information and rumors encounter tropical urban environments, including
fights on the number of sessions 1-2 runaway carriages to (and above) banquet tables, and exploration scenes 1 short trip on foot; 2-4 creepy areas areas such as Enchanted Villas or Dark ForestsCombat Encounters 2 medium, 1 heavy, possibly 1 extreme. Avoid trivial and menacing
encounters, except as moments 41Gamemastery Guide running over rooftops. Ambush in seemingly secure social a bizarre being, 1 opportunity to gather information and attitudes. Assassination attempts. Rumors, 1 gathering to reveal the answer to the secret encounter tropical encounters
come naturally during Military aDventure investigations or in the discovery of an element of mystery. Multiple notes can send PCs to the same locations. Number of sessions 2-3, when the mystery stalls, a creature that doesn't want the PCs exploration scenes 1 long march and 2-3 short
marches, or one to solve the mystery, can attack to advance the plot. Tour of defense for a siege; 2-3 captured enemy campsites Planar aDventure and secret spy redoubts Combat Encounters 4 low, 4 mediocre, 1 heavy. Most 6:8 encounters should consist of 2:4 enemies, typically
exploration scenes 3-4 long journeys through different aircraft, humanoid soldiers with a range of abilities. Roleplaying Encounters 1-2 Skill Challenges to convince neutral often by gate, spell or planar ship, interrupted by combat; Parties to become allies or increase the morale of troops 1-2
Scouting of a Demiplane, planar city or fortress, or other encounter tropes fortified battlefields, with trenches, walls, planar fortress defense towers and siege weapons. Victory conditions, the fight encounters 12 moderate, 12 heavy. Avoid trivial - and are goal or deadline oriented - they hold
a goal for 10 minutes of co-threat encounters, except as set dressing to lead for a while reserves to defend it, and set up an enemy new plane. Catapult, rescue prisoners and so on. Roleplaying Encounters 6 conversations with bizarre creatures, including some with strange mindsets; 2
occasions secret to gather information and rumors Encounter Tropes fights show other worlds environment — number of sessions 2-3 on the sides of glaciers, in unlimited oceans, trapped on blocks of exploration pitches 2-3 rooms, hidden hideouts or rocks that float along Vonmse, on
bottomless pits or on the chains of 100 feet high gates, other skill tests; 2 puzzles or investigations Combat Encounters 2 trivial, 4 low, 6 mediocre, 6 heavy, roMantiC aDventure Solving the puzzle reveals an advantage over most sessions 4-6 powerful opponents. Roleplaying Encounters 1
Battles of the Mind, 1 Talk with42Gamemastery Basics 1Exploration 1 tour of a kingdom or other central locale; extreMisM Introduction 1 wilderness adventure on a hunting trip or bandit hunt; 1 tournament to prove the love or value of a PC The Opposition is looking for a massive change –
one that it thinks is the better for Gamemastery. Their violent means of set them in BasicsCombat Encounters 3 low, 6 mediocre, 3 heavy. Emphasize conflict with the PCs. emotional stakes and battles that come with the loss of honor tools or pride, not to end life. • Show the ruthlessness of
the enemy, especially the discrepancy between their care for their cause and their subsystems Roleplaying Encounters 2 battles of mind, 1 big ball, ambivalence or hatred of everything else. 1 Please before a ruler, 2 scenes of relaxation or carousing variant rules with unexpected import •
Enemies focus exclusively on their target. Let them resort to their rhetoric or dogma to justify themselves. Meet Trope's duels - social or combat - against romantic rivals. PCs and their enemies fight only for a purpose or a cause. • If something about the cause of the extremists is fair – how
savvy enemies have strong connections to the PCs. The preservation of the natural world or the protection of its people – reveal the enemies. Show the HorrorTHREATS NPC GalleryThink about any kind of threat as the deep, visceral threat that the enemies pose.
NPCs should be avatars of GLOSSARYthreat, whether they are enemies representing different and INDEX aspects of the threat, or allies and bystanders who have been damaged by them. Each threat entry contains a brief description, followed by some bulletpoints that you can use to help
you explain the consequences of the threat. Monsters that characterize this theme follow. As always, you can play your own thematic threats here! The opposition wants to weaken or even change the motivation of a place, a person, an institution, an ideal or a group. • Show the impact of
corruption on people and places, especially those that are closely connected to the PCs. Once safe areas become less friendly and present threats, allies will not be able to help or even fight the PCs. • Make enemies subtle; Patient; and ready to allow rumors, lies, diseases and poisons time
to become effective. In combat, they can be content to curse PCs and their allies, or in other ways inflict long-term afflictions, then withdraw. • Contrast corruption with education, healing, and the pursuit of improvement. • As PCs progress, allow them to expose or educate agents of
corruption and vaccinate or educate allies and neutral parties against the growing threat. Foes alghollthu, fiends, undeaddevastation and places, especially
those who care about PCs. Show them desperately, without resources and psychologically altered. • Make enemies hard to justify and overwhelming in number. In battle, they not only want to win, but to kill, mutilate or devour. • Contrast devastation with forces of preservation and order. • As
the PCs progress, show the slow slow slow chromatic Dragons, Demons, Orcs 43Gamemastery Guide BUILDING A SANDBOX • Make enemies self-righteous, focused, and in control of groups they've previously subjugated. Fights are not only in a sandbox game, they give players a
considerable place for the violence, but steps towards greater control, to explore and let them decide how to go. A sandbox doesn't have as many time-critical events as a directed • Show resistance: open conflict, rebellion, secret adventure, and the flow of the game is driven more by the
groups, sabotage and countercultural art. Give PCs the players as from the opposition. You can support or participate in the opportunity to join in and participate in the sandbox, but it's up to players when and how they can visit or deal with them. • When the
PCs are making progress, have previously moved kissed or neutral parties to rebel. To make a sandbox, create about three times the number of encounters and distribute them to multiple places or Foe's chromatic dragons, devils, hags, hobbiblins, rakshasa's factions. You can expect that
the PCs don't deal with all of them. In most cases, before the end of a session, you should determine where the PCs will be directed next so that you can prepare for the next session. Depending on the size and complexity of the place, think of your opposition, and what their goals and the
number of encounters could be much higher. Treat any motivation. The motivation of the opposition needs sub-area as a kind of mini-adventure, and only loosely sketch to match your threat. If you have multiple opponents until you know what the PCs are plans, their motivations should all
work towards your subject, but they could have different goals and act more than the one they are fighting against, in addition to the horror of rivals or enemies. Motivations should be more than a way they fight it. Dimensional. There should be a reason for any action • If the PCs are making
progress, showing uncertainty, or taking the opposition – not necessarily a good or a demoralization in their enemies, possibly even desertion, wise, but a credible one. Be true to every character! Enemy Cultists, Revolutionaries Consider these guestions so you can use the answers
MayHeM when you decide what the opposition will do. The opposition is a force of the Maileid, without a bigger plan • What does the opposition want? or long-term goal. It may be a senseless force of violence like • Who or what fears the opposition? (And no. a wounded animal or a thinking
enemy who is simply chaos and damage. the PCs is not an answer.) Why is the opposition sure to succeed? If the PCs are not • Mayhem is easy to track and find, often leaving a trail of destruction in its path. Show how senseless violence does everything that the Unstoppable? causes
uncertainty and fear and disrupts both settlements • What are the weaknesses of the opposition? How can and the natural order of things, they are bribed or tricked? What is something they do • A single powerful enemy is a common source of hashism, but ignore that could be used against
them? a herd, herd, cult or secret society could also be to blame. The source of the maize can be the result of the natural STORY ARCS order that is out of balance, or a distraction emanating from another enemy who wants to use it to pursue its own goals. Think of several story arcs. Most
of them will be driven by the opposition in the early going, but PCs could initiate • Emphasize the cascading effects of untested can, their own story arcs. Remember what the beginning, medium, normal trade, agriculture, migration and similar systems and the end of each arc might look like.
Imagine a logical end being disturbed, causing problems far from the immediate point where the arc would reach unless otherwise changed. Then place of violence and disorder, customize it based on the events in the game. If changes occur, visit the endpoint you envisioned. If the
opponent • If the PCs are making progress, show how resilient e-system plan has derailed, what could they do instead? Story can recover from massive disruptions, but may need arcs should reflect the theme of the adventure and be additional help or protection. well positioned to show
motivations. Enemies Animals, Dinosaurs, Drakes, Giants Many Arches will last only for the duration of an adventure, but others will build up and repeat throughout the subjugation campaign. Close some of each so you have variety. This also offers closure, as the players can see some The
opposition wants to rule via a group, place, or even the storylines packed in the short time and others around the world. Their ultimate goal is to control and govern. a long period of time. Too many dangling plot threads can cause some to be forgotten or players to feel overloaded. • Show
how groups submit to submission rather than the consequences of resistance. The PCs see elements of touchstones like the ones below making a history of archery destroyed to ensure submission – are religions and adaptable, not too limited to specific scenes or characters. Churches
destroyed, infiltrated or replaced? If minions are used to keeping populations in line? • Use motifs. Use repeating thematic elements, visual elements to amplify the connection between one adventure or segment of the story and another. The theme can also build in
complexity as you move further along the overarching story.44Gamemastery Basics 1 Introduction Gamemastery Basics Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEX • Follow Character Growth. Respond to how the topic is. For example, a horror game horror game
could PCs have changed in previous adventures. Their next one or two NPCs, which are more hopeful of either making a commitment, should think about who they are now. Pause from fear or kill to show how bad things are. Including NPCs that aren't enemies • Escalate! Build on the
previous story and show that the world feels more real. It also increases the next threat is scarier. The first adventure can be on senpfahl, since PCs have people to take care of, protect and endanger a village, the next one a city, the next a whole conviviality with. You will often find that
NPCs you create nation, and so on, will become more or less important than you expected. You can demote an NPC if players can't find it • Bring in recurring characters. A recurring character interesting or promote them when the PCs like them is more strong when they appear in similar
than expected. Circumstances every time. For example, a businesswoman traveling the world could only appear in the MECHANICS campaign if she wants pCs to undermine their rivals. Last but not least, fill certain encounters, NPCs, treasure • Make every adventure count. During the
development of a hoard, maps, and so on. For many games you can save arcs, do not reduce individual adventures by doing most of this work for between later sessions, spreading what happens in them inconsequentially compared your preparations over the course of the game. to the
larger story. Demonstrate the consequences of such adventures so that players have a sense that you can find more details about them in the Core Rulebook: performance for filling one before they move • Treasure Guidelines (page 508) to the next. Every adventure needs a kind of XP
achievement (page 507) of denunciation to show immediate and persistent • Environments (Page 512) effects of victory or defeat of the PCs. • Building Encounters (Page 488) • Dangers (Page 522)NPCS AND ORGANIZATIONS For more information, see this book: • Building your own
creatures (page 56)Allied, neutral and adversarial NPCs and organizations • Building your own hazards (page 74)can all contribute to the meme. You want most • Create encounters (page 46) follow the topic directly, as the examples in Threats on page 43. However, you can add a few
counterpoints 45Gamemastery Guide ENCOUNTER DESIGN Creating a convincing encounter goes beyond simply following the guidelines for selecting monsters of a particular level. Good encounters have a place in history, captivating opponents, interesting places Twists and turns to
make them dynamic. Encounters play a fundamental role-playing role play, • Information: Uncertainty can increase tension, but it can be difficult to know where to start building and demining players. Ambush, fight them. This section explores ways to extend Basics against unknown enemies
or enemies behind battlements and provided on page 489 of the core rulebook to create other scenarios can create this fundamental uncertainty. Their encounters are an exciting and integral part of the plot. Encounter design goes hand in hand with location, map and ENCOUNTER
LOCATIONS adventure design. You can put an adventure in a swamp and populate it with swamp creatures and environmental Choose compelling settings for your encounters. If features. Or you have a dungeon resident in mind, encounters take place in a building or hideout, most and
structure a section of your dungeon to fit this creature. significant environmental characteristics come from the occupants, both in the present. Think of their taste, When you start making simple encounters of biology or wealth. These properties can be natural, as low or
moderate threat can get your orientation. Then, the pitiful reek of decay in the air of a large predator. You can increase complexity as you gain more confidence and you could also be alchemical, like a cloud of toxic as the PCs collect more tools to use against their enemies. The gas, or
magical, like a strange electric current, the more encounters you build, the more comfortable you get through the walls and occasionally jumps on passers-by, with your personal style. You can always come here to get more ideas or advice on how to execute a particular type In some cases
you have a place where an enemy of encounter. always appears, and you can design your location to match that particular creature. Other times, an encounter in VARIETY can appear in a variety of places, such as a guard patrol or wandering monster. In these cases, you need multiple
terrains and variety in encounters is important so that players can try out new structural options, so there's something interesting about the tactics and gives different PCs chances to shine while they face the environment no matter where the fight takes place. Enemies with vulnerabilities that
they can exploit uniquely. Consider the following forms of encounter diversity. MAPS AND TERRAIN • Theme: Search for ways to include different creatures on the map have a significant impact on the flow and locations. Even if the PCs dive into a dungeon of the fight. Three
considerations they should keep in mind when inhabited by drow, they should encounter others who design a map, are maneuverability, line of sight and creatures should have a Have. Even empty rooms and corridors can provide for installation, but no place has to be uniform.
Depending on size and shape. Tight passages make natural suffocation points. In particularly small spaces, • Difficulty: A series of moderate encounters can space is a bonus, prefers melee fighters and feel flat. Use low and even even Encounters make area effects difficult to aim for
without friendly fire. By giving PCs chances to really dominate, and strong contrasts, huge areas are suitable for distributed battles, threat encounters for particularly powerful enemies. which gives plenty of space to use all kinds of skills, but extreme threats encounters should be used
sparingly, poses challenges for people with limited range. To make great for enemies who offer more interest to the threat of the PCs rooms, add furniture, stalagmites or others and have a solid chance to beat them! features the PCs and their enemies can duck behind the cover. •
Complexity: Use high complexity wisely and save it INHABITANT OR INTRUDER? for important or memorable battles. In most cases, PCs enter areas that are far more • Encounter Composition: The number of creatures familiar to their enemies than they are. ENCOUNTER NPCs and
monsters and their levels should vary. Higher levels living in an area are likely to be adapted to its dangers, individual enemies, and a large number either because they know where they are and how to avoid minions that all feel different. or because they are not affected
A goblin in their Lair could lure a PC into a trap the • Setup: Not all encounters should start and end kobold avoided. Marshland can be annoying terrain for the same way. PCs could sneak onto unprepared most PCs, but it poses little inconvenience to amphibious enemies, is ambushed by
enemies who hunt them, into creatures. When creatures with the ability to bury themselves climb into a formal duel, or find a diplomatic overture fails, or swim, consider including features like and turns into a fight. On the other hand, enemies could all be taken out, retreat, beg for mercy, or
even shift the encounter to a chase or another phase. 46Gamemastery Basics 1 Introduction Gamemastery Basics Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEXmazelike corridors, high walls with platforms or rivers. Climbing, swimming, or pushing through difficult
terrainIf the enemies are smaller or larger than the PCs, this can be much more difficult – especially if the enemies have paths, cubbyholes, stairs, or narrow passages that have strong long-range attacks. Think about the impact that a side of the fight can do more effectively. Terrain in
advance, especially if the battle would already be a serious threat, or you could kill the party. You can sometimes choose but the PCs need their own base to defend an equivalent monster level for your terrain and factor that of invaders. In these situations, you flip the script into your budget
or simply assign additional XP at the end when theso give the PCs time to snap and attach the area. The threat without terrain is at the low or middle end. The intruders fall victims of dangers and ambushes can Change of pace for your players. ENEMY MOTIVATIONSWILD WEATHER
Every encounter should happen for a reason. Consider the motivation of a creature to fight. Is she defending her hiding places? On a bright, sunny day, do pCs see clearly and fight without robbing to enrich themselves? After sadistic impulses? Obstruction, but adding wind, precipitation or
fog simply creates paid to fight? You can realize a creatureadditional challenges. Rain produces sloppy, muddy soil has no compelling motivation, or that the PCs have that slows movement, and cold weather leads to something that eliminates the impulse to fight. In this threat of slippery ice
spots. Only in the most extreme case does the encounter not have to take place! Their game temperatures have a direct impact on the PCs during a could be more satisfying if the PCs avoid clever actions of the encounter, but a slog due to blowing heat or freezing combat - provided you
```

```
forgive them EP accordingly.cold can leave the PCs worn out and more prone to foes. Light intensity plays a key role in both outdoor and indoor MORALEencounters. Although torches are abundant, their range is limited, and lights are sure to draw attention in dark areas. Remember how an
enemy reacts when a fight goes badly for them – or well! Enemies who do something other than fight THE tone make an encounter really fanatical stumbling agents f you include terrain that's difficult to navigate, or zealots or
determined creatures that would never have to deal with work again, consider whether to count down from a fight, most creatures - even not within the XP budget of the encounter. A fight that requires 47Gamemastery Guide OUICK ADVENTURE GROUPS powerful tool for encounters.
Because they continue to act, they are a constant presence in the fight. If you want to combine that you have a simple framework for building an encounter with enemy creatures, complex dangers the PCs can provide you with one of the following basic structures and slot in many options for
what they want to do next. These are monsters and NPCs. especially when enemies benefit from the danger. • Boss and Minions (120 XP): A creature of the party level + the PCs first disables the series of pipes that spit magical fire into the room, or should they prioritize the fire element
elementary 2, four creatures of the party level – 4 becomes stronger with exposure to the inferno? There is no • Boss and Lieutenant (120 XP); A creature of the party level + correct answer, and the decisions of the PCs a clear impact on the obstacles they face. Dangers in combat shine
when they 2, a creature of the party level give the PCs opportunities to make a meaningful contribution to a meaningful contribution as • Elite Enemies (120 XP): Three party-level creatures that deal damage to a creature. Interesting actions to disable • Lieutenant Lieutenant Lackeys (80
XP); A creature of the party a danger are a fun way to do multiple PCs something fresh and different instead of stacking on damage. Level. Four Creatures of the Party Level – 4 • Mated Pair (80 XP); Two Creatures of the Party Level EVOLVING BATTLEFIELDS • Troop (80 XP); One Party-
level Creature, Two Creatures While some Battlegrounds Are Relatively Static, The Two PCs and Enemies Can Knock Each Other Until One Side Wins, • Mook Squad (60 XP): Six Creatures of the Party Level – 4 Complex or Developing Battlegrounds One of the most straightforward
creatures like animals – back after a fight, they are able to create an evolving battlefield is obviously losing momentum. This usually means that enemies flee from environmental influences. Perhaps the floating platforms that a certain point, potentially to end the encounter, but if the space
floor shuffle around their own the PCs need to capture these opponents, it could add a round each round, or teleport different points creatures to secondary target and share their focus. Look at how different places – possibly between two spaces where differences in morale between
participants influence the fight. Separate battles take place simultaneously. This dynamic For example, after the living allies of the necromancer surrender properties have some overlaps with complex dangers, although to the PCs, they could activate a latent magic that they implant they do
not tend to be an opposition or obstacle specifically in them, kill them and merge their bodies into a menacing the PCs. Enormous undead abominations. The morale of an enemy could even change the encounter from fight to social, since the PCs similarly, a third in the encounter, perhaps
entering into negotiations about a surrender or trying to convince their angry monster or a restless mind, could pose a danger to enemies of the mistakes of their ways. both sides, but potentially benefit. For example, the PCs or their enemies could use this third party DYNAMIC
ENCOUNTERS as a dangerous but powerful ally with a successful skill check of any kind or by a risky bargain. While they can certainly create pleasant encounters by placing a group of enemies in a square space with little Sometimes the developing battlefield is more of a state of another,
you have numerous tools to create encounters that are changes or a series of state changes, and less of a constantly energizing interactive and dynamic. These tools can challenge presence. For example, a defeating and ending its players to invent new strategies, inspire interesting rituals
could cause enemies to lose a powerful positive effect character decisions, and make your attitude richer. but unleash a demon crawling through the remnants of the botched ritual, or letting part of the room collapse No No must use all elements from the magical backlash shown. Important
physical changes in the here, and not all encounters need more than one or two. The environment, like such a collapse, parts of the space more complex is a dynamic encounter, the longer it takes to get up or fall, or water begins to hurry and fill the course and the more demanding it is. In
general, these tools are space, can force the PCs to reconsider their plans to handle the perfect for boss encounters, for memorable enemies, new situation. Sometimes the evolving battlefield is more and more to add as a spice during your campaign, but from an unexpected plot twist that
often occurs best for you and your players in the middle of often. the encounter. Perhaps the evil tyrant reveals that they were a dragon all the time, or reinforcements coming for the HAZARDS IN COMBAT side has been surpassed. Whatever you choose, make sure it changes things and
feel the encounter more in isolated encounters where the PCs have plenty of time too dynamic and different. For example, if they increase some of the recovery from hazard effects, simple dangers can feel the battlefield more strongly, which is not particularly relevant if no speeding occurs
as real challenges. But if the PCs or their enemies are likely to care, is less interesting with other threats, even simple dangers can prove dangerous. as the erecting of the pedestal that holds the jewel, the PCs and a loud explosion can attract attention, allowing enemies to their enemies try
to recover, through the door for a dramatic start to the encounter. Simple dangers can also be an active part of an encounter, especially if enemies know how not to trigger them. As the name suggests, complex dangers are a more48Gamemastery Basics 1 introduction Gamemastery Basics
Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEXCOMBINING AND SEPARATING ENCOUNTERS The most common reason to separate an encounter into several pieces is to set up a combined encounter, such as.B: pcs storm a castle. They avoid when an injured
enemy withdraws to gather reinforcements. This camouflages in favour of a direct approach. On the ramparts, a offers the PCs the choice: ignore the alarm. The sound of the horns enemy and focus on the battle in front of them, or whistle them and whistles blar
through the keep as each defender shared their own powers, weighing the risk of being led into the assurances that everyone is ready for a fight. And then, they dangerous encounter against the later to stoppolitely waiting in what room they already stood enemies of preparation for their
approach? An encounter could come for the PCs and attack them. It also sounds pretty much separated to pieces because of the unrealistic, and it feels unrealistic the table. Many battlefields, such as a collapsing ceiling or a magical wall, players find it
much more satisfying when their enemies take it prevents those on each side of the barrier from accessing the reasonable actions and countermeasures against them. without spending measures to circumvent the disability. This means moving to justifiable positions or joining forces with
allies. To the extreme, the combination of TIME PRESSUREencounters can quickly lead to fights that cannot be won, so be careful. In the castle example, some guardians time pressure adds an extra sense of urgency to anyone coming to attack the PCs, while other clusters around
encounter and can be a great way to make an otherwisecentral hold. Perhaps every single patrol of guards is trivial or slightly threatening encounter tactically engaging, around the castle is a trivial-threatening Stelleine encounter, but as it is satisfying and memorable. Because as they
inquire and unite, they form groups of gradually escalating trivial-threatening encounters have an incredibly low chance of being threatened. Such groups give pCs a sense of how challenging to defeat the PCs, the opposition can usually hold on to long their opposition, so if a fight against
six guards is one enough to spend the PCs a few rounds to defeat themchallenge, they will not try to choose a fight at 30. If the PCs, if they do not deserve more resources than they normally accumulate the enemies of the PCs in an overwhelming force, the PCs would be put on such
enemies. Time pressure is often associated with a fair warning and a chance to withdraw and try another secondary goal in the encounter again, although it could be today. Of course, when the PCs come back after the alarm, has a countdown directly to the encounter itself. Forbeen raised
the Guardians will likely change their rotations instance when the ritual will grant a lich its apotheosis in 4 to better secure the hold. Rounds, the heroes must defeat the Lich by then! 49 Page 2 Gamemastery Guide PITFALLS must pull off a credible battle, but withdraw and enemies steal
their caravan to follow the enemies back to their den. This section armed you with a variety of useful tricks to secondary goals are a great way to highlight various additional interest in your encounters, but you should keep an eye on skills in combat and make for an unforgettable encounter
for some common pitfalls of encounter buildings, but, like all these tactics, they become annoying • Do not make every encounter complex: there are many when they are overused. Ways to make complex and dynamic encounters, but OPPONENT SYNERGY makes every single encounter
complex becomes exhausting for you and your players. Some Encounters Most Encounters assume that the work of PCs should be simple, both because it will feel the world together to resist the PCs, but when groups of enemies are more real and because it is a good good good so that
the group relaxed, they worked and fought together for a long time without there being so much to follow. they can develop additional strategies. Consider each • Avoid flat difficulties: Make sure that not too many of your members of these tightly knit teams drop a response triggered by
encounters to the same threat level. If they have the skills of their low-level allies, or any other advantage they gain from and even trivial-threatening battles, it becomes variety, and it's great for the actions of their allies. Just like a Pc team learns how best to throw in a few tough encounters
beyond bosses. Position the villain to flank enemies and minimize damage • Beware of unexpected difficulties: you could end up with them from the Wizard's fireball spell, NPCs can learn creatures that have skills that fit well together so they complement each other's strategies and avoid
disturbing them extremely powerfully as a combo, or who are special to each other. At the other end of the spectrum, well suited against your PCs. Compare the creatures and opponents with poor coordination to make the fight much what you know about your PCs in advance, especially if
easier for the PCs. Poor coordination between mindless encounter is already a serious threat by the numbers. Creatures are common, and PCs can use clever tactics to page 16 has suggestions on what to do if you find a spike in running circles around these enemies. When intelligent
creatures encounter difficulties during an encounter and not in advance. Accidentally (or intentionally) harm each other or pursue • Watch out for overpowering terrain: As noted by budgeting conflicting strategies, especially if they engage in Banter for terrain, some elements of the
environment can increase together as they fight it can make it drastic for an amusing danger. Look at your creature and the pause in the typical rhythm of the fight. And if you see if the creature has a massive advantage over PCs in this terrain, such as .B one that is brought to its extremes,
synergy can represent the monster with powerful, distant attacks if PCs are actions of a hive or a single massive creature. They got stuck in the distance. If so, you should adjust this, synergistic components can be creatures, dangers, or both. For example, instead of depicting an octopus
the size of SECONDARY OBJECTIVES as a single enemy, each of its tentacles could be represented as an individual enemy. Perhaps the octopus can be one of the simplest Sacrificing the most exciting ways to create actions he would otherwise use to smash PCs into a dynamic
encounter, even if the fight itself is not so in his mouth to use his tentacles more freely. In this case, it is difficult for you to add a secondary target to simply model a field of tentacles as a complex danger to defeat the enemies. Maybe the villains are about to burn responds to the PCs that
move in it, but allow the prisoner to be in a fire, and some of the PCs need to redirect the head of their krakenum to act directly with a few tentacles. Efforts to avoid a Pyrrhic victory. Encounters with a parallel target where PCs require actions other than MISDIRECTION destroyers, these
enemies can last long enough to do interesting things without inflating their performance level. Sometimes a bit of misdirection can add a lot of interest also makes PCs qualified in areas related to the sideline mission to an encounter, especially against offensive-heavy groups. feel amazing
when they handle it quickly or well. Instead of reinforcing the opposition to match the firepower of PCs and create opponents whose own offenses are sometimes a secondary target, a time too powerful to defend the PCs could be a time too powerful to defend the PCs. consider a small
sleight limit, as if the PCs must prevent evidence from being hand-held. For example, a villain might have an illusionoror or be burned, either by quickly fighting or actively protecting disguised bait target with just enough durability to take the documents. Another type of secondary target a few
hits, while the real villain hides nearby, ready to refer to how the PCs engage in denfighting with the primary emerge and attack. Spells such as the project picture can allow for opposition. The PCs may need to use non-lethal attacks to attack enemies from a safer position, and possessions
grant guards who mistakenly believe that the PCs are the enemy a disposable body, unless the PCs bring criminals with them, or they need to prevent slippery scouts from explosion or similar magic. Sometimes you can even hide from retreat to warn others. Options like these highlight the
villain in sight: for example, in an encounter with mobile characters like the monk. You could even create three goblins with similar-looking equipment and an ogre, a really off-the-wall secondary targets that require the Goblin's PCs might be the biggest threat, but the PCs will lose the
encounter to be successful. The PCs could probably target the Ogre first.50Gamemastery Basics 1 Care when setting up the combat card, can also take a long social encounter – what the PCs can achieve and what introduction carelessness to mislead your players – or at least accidentally
avoid them if they fail – and the form of the challenge. It could telegraph what an encounter will be. For example, if you have a public debate, a private audience with powerful person, gamemasteryimmers publish statue minis whenever there are statues in or some kind of competition. Just
as with combat encounters, basicsthe space, the PCs might be too suspicious at first to think about the environment, with a special look at ordinary statues, but they will later be more surprised, later on to the other people in the area. Is there a crowd that can fluctuate the PCs? Tools when
a statue statue to be a construct as if you place them in an imposing, luxurious throne room or in a city minis only if the statue is actually a construct. Goal? Is the atmosphere oppressive? Hopefully? SubsystemRECURRING VILLAINS You might find that the goal of the PCs in the end is
completely different variant rules than you initially thought they would be. Fortunately, not every villain dies the first time the PCs defeat them in social encounters can be quite adaptable. Think of their NPC Gallerycombat. Some can escape, perhaps by teleportation, probably goal helps you
to construct the scene in your mindmisdirection, or with other tricks. If a villain escapes more easily, but shouldn't restrict it. GLOSSARYand lives to fight the PCs again in one day, it is good, and INDEXhave that enemy learn from their past failures. In their next The Basics of Social
Encounters are on Core Rulebook Encounter with the PCs, they give additional servants, page 494, and page 16 of this book has more advice. Even if the TREASURE BYvillain doesn't escape, they could have other tricks on their ENCOUNTERsleeves and rise up again to resist the PCs.
They could return later in the adventure – or they could come back The default rules count treasure over the course of a second fight, as long as there is a proper level, rather than splitting it up by encounter. If you need a justification for it. For example, a previously living selected treasure
for a single encounter, as in a sandbox necromancer, can rise again as an undead monstrosity game, you can use the table below. It takes the treasure, if you destroy the PCs or defeat another world budget for each level from Table 10-9 on page 509 of the villain's outer shell, could reveal
its terrible true form. Core Rule Book and breaks it based on the threat of the encounter, similar to how XP varies depending on the threat. SOCIAL ENCOUNTERS The last column shows additional treasures that you should forgive when building an entire level in this way. Unlike the
standardThe social encounter facility tends to be less detailed. For the table, this does not include item-level items, because the value around which the NPCs are involved only requires statistics for their social data that are not neatly broken down for most individual encounters. It is skill
perception and will. If you make your own, recommend that you still give these permanent elements, find guidelines under Non-combat level on page 72. but you must borrow treasure from other encounters You must also target or consequences of deciding to take into account their value.
Include encounters against creatures without treasure to take this into account. TABLE 1-3: TREASURE BY ENCOUNTERLevel Total Treasure per Level Low Moderate Severe Extra Treasure 18 18 26 gp 35 gp 35 gp 35 gp 175 gp 13 gp 30 gp 45 gp 60 gp 60 gp 75 gp 100 gp 100 gp 200
gp 23 gp 85 gp 130 gp 170 gp 170 gp 170 gp 170 gp 170 gp 27 0 gp 27 0 gp 27 0 gp 27 0 gp 3500 gp 38 gp 200 gp 38 gp 200 gp 440 gp 580 gp 65 gp 400 gp 600 gp 800 gp 800 gp 800 gp 570 gp 860 gp 1.140 gp gp 1.140 gp gp 1.140 gp 51.350 gp 100 gp 800 gp 1.725 gp 1.600 gp 1.600 gp 62,000 gp 65 gp 860 gp 670 gp 860 gp 1.140 gp 670 gp 1.140 gp
gp 150 gp 1.150 gp 2.475 gp 2.300 gp 1.650 gp 3.750 gp 3.300 gp 3.300 gp 3.300 gp 3.300 gp 5.500 gp 5.500 gp 5.500 gp 5.500 gp 5.000 gp 5.700 gp 5.
430 gp 12.800 gp 31.200 gp 25.600 gp 25.600 gp 25.600 gp 25.600 gp 53.250 gp 41.600 gp 41.600 gp 41.600 gp 600 gp 35.500 gp 71,000 gp 71,000 gp 71,000 gp 98,000 gp 98,000 gp 11.500 gp 865 gp 12.16,500 gp 1.500 gp 1.500 gp 1.250 gp 13.250 gp 1.875 gp 14.36.500 gp 2.750 gp 15.500 gp 25.600 gp 25.6
54.500 gp 4.100 gp16 82.500 gp 6.200 gp17 128.00gp 9.600 gp18 208.000 gp 15.600 gp19 355.000 gp 26.600 gp20 490.000 gp 36.800 gp 51Gamemastery Guide DRAWING MAPS As soon as If you have an idea of the scope and challenges of your adventure, the next step is to map your
adventure location, be it an underground dungeon, a desert ruin or an underwater coral forest. If you're worried that you don't have the kind of artful kind when you draw a dungeon complex, start by describing mastery to create a map, not! Basically your hallways and rooms. When you
create an outdoor area, maps should serve your purposes and frame the flow from the beginning with all the waters, rivers, and topographies. Action and history in a way that allows you to track the no matter what you draw, do so with soft lines campaign action and opportunities. No one
expects you to easily delete - you can make mistakes, or you can create stunning maps that look so professional that you might have better ideas later in the process. Just like theirs in published adventures. Just follow some best map starts to take shape, start filling them with features
practices to make your cards both interesting and clear. corresponds to the symbols you specified in your card key. So, grab the following supplies and let's get started. Don't try to overcomplicate your cards. Keeping your • sheets of graph paper card as simple as possible will make sure
important • Scratch paper details sting and helps in the readability of the card. • A pencil, preferably with H or 3H guide to leave a soft when sketching your maps – especially when drawing markers that are easy to erase areas of the wilderness or buildings – pull from • An eraser of the real
world. An internet search shows reference • ink pins (optional) images that can help if you decide the placement • Ruler and compass (optional) of trees and streams, or when at all stages of mapping, mapping, are frustrated when you imitate old, medieval,
renaissance or missteps. You can fix it later - the Ersaser is fantasy architecture. Basing your terrain and building your friend! Drawing or deleting too much can weaken on these references will help that your creation seem more the paper, but you can always throw a draft and start naturally
and credibly. Again. Remember that this doesn't have to be the most exquisite artwork ever made – all it has to be when you draw dungeons and similar adventure is a tool for you to keep your story straight. Websites, remember the size of the creatures that live in your complex, and give
them enough space to live and move CREATE A LEGEND around. In other words, make sure that the old black dragon fits through the entrance to its hiding place! Second, avoid empty begin by creating a list of the features of your adventure website spaces, and don't insert any rooms just
to have them. Everyone should include—from geographic features to room types should have a purpose. Maybe it's an abandoned room in a building to the monsters and traps that the PC purpose, but every time you create a chamber, ask yourself face – and decide the map scale and
orientation. Why was this room built? Finally, avoid symmetrical or true to scale, alignment and a button for all the symbols you use to make only blunt structures. Part of the fun of exploring is that features appear in the map legend. Being surprised by what you find, and unnecessary
symmetry and repetitive layouts can ruin this surprise. The benchmark for your adventure maps is usually the easiest to decide. If you want to use the map to fight with NUMBER ENCOUNTER AREAS on a grid that is 1 inch 5 feet, you can assume that each square of your chart paper is 5
feet. If you the next step is to number the meeting areas. You can assign a larger area, you can use each square to then use this numbering system in your encounter notes. 10 feet or even more. If you are designing multiple sites or many layers of a massive dungeon, you should add a
letter label. The first section of your first site writes an N over the arrow point, and you're done, may be A1, while the first area of your next website may be B1, and so on. The key of the various details that your map represents is less predictable. Once you have decided which features Map
ADD DEFINITION - such as monsters, secret doors and traps for a dungeon or settlements and ruins for a regional with your map sketched and encrypted, you can consolidate your map – think of an icon to represent each feature on the sketches with darker pencil strokes or ink. This card
You can also use the symbols in the sample map. allows you to preserve your card so that you can re-run the adventure or for another adventure, you can color your card with crayons, markers or colors. Now that you have your legend, it's time to start the map
Grab a pencil and start sketching your adventure website.52Gamemastery Basics 1SAMPLE MAP Introduction Gamemastery Basics Tools Subsystems Variant Rules NPC Gallery GLOSSARY and INDEX 53Gamemastery Guide54Tools 2 CHAPTER 2: TOOLS
IntroductionWhile the Core Rulebook provides all the tools you need to be a game master, you can use Gamemasterwanty resources to create original game content, whether it's new elements, unique creatures, Basicsor to explore a new world for adventurers. This chapter provides a
variety of tools that will help you guickly and easily BUILD VERSUS MODIFYING Tools to build their own elements for your game, as well as some special types of rules that you can integrate into your game, such as more dangers and strange magical items. This often, a small
customization subsystemschapter is organized in the following sections, to an existing creature, item, adventure, or any other part of the variant rules • Building Creatures (page 56) shows a top-down approach to the game that can serve you just as well and easily to construct the creatures
and NPCs you want or need as something completely new. NPC Gallery for any situation in your game. Before you start creating your own new content, ask GLOSSARY • Building Hazards (page 74) gives rules and advice to create your own a few questions. First, does and INDEX brand
new dangers. something similar already exists? Answering this question, you'll learn how to create new treasures beyond the surface plane • Building Objects (page 82). to delight your PCs. You might want a 5th-level claw-zenipede creature that can make • Item Quirks (page 86) introduces
simple but memorable guirks that you can use attacks of opportunity and that can guickly personalize an item and make its nature appear, so regenerated unless taken by acid or unique and exciting as its special abilities. Fire damage. It may not look very similar to a troll on the surface, but
• Smart Items (page 88) contains rules for creating items with a ghost of statistics for a troll going to their own, which are characters in their own right, as well as several examples you get the most or all the way there, to help you get started. Ask yourself what you need to change between
your idea and the • Items (page 90) examines items that have a nasty drawback or existing material. This will help you to be guite uncomfortable. The section contains certain cursed elements that choose between using the original and a list of curses that you can add to an existing item
similar to a rune. Rule with minimal modification, with the original with customizations, • relics (page 94) are magical items that increase power together with the original as PCs begin, and that you and your players work together to build and improve. Framework to build your own, or just start
from scratch. Finally, • Artifacts (Page 106) are the most powerful and story-rich magical items to wonder how much time you have the game, and can only be destroyed in a certain way. must prepare the content, what overall impact you expect • Gems and art objects (page 114) will have to
expand the variety of monetary awards in your campaign, and how PCs are given and includes 100 sample art objects. Important deviations (page 116) offers a wealth of curses, diseases and medications for the concept. The less important a
use in your games, as well as drug and addiction rules useful in creating element is for your game, or the less your own afflictions. If you use it at the table, the more likely you are to change • Building Worlds (Page 122) explains how to create your own existing something, world or from
scratch. This section leads to the next three that provide tools to help you concretize the finer details of specific parts of your game world. • Nations (page 130) includes a system to guickly encapsulate a nation into a statistics block that contains all the information you need. • The
settlements (page 132) cover everything from tiny villages to incredible metropolises. The section explains the role of the settlement in a game and provides a system for describing a settlement in a statistics block with all the important information. • Aircraft (page 136) includes the various
planar features they can use to build their own aircraft, and explores all levels of reality in setting age of lost omens as well. It's up to you to determine how much of your game you want to customize. Many GMs use the default rules and creatures and set their adventures to Golarion or
another published game world. Other GMs develop and integrate entirely new creatures and places with strange themes that don't fit into the StandardPathfinder game or the world. If you don't rebuild your entire game world from scratch, you can usually wait to create new rules until you
think you need it for your next session. 55Gamemastery Guide BUILDING CREATURES Making your own creatures fleshes out your game world and lets you introduce concepts yet available in published products like the Bestiary volumes. These guidelines will help you to attach creatures
to your and explore your imagination. From weird beasts to edgy political rivals, you have the power to design creatures that meet the narrative needs of your story. Creatures are not built as PCs are. The rules for setting them up are more flexible and their statistics are based on instead of
combining each individual modifier. This is called a top-down design, where you look at the design process as a whole and select the details that reflect your intended result, rather than creating statistics from bottom to top and hoping that the finished creature matches your vision. This
quide provides a step-by-step process to build creatures, but if you become more familiar with creature creation, you may prefer to use different methods. You could start with an ability you think is cool, or you could look to create a wizard of a certain type. There is no wrong starting place or
wrong way to compile and present your creation; Some GMs prefer to generate a statistic block that is as similar as possible to an official bestiary entry, while others prefer to compile only a short set of notes. DEVELOP THE CONCEPT To make a creature, you should come first with its
concept. You probably already have the basic idea. When you add details to the general idea, notes can help keep your creature that you find most convincing and that you want to highlight when the creature comes to the table. In the bestiary,
for example, demons are creatures of sin and are supposed to have weaknesses against certain virtues that stand in their way. Harpies enchant creatures by singing, represented by their centerpiece ability, captivating song. Consider the core aspects of your creature, and if you feel
insecure later, you can look back and ask yourself: Does this have a core aspect or not? Next, look at the role of the creature? A social creature? A trusted ally? When you fine-tune this, you can decide whether to give him strong combat abilities or focus
on abilities, spells, and special abilities. Think about how the creature might behave when it's in a fight, when someone tries to talk to it, or when it's in a social situation. Does it work better on its own or with allies? Which character should be best against it or particularly weak against it? Also
consider the complexity of the creature. This is most important if you plan to use a large number of creatures of this type. If you use five at the same time, you want their turns to move quickly and avoid complex promotions. A creature that is likely to face a group of PCs alone may have more
abilities, and it may possibly a more versatile 56Tools 2 BUILDING CREATURES OVERVIEW Introduction This section describes the creature formation process with the 3rd Design Skills (Page 67) Create the special skills of your Gamemastery Basics following steps. Creature can use.
Tools1. Develop the concept (Page 56) Think of your creature, 4. Review holistically (page 69) step back, take stock of the subsystems and take notes that you can use in future steps. Your creature as a whole, and tweak it as needed. Variant rules2. Building Building Stat Block Select all
statistics for the creatures, TRAIT FEATURES (PAGE 70), which go through the list below. NPC GalleryLevel (Page 58) This section provides the skills conveyed by certain features, GLOSSARY and INDEXAlignment, size and properties (page 58) such as demon, dragon, and undead.
You'll also find Skill Modifiers (Page 59) that are typical of creatures with these traits to guide you as a perception and sense (page 60) that you plan your creatures. Languages (Page 60) DESIGNING NPCS (PAGE 72)Skills (Page 60)Elements, if necessary (Page 61) Sometimes you
design a creature that should have AC capabilities (page 61) similar to those of a PC. Maybe Saving Throws (Page 62) you need a brave champion, a cunning rogue master criminal, or hit points (page 62) a wizened druid elder for your game. You may also need immunities, weaknesses
and resistance (page 63) an ordinary baker who has little fighting ability but great speed (page 64) dexterity with dough and an oven. This section provides opportunities strikes, including their damage (page 64) You can modify aspects of creature building process changes if necessary
(page 65) to meet these needs. Reduce complexity so much high: Extremely capable, but not world class, theas you can keep while you want your theme. Creature is a challenge for most characters. Almost all creatures have at least a high value. Most Now, how do you want an encounter
with this creature combat-focused creatures have high AC and either a highto feel? Should it be scary? Mobile? Confusing? A mystical attack bonus and high damage, or a moderate duel or a tee-off, drag-out fight? What can you give Attack Bonus, but extreme damage? An ogre
warrior'syour creature to convey these traits? Note that attack bonus and camouflage of a goblin scout are high values. Moderate: A mid-street statistic can cover everything unremarkable about the creature. Use this with all that in mind, think about the specific skills you should often have.
Take a few notes now and come to the details later. You can use abilities from the Bestiary Low: the creature is actively bad at it. Select these achievements in the core rulebook, which are customized as needed to intentionally store to represent the creature's vulnerabilities. It helps to think
of a creature that is similar to most creatures, should have at least a low statistic; see what makes it tick – and what you can steal, for example, is the goblin it Will save, from. Maybe you can just skin this creature again (page 58) instead of making a new one from scratch. Terrible: Some
stats may dip even lower than low, too horrible. This suggests a truly terrible statistic that now You understand your creature's concept, it's still not game-breaking bad. The intelligence of a spider is time to get to the statistics. Remember that you can always be terrible, like a dero stalker will
save.change your concept later. Your creation could evolve and transform as you walk, so be open to changes and revisions. PUSH AND PULLUNDERSTANDING AND When it comes to statistics, a creature should be balanced. This means that if you give a creature an extreme statistic, it
should have some low or terrible statistics to compensate for most statistics in this section using a scale of extreme. For example, if you make a creature high, moderate, and low, some also use terrible values, extremely hard to hit by giving it an extreme AIR ECONOMY, you would probably
give it lower savings or low HP. If a creature is extreme: The creature is world class in this statistic is great at spells, it may need several low stats and can challenge almost any character. Most creatures are a balanced challenge. There is no perfect system for having no extreme statistics or
just an extreme statistic to make these decisions. If you've made a creature that has extra extreme four high salevels and nothing low, or vice versa, take another statistic and weaker related stats elsewhere (a look. The strengths and weaknesses of a creature change the common example
as a creature that trades the strategies for dealing with PCs with it, and that's what deals extreme damage). Examples from the bestiary are playing the game fun!succubus's Diplomacy and the Lich Spell DC. 57Gamemastery Guide RESKINNING A CREATURE EXTREME INCREASES
Sometimes you need a creature with abilities that are almost at the higher levels of the game, PCs have more tools, just like that of a published creature. In this case, their disposal, so that the creatures they face, they must fight back it may be more efficient, simply reskin the old creature.
harder! At higher levels, give each creature more extremes instead of designing a new one, that is, to change the description statistics. Having an extreme statistic is typical, but keep the skills mostly the same. Occasionally around the 11th level. A 15th-level or higher creature requires small
mechanical adjustments. For example, a fire cat usually has two extreme statistics, and one of the 20th level, which has immunity to fire, an aura that causes fire damage, and or higher should have three or four. Remember that these Setting people on fire with their jaws to act stubbornly,
relevant to the encounters you expect to cause damage, as a corrosive animating tree that – extreme social skills are not much use for a fight – has immunity to acid, an aura that causes acid damage, and Creature. Be wary of several extreme branch attacks that lubricate acid juice on a
creature's body stats that are closely connected: a creature with extreme when it hits, and causes permanent acid damage. Damage and Power Savings is one thing, but with an extreme attack bonus and extreme damage, the creature allows you to apply both extreme stats to each attack.
LEVEL For most creatures you build, their level depends on the level of the party they will encounter. Look at other creatures that you in power to determine its level. Note that the level represents a creature's combat ability, so that a creature that is more social, e..B.
combat stats of the 3rd level and 6th level abilities, could have, but a 3rd level creature remains. Most of these creatures are NPCs; For more information about this distinction and how to use it, see page 72. Some skills are difficult for low-level PCs to handle. For example, creatures that can
fly and have long-range attacks should typically appear around the 7th level when PCs gain access to the flight. Natural invisibility or invisibility as an innate spell should be reached about 6th level when PCs are more likely to prepare for invisibility in lower-level or 8th-level slots when some
PCs receive blind-fight performance. The tables in this chapter go up to the 24th level – the extreme encounter at the highest level that a party could face. ALIGNMENT, SIZE AND TRAITS Fill in the characteristic line of your creature's statistics block. Alignment can be what suits your story,
although some types of creatures must or tend to be specific orientations. Creatures can be the size you need, although you rarely find large creatures below the 1st level, Giant Creatures below the 5th level, or Gargantuan creatures below the 10th level. In general, you don't automatically
adjust statistics to size, except for one of the exception of starch modifiers for large and larger creatures that you'll find in skill modifiers on the next page. Your creature will almost certainly have one of the following characteristics to define its type: Aberration, Animal, Astral, Beast, Celestial,
Construct, Dragon, Elemental, Etheric, Fig. Fiend, Mushroom, Giant, Humanoid, Monitor, Seed, Plant or Undead. If you make a creature from an existing category of a type, such as Demon, it also has that category as a feature. Creatures close to 58Tools 2affinity to elements - air, earth, fire
and water - or types of BASE ROAD MAPS introductory energy - such as acid, cold and electricity have these characteristics. You can use the following suggestions to set the baseline when Gamemastery has some skills that are typical of creatures with the listed characteristics that create
your road map. Use z.B. Brute for a large, robust basicsabove, see Trait Abilities on page 70. Like the creature like an ogre and skirmishes for a daring enemy. Eachthe Steps that give you a look at similar creatures entry is a starting point that you can customize as you see fit. Any
toolsan idea to use which properties. Core statistics that are not listed should typically use moderate numbers. You can set skill modifiers and add additional subsystems, add all the characteristics that have detailed rules that are attached to capabilities as needed. To make a creature that
resembles an anthem, such as amphibious, aguatic, incorporeal, pointless, and character of a particular class, see class road maps on page 73. You can add features related to the creature category, such as dinosaurs or werecreatures, but most of these properties brute low perception;
high or extreme str modifier, high NPC Gallery are pretty natural in the game. If you detect at any time con modifier, low or lower dex and mental game to moderate that you have not added any property that the creature really modifier adds; moderate or low AC; high strength, low reflex or
GLOSSARY should, you can usually apply it retroactively. Willoder both; high HP; high attack bonus and high damage and INDEX or moderate attack bonus and extreme damageMODIFIERS Magical Striker high attack and high damage; moderateNext, find out their creature ability
modifiers, since to high spell DCs; either a scattering of innate spells or they will suggest what their other stats should be. Prepared or spontaneous spells up to half the creature' You don't have to determine the exact numbers, but it's level (rounded up) minus 1good to avoid creating
creatures whose ability modifiers are at odds with their abilities, such as creatures with a terrible skill Paragon high or extreme ability Modifier and very high perception. Most of his best skills; usually high reflex or will and lowtime, you will only use with skill
modifiers for untrained strength; many skills at moderate or high and potentiallyskills, so they are useful as a guide, but not decisive one or two extreme abilities; At least one special ability to use the creature's abilities in combat will show some benchmarks for your creatures. Use high for
the creature's best ability modifiers, Skirmisher high Dex modifier; low strength, high reflex; moderate for those they are okay, and low for the rest. higher speed than typicallf a creature has a really bad ability, you can go as low as -5. This is the Range for ability modifiers and Sniper High
Perception; high Dex modifier; low fortitude, does not really change by level. This is most common with high reflex; moderate to low HP; Ranged Strikes have highanimals that have an intelligence modifier of -4 (for attack bonus and damage or moderate attack bonus and dogs, dolphins and
the like) or -5 (for more instinctive extreme damage (melee strikes are weaker) animals such as spiders) and for pointless creatures that have a -5 intelligence Soldier high Str modifier; high to extreme AC; high strength; high attack bonus and high damage; Attack of the few creatures uses
```

```
the extreme column. A powerful, opportunity or other tactical skill dedicated Spellcaster could use an extreme spell statistic, or a naturally charming creature like a Spellcaster high or extreme modifier for the corresponding succubus or nymph could have an extreme charisma mental ability;
low strength, high will; low HP; low attack modifier. However, the most common way of extreme bonus and moderateor or minor damage; high or extreme spell numbers are used for really large, really strong creatures. DCs; Prepared or spontaneous spells up to half of the creature this only
happens with large or larger creatures from 1st to 5th tier, only with huge or larger creatures from the 6th to 9th level and only with Gargantuan creatures from the 10th to 8 +7 +6 +4 +315th level. Bevond this level, a creature does not get 9 +7 +6 +4 +3extreme strength modifier of the size
alone. 10 +8 +7 +5 +3 11 +8 +7 +5 +3 11 +8 +7 +5 +3 TABLE 2:1: ABILITY MODIFIER SCALES Low 12 +8 +7 +5 +0 13 +9 +8 +5 +4 Level Extreme High Moderate +0 14 +9 +8 +5 +4 -1 —3 +2 +1 15 +9 +8 +6 +4 0 — +3 +2 +1 +16 +10 +9 +6 +5 1 +5 +4 +3 +17 +10 +9 +6 +5 +5 +2 18 +10 +6 +5 +5 +4 +3
+2 19 +11 +10 +6 +5 4 +6 +5 +3 +2 20 +11 +10 +7 +6 5 +6 +5 +5 +5 +21 +11 +10 +7 +6 6 +7 +5 +4 22 +11 +10 +8 +8 +6 7 +7 +6 +4 23 +11 +10 +8 +6 24 +13 +12 +9 +7 59Gamemastery Guide CONVERTING FIRST EDITION CREATURES TABLE 2-2: PERCEPTION Moderate Low Terrible
+5 +2 +0 When you Convert First Edition Creatures, you will not find Level Extreme High +6 +3 +1 a direct numerical conversion. Instead, use the original statistics -1 +9 +7 +4 +2 to create your roadmap that gives a creature with a good AC in the first edition and so on a better AC. 1 +11
+9+6+42+12+11+8+6 Here are the main difference ranges you want to keep in mind for 3+14+12+12+9+7 to take your conversion into account, 4+15+14+11+8 • Ability modifiers scale differently, so don't copy them accurately via 5+17+15+12+10 6 + 18 + 17 + 16 + 13
+11 accurately. The highest modifiers tend not to get that high in 7 +20 +18 +15 +12 Second Edition. You will rarely see a +10 strength modifier, 8 +21 +19 +16 +14 for example. Creatures also tend to get better low 9 +23 +21 +18 +15 stats at higher levels than they used to, especially
10 +24 +22 +19 +16 for skill and wisdom. This is most evident in 11 +26 +24 +23 +20 +18 High-Level First Edition creatures with terrible dexterity. 12 +27 +25 +25 +22 +19 • Low-intelligence creatures, especially animals, to 13 +29 +26 +23 +20 have more special promotions than in the first
14 +30 +28 +25 +22 edition. This is to make encounters with them more 15 +32 +29 +29 +26 +23 dynamic and clear. Compare between the 16 +33 +30 +30 +27 +24 editions for good examples. 17 +35 +32 +29 +26 • If you convert magical abilities to innate spells, you may need to
replace 18 +36 +33 +30 +27. Some spells will appear 19 +38 +35 +35 +35 +35 +35 +35 +35 +35 +35 +36 +33 +30 scatter magic will now be increased, dispel magic), but 21 +41 +38 +37 +34 +31 others you will find something else. Also 22 +43 +39 +38
+36 +32 don't feel like you have to hold every spell; focus on the 23 +44 +40 thematic and most potent. The Spells section on 24 +46 +42 page 65 provides further advice on this topic. • Damage reduction has been replaced with two options: LANGUAGES resistance to all damage (possibly
with exceptions) or more HP and a weakness. Immunities, weaknesses, and thinking about what languages the creature needs describes the distinction, communicate with other creatures in their home. For • If you want to convert spell resistance, you can give the instance many smart
undead speak Nekril, and many creatures a +1 status bonus for all saves against magic, or creatures from the darklands speak underground. If you +2, if it had unusually high spell resistance for its level, want your creature to be able to talk to the PCs, be sure that it has in common; for a
creature that has no reason to speak the PERCEPTION Common Tongue of your setting (like most extraplanar creatures in a typical campaign), make sure this isn't the case. Some Perception is a fairly simple statistic. Use wisdom creatures can understand language but not vocalize it; In
this as a guide to setting, and put vourself on the high side, if your case, you can specify that they can not speak a language. For creature has acute senses or additional training. If your creatures, who need to be able to infiltrate and communicate, have a little wisdom, for example, B, then
they would probably have a little wisdom wherever they go, you could give them tongues or a similar modifier with low perception, or moderate ifs if he is to be capable as a constant innate spell, be a great hunter. Don't increase the perception of your creature just because it's often used for
initiative; SKILLS creatures with poor perception could instead use a skill check for initiative, e.B stealth. You have a lot of flexibility in setting your creature's abilities. Choose some skills you think are appropriate and consider SENSES how good the creature is with them. High skills are
roughly Eye level with a specialized PC of the creature level, although choose or design special senses for your creature, so they could be a little lower or higher. Most creatures have as light vision, dark vision or fragrance. If you do at least one high skill, but not more than three. The best
thing a sense of from the ground up, just decide what it feels, whether skills should go the best capability modifiers, and you have a range limit, and whether it's accurate or inaccurate. may even appreciate the creature's ability rank. For example, a sinspawn (Bestiary 297) has sin scent for
these abilities. Some skills can get a high bonus for free to (inaccurate) 30 feet. This means that it can smell creatures theme, especially Lore abilities. Most creatures don't have extreme skill unless IMPROVISING A CREATURE introductory sies are world class for their
level, like a Succubus diplomacy. Having an extreme ability is less effective than when you become more experienced, you might find that you are not playing Gamemasteryan extreme AC or attack bonus, but still justify the need to build some creatures in advance. In many cases,
Basicssacrifice elsewhere, especially if the creature also has more specifically designed for simple creatures, you can simply select high abilities than usual. There is no need for terrible skills to track the relevant tables on the fly and its HP. When you do this, tools modifiers, because an
untrained skill usually represents this. track the value you used when it appeared. Suppose you are improvising a second-level goblin soldier. If it's SubsystemsTABLE 2-3: SKILLS time for initiative, decide that it has moderate perception and make a note of Per +8. Your group's fighter beats
them on initiative and Variant RulesLevel Extreme High Moderate Low attacks. You decide that the soldier has a high AC—if you look at Table 2-5, you'll see it's 18—and add that information to your note. NPC Gallery-1 +8 +5 +4 +2 to +1 The fighter's hit hits, and you choose the lower end
of the high HP: 36. Well, now it's 25. Your note says: Per +8, AC 18, HP 25. If GLOSSARY0 +9 +6 +5 +3 to +2 gets it to take a turn, you can then give it a strike, and INDEX1 +10 +7 +6 +4 to +32 +11 +8 +7 +5 to +43 +13 +10 +7 +7 to +54 +15 +12 +10 +8 to +75 +16 +13 +12 +10 to +8
Treasure according to the guidelines on pages 508-510 of the Core Rule Book. On the lowest levels, a creature with 6 +18 +13 +11 to +9 can certainly have multiple tier 0 items. although normally a creature should only have an item from 7 +20 +17 +15 +13 to +11 listed in the Safe Item
Level column.8 +21 +18 +16 +16 +14 to +12 Certain creatures or NPCs have more leeway to break these policies because you can plan the rest of your 9 +23 +20 +18 +16 to +13 adventure loot around them. Also, give a boss villain a powerful magical item makes Combat and its
aftermath10 +25 +19 +17 +17 to +15 more interesting.11 +26 +21 +19 to +1612 +28 +25 +22 +20 to +1713 +30 ++30 +27 +24 to +1914 +31 +28 +25 +23 to +2015 +33 +30 +27 +25 to +21 TABLE 2-4: SAFE ITEMS16 +35 +32 +28 +26 to +23 Creature Level 3 or or +36 +33 +30 +28 to
+24 4-5 Safe Item Level 6 018 +38 +35 +31 +29 to +25 7 1 819 +40 +37 +33 +31 to +27 9 2 (+1 Weapon) 10 320 +41 +32 to +28 1 1 12 4 (++1 Weapon) 10 320 +41 +32 1 Impact Weapon) 21 +43 +40 +36 +34 to +29 13 5 (+1 Armor) 14 622 +45 +42 +37 +35 to +31 15 7 1623 +46 +43 +38
+36 to +32 17 8 (+1 Resistant Armor) 18 924 +48 + 45 +40 +38 to +33 19 20 10 (+2 Impact Weapon)SPECIAL MODIFIERS 21 11 (+2 resilient armor) 22 12 (+2 larger impact weapon)You can also add special thematic modifiers for specific 23Skill applications. For example, you could give a
creature that has 24 13 secretes adhesive Athletics +7 (+9 to Climb or Grab). 14 (+2 larger resistant armor) This special bonus should still remain at or below the extreme number, especially if it has a combat purpose like 15 the Tomb Bonus above. 16 (+3 Larger Strike Weapon) ITEMS 17 18
(+3 larger resistant armor) If you've given a creature gear that matches a PC, you'd gain a huge amount of treasure satoking your PCs 19 (+3 Main Strike Weapon) by defeating a 20 (+3 large resilient armor) from them. Using Table 2-4: Safe Items can help you avoid this. A creature can
have a single permanent ARMOR CLASS item of the listed level without any problems. For example, if a 6th level creature has a +1 weapon, this item is not because AC is one of the most important combat stats that is worth so much that the PCs would be massively rich if you need to be
more careful, if you have to be more careful with setting this number, which they have encountered many creatures of this type and are sold for each creature, which you expect them to end in a fight. Loweverything found them. You can give a creature multiple AC fit, which also
compensates with lower-level items. Just watch out for your total 61Gamemastery Guide selection of powerful spells. Most creatures use high or extreme or high ability moderate AC – high is comparable to what a PC fighter modifiers. Almost no creature
should have more than you would. Reserve extreme AC for a creature that is even extremely saving, even at a high level. Assign terrible divisions to better defend; these values are for creatures that have a clear weak point—for example, a defense similar to that of a champion or monk.
almost immobile creature would have saved a terrible reflex. TABLE 2-5: ARMOR CLASS TABLE 2-6: SAVING THROWS Level Extreme High Moderate Low Level Extreme High Moderate Low Terrible 14 12 -1 18 15 15 13 -1 +9 +8 +5 +2 +0 15 13 0 19 16 17 15 0 +10 +9 ++ 6 +3 +1
18 16 1 19 16 20 18 1 +11 +7 +7 +22 2 21 18 21 2 +12 +11 +8 +5 +3 24 22 3 22 19 26 24 3 +14 +12 +6 +6 +4 27 25 4 24 21 29 27 4 +15 +14 +11 +6 +6 30 28 5 25 22 32 30 5 +17 +15 +12 +7 33 31 6 27 24 35 33 6 +18 +1 7 +14 +11 +8 36 34 7 28 25 38 36 7 +20 +18 +15 +12 +10 39 37 8
30 27 41 39 8 +19 +16 +13 +11 42 40 9 31 28 44 42 9 +23 + 21 +18 +15 +12 45 43 10 33 30 47 45 10 +24 +24 +19 +16 +14 48 46 11 34 31 50 48 11 +26 +24 +21 +18 +15 12 36 33 12 +27 +25 +22 +19 +16 13 37 34 13 +29 +26 +20 +18 14 39 36 14 +30 +28 +25 +22 +19 15 40 37 15 +32
+31 24 54 51 24 +46 +42 +38 +36 COMPENSATING WITH HP AND SAVES HIT POINTS You could set your creature's HP, AC, and stores in Enter a creature HP in the moderate range, unless its theme tandem. Almost no creature has great defense in all areas, strongly suggests it
should use a different area. Wizards, as such creatures often lead to frustrating battles. A creature, for example, often has low HP. Brutish creatures usually with higher AC may have less HP and weaker iacity, have high HP, compensate with lowerac, weaker saves, and one that is easy to
hit could have more HP and a strong pair of tactical options, or other limitations. As mentioned in Fortitude to compensate. This depends on the theme of the armor class section above, you don't want a creature. An extreme AC could mean that the creature is reduced with extreme AC to
also have high HP. HP in the next lowest category, or reduce its HP by a smaller amount and a further reduction before hp finishes
(page 63). You can often quickly set divisions by assigning a high, a REGENERATION AND HEALING SKILLS moderately and a low modifier. Some creatures may deviate from this, either because they have a bad AC, but better save that your creature could have regeneration, quick
healing, or because they should have several good ones another ability to heal themselves. These healing abilities save and compensate elsewhere. They have more flexibility can greatly influence the flow of a fight. Regeneration or fast with divisions, and with a save from the listed number
by 1 cure heals some number of hits per round - usually is rarely a big deal. Look out for the creature Con. Dex, one to one and a half hits. To determine the number of hit and Wis modifiers—they don't have to match the points they should restore, take a close look at the high damage
value on the creature stores, but they should inform your choices. Table 2-10: Impact Damage 65) and multiply this value by the number of hits healed. For example, if the 62Tools 2 high damage is 20, makes regeneration between 20 and 30 immune to fire). You can also give immunity if an
introductory sense. The value should be higher if the regeneration is simply creature biology or construction would logically cause Keep in mind that most regeneration brings it will not be affected (like a mindless creature immunity to overcome gamemastery lighter at higher levels. Also, you
might want mental effects). Basics reduce the creature's total HP by twice its regeneration value. Quick Healing follows the same rules, but because it should be difficult to influence the creature with something, tools can't prevent a creature's death and there aren't always, but the conditions
above aren't true, give it a resistance option to disable it, you might want to give the creature instead. For example, a huge octopus is not really made subsystems more HP instead of guick healing to keep things simple, cold water, so it would not be immune to cold, but its life in the depths of
the ocean makes it resistant to cold. If a creature can use a skill that heals, that ability typically uses the lower end of the value in Table 2-8 to usually restore more HP, as it will cost actions. An at-will a wide resistance that applies to a wide range of effects, NPC Galleryhealing ability should
be based on a healing spell 2 levels such as physical 5 (except silver) and the higher end for lower than the highest level slightly narrower, as a single damage type. A creature that might normally have cast GLOSSARY (e.B. an 11th-level creature with a
resistance, especially a broad resistance, or a physical and INDEXcan that normally throwup up to 6th-level spells so you would form resistance, usually has less HP.its healing ability on a 4th level healing spell). When the ability both deals and heals, use the same baseline scale that gives
your creature a weakness, add flavor to it and heal from above, but with vampiric touch instead of heal. Reward effective player tactics as soon as their players identify the weakness. The weakness should apply to a TABLE 2-7: HIT POINTS damage type or phenomenon and use the high
end of the scale. Creatures usually have at most one weakness. If a Level High Moderate Low creature has a weakness, especially in something common, it gives 8-7 6-5 extra HP. The amount of additional HP can depend -- 1 9 16-14 13-11 on how hard the creature should feel if PCs 21-
19 16-14 don't exploit their weakness; A tough creature could have 0 20-17 25-21 additional HP that is four times the weak value. 32-28 37-31 A creature with a hard-to-exploit weakness may have 1 26-24 48-42 additional HP that matches the weak or less. 63-57 59-532 78-72 75-
58 415 348-340 69 516 373-365 7 10 517 398-390 8 11 618 423-415 9 12 619 448-440 10 13 720 473-465 11 14 721 505-495 12 15 822 544-532 13 16 823 581-569 14 924 633-617 15 18 9IMMUNities. 16 19 9WEAKNESSES. ANDRESISTANCES 17 19 10If it is very thematic that a
creature has immunity, 18 20 10 weakness or resistance, you should add it. Table 2-8 lists the areas for weaknesses and resistances by level. 19 21 11 Immunities are usually made for creatures 20 22 11 of an unusual substance (like a fire elemental being 21 23 12 22 24 12 23 25 13 24 26
13 63Gamemastery Guide The combination of more HP and a weakness has a TABLE 2-9: STRIKE ATTACK BONUS feeling different from standard HP with resistors. If the creature that is an impermeable tank really fits its theme, use Level Extreme High Moderate Low with one exception.
such as physical 5.B (except +4 Silver). However, if it makes more sense if normal hits -1 +10 +8 +6 +4 get through and the creature simply has a large +5 stamina, use more horsepower and a weakness. Skeletons 0 +10 +8 +6 +7 and Zombies are a good example of the difference
between +8 of these styles. Skeletons have resistance because they are 1 +11 +9 +7 +9 kinminted and seriously injured. Zombies, on the other hand, have +11 hp more and a weakness to reduce damage – they're 2+13 +11 +9+12 harder, but their bodies aren't built to fend off weapons
+13 attacks, and slash attacks can quickly tear them apart. 3 +14 +12 +10 +15 +16 SPEED 4 +16 +14 +12 +17 +19 Your creature's speed should be 25 feet when it moves like a 5+17 +15 +13 +20 human. In addition, you can set the speed to what makes +21. Keep in mind that the
creature can triple up to 6 +19 +15 +15 +23 if it spends its entire turn in motion, so if you want the PCs to be able to hunt the creature, its 7 +20 +18 +16 +25 speed can only be so high. Higher-level creatures require +27 ways to deal with flying PCs, fast PCs, and PCs with 8+22 +20 +18+28
more efficient actions that make it easier for them to deal with flying PCs, fast PCs and PCs. This could mean adding a flight speed, which gives 9 +23 +21 +19 +11 attacks of the creature in range, and so on. +32 10 +25 +23 +21 +33 creatures can have climbing and swimming speeds even
at +35 low levels. While you have a flight speed of 11 +27 for your creature +22 +36 at these low levels, it is better to wait until about 7th level (when PCs get access to fly) to give your creature a 12+28 +26 +24 flight speed, if it also has remote attacks or any other way to harass the PCs
from a distance indefinitely, 13 +29 +27 +25 BEATS 14 +31 +29 +27 +27 Build your creature selection of strikes, use 15 +32 +30 weapon; for
unarmed attacks or weapons that you invent, give all the characteristics you deem appropriate. Note that these 17 +35 +33 +31 properties could affect the damage you give the blow. 18 +37 +35 +33 You could make sure a creature has an unarmed attack if you think it's likely to disarm. On
level 7 19 +38 +36 +34 and above, PCs may have the ability to fly, making it more important for creatures to have decent ranges of 20 +40 +38 +36 beats to ensure they are not completely hopeless against flying PCs (although they could instead have fast flight speeds of 21 +41 +39 +37 or
similar). 22 +43 +41 +39 STRIKE ATTACK BONUS 23 +44 +42 +40 Use a high attack bonus for battle creatures - fighter types - that usually also have high damage. A creature 24 +46 +44 +42 could have a higher attack bonus and less damage, or vice versa (e.B. a moderate attack bonus
and STRIKE DAMAGE extreme damage could match a creature more like a barbarian), rather than having a bad statistic in another table 2-10 on the next page, giving the damage a category of creatures. Wizards usually have bad attack bonuses, should deal with a single blow. You can
use a lower potentially in exchange for extreme spell DCs. Category if the creature has better accuracy, or a higher category if its accuracy is lower. A creature that is primarily intended to be a combat threat uses high damage for its melee strikes or moderately for melee strikes that have the
agile trait. Ranged attacks are more likely to use the moderate value or even low. A creature that is said to be very harmful uses the extreme damage values, but may then have a moderate attack bonus. As with most statistics, extreme damage at higher levels is more likely. You can also
use the extreme value for special attacks that the creature can only use a limited number of times, or under circumstances that probably won't pass every round. More versatile creatures, such as those that can cast some spells and are not primarily supposed to get their damage through
strikes, go one category lower: moderate for their main melee strikes, low for agile and distant strikes. Wizards and other creatures that are not for a direct could use the low damage value, or even less if they completely do not care about their blows. In Table 2-10, you'll find a damage
expression (a roll or roll plus a flat modifier) that you can use unchanged, or you can take the damage in parentheses and create your own damage expression to hit that number. If you do the latter,64Tools 2Remember that a d4 as 2.5 damage, a d6 as 3.5, a MANUFACTURED
WEAPONS8 introduced as 4.5, a 5.5 and a d12 as 6.5. Normally, a damage expression works best when about half of the damage is as mentioned in items on page 61, most creatures have less treasure gamemastery of dice and half is from the flat modifier. If your creature isn't APc, so
those who rely on manufactured weapons, basic special damage, such as 1d6 fires by flaming attacks, are significantly weaker if you don't adjust the damage of the weapons that count towards its total damage per strike. Stay in to compensate. The method of determining the hit damage on
Toolsmind is that a creature that uses a weapon should have a damage page 64 above the damage sources so that you don't have a value that feels right for that weapon. Extreme damage to worry about adjusting the damage of the weapon. If you decide that subsystems work well for two-
handed weapons that use d10s or d12s to calculate the weapon's damage, give your creature a weapon for damage. On the other hand, a dagger uses only d4s, so specialization or greater weapon specialization much earlier Variant Rulesa Dagger wielder would need something like sneak
attack than a PC would get it. You may also need to add a sneak attack to deal extreme damage, or you could compensate for the or similar abilities to deal more damage to the creature. NPC Gallerydagger's lesser damage per hit by allowing the creature to attack more efficiently or use
other tricks. On the other hand, you might want to use a unique creature as GLOSSARY as the source of a high-quality treasure,. B such as indexTABLE 2-10: STRIKE DAMAGE a magical weapon. In these cases, you may want to increase the attack bonus for the Potencrune or the Higher
Level Extreme High Moderate Low damage for a potent hit rune so that the PCs can feel the effect of the weapon before they receive it. This makes the treasure feel more powerful: 1 1d6+1 (4) 1d4+1 (3) 1d4 (2) powerful, since they were already on the receiving end.0 1d6+3 (6)
1d6+2 (5) 1d4+2 (4) 1d4+1 (3)1 1d8+4 (8) 1d6+3 (6) 1d6+2 (5) 1d4+2 (4)2 1d12+4 (11) 1d10+4 (9) 1d8+6 (10) 1d6+5 (8) variety
of situations, creatures are more impressive the more focused they are. Consider selecting about three guarters4 2d10+7 (18) 2d8+5 (14) 2d6+5 (12) 2d4+4 (9) of spells based on relevance to the topic and the rest to other things. However, the digits are that spells5 2d12+7 (20) 2d8+7 (16)
2d6+6 (13) 2d4+6 (11) are not a comment – the selection of the fireball for most spell slots of a creature is not a compelling fire creature in the 6 2d12+10 (23)) 2d 8+9 (18) 2d6+8 (15) 2d4+7 (12) Way would be a diverse selection of fire spells. 7 2d12+12 (25) 2d10+9 (20) 2d8+8 (17) 2d6+6
(13) When selecting spells, some spells will not be very useful if they low level compared to the 8 2d12+15 (28) 2d10+11 (22) 2d8+9 (18). In particular, malicious spells fall into usefulness for a creature that is expected to last only one battle of 2d12+17 (30) 2d10+13
(24) 2d8+11 (20) 2d6+9 (16). A malicious spell 2 levels below the highest level that a creature of that level can throw is still potentially 10 2d12+20 (33) 2d12+13 (26) 2d10+11 (22) 2d6+10 (17) useful, but beyond that it doesn't bother. Spells with the incapacitation feature should be in the
highest-level slot if 11 2d12+22 (35) 2d12+15 (28) 2d10+12 (23) 2d8 +10 (19) you want to: that the creature potentially gets its full effect against PCs.12 3d12+19 (38) 3d10+14 (30) 3d8+12 (25) 3d6+10 (20)13 3d12+21 (40) 3d10+16 (32) 3d 8+14 (27) 3d6+11 (21)14 3d12+24 (43) 3d10+18
(34) 3d8+15 (28) 3d6+13 (23) 15 3d12+26 (45) 3d12+26 (45) 3d10+14 (30) 3d6+14 (24) 16 3d12+29 (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (48) (
(42) 4d8+17 (35) 4d6+14 (28)20 4d12+32 (58) 4d10+22 (44) 4d8+19 (37) 4d6+15 (29)21 4d12+34 (60) 4d10+24 (46) 4d8+20 (38) 4d6+17 (31)22 4d12+37 (63) 4d10+26 (48) 4d8+22 (40) 4d6+18 (32 SPELL) DC AND SPELL ATTACK ROLL 23 4d12+39 (65) 4d12+24 (50) 4d10+20 (42)
4d6+19 (33) Spell the spell DC and the creature's spell attack role with Table 2-11 on page 66. Most creatures use the same DC24 4d12+26 (52) 4d10+22 (44) 4d6+21 (35) for all their spells, even if they have multiple types, such as a creature with both prepared spells and
innate spells. SPELLS Use the high numbers for primary reels, and your creature could have magical abilities that are the moderate numbers for creatures best represented by spells. If you make a very complementary spell but focus more on the creature in combat. Spellcasting theme, give
it prepared or on the 15th level and above, the extreme numbers become spontaneous spells. For a creature that has spells that have a high standard for wizards. A few creatures could use theto its magical nature, especially if this magic is not their extreme numbers at lower levels, but they
tend to be core focus, consider giving it some innate spells instead. Highly specialized, with very weak defenses and punches. How many spells you should give to a creature depends on secondary wizards, who can go up to high numbers if you expect it to spend its actions in battle. If it's
them over 15th level and have offensive spells. It will primarily make blows, it might not have, is low value – the creature should not have a few to help it move in the first place if it would be so bad to use them! to better protect around or from certain types of magic.
65Gamemastery Guide TABLE 2-11: SPELL DC AND SPELL ATTACK BONUS Extreme Extreme Spell High High Period Moderate Spell DC Attack Bonus DC Attack Bonus 16 13 16 +8 13 +5 -1 9 +11 17 +8 14 +5 18 +9 15 +6 0 19 +11 20 +10 17 +7 21 +12 18 +9 1
20 +12 22 +19 +10 24 +14 21 +11 2 22 +14 25 25 22 +13 26 +17 23 +14 3 23 +15 28 25 25 +15 29 +20 26 +17 4 25 + 17 30 + 21 27 +18 32 +22 29 +19 5 26 +18 33 +24 30 +21 34 +25 31 +22 6 27 +19 36 +26 33 +23 37 +28 34 +25 7 29 +21 38 +29 35 +26 40 +30 37 +27 8 3 30 +22 41 +32
38 +29 42 +33 39 +30 9 32 +24 44 +34 41 +31 45 +36 42 +33 10 33 +25 46 +37 43 +34 48 +38 45 +35 11 34 +26 +40 +37 12 36 + 28 13 37 +29 14 39 +31 15 40 +32 16 41 +33 17 43 +35 18 44 +36 19 46 +38 20 47 +39 21 48 +40 22 50 +42 23 51 +43 24 52 +44 PREPARED AND SPELLS
INNATE SPELLS Magic Slots SPONTANEOUS which, in contrast to prepared and spontaneous spells, are intended to play, innate spells may like PC spells. Choose the magical tradition that is best higher than half of the Fürdier creature that is suitable for the creature. They are not strictly
limited to this, and you can choose how often they are used - their magic list of tradition, although sticking to them can even be used at will or have constant effects. Your creature's connection to this tradition is most evident. The notable innate spells are usually the top ones that choose to
use prepared or spontaneous spells, should have a great effect, but can only be used once, conjuring it with the creature's theme; a spontaneous wizard who greatly amplifies the creature's theme and constantly matches a unique creature, as spontaneous spells that give it lasting benefit. A
spell that can be used grants greater flexibility in the middle of the battle, while a limited number of times and falls at a lower level than prepared wizard makes for a large recurring character the top level is usually less likely to come into combat; who can change their spells between
apparitions. However, this is a great place for utility and recovery spells, such as .B magic or recovery. For a creature that can cast as many spells as a PC wizard, the highest spell level the creature can throw is half sometimes a strongly thematic innate spell rounded up from a higher level.
It gets five cantrips. If the level of the creature, which can normally be ejected by the creature, but the level is strange, it gains two spell slots of the highest spell level that are so fitting that it belongs there. Be careful when doing (plus three spell slots of each lower level) three spell slots, as
PCs may not have access to the corresponding level of this level (plus four spell slots of each lower level). If its countermeasures for the spell. This option works best for level is straight, it gets three spell slots of the highest spell level support, action denial or battlefield control spell sandal
control spells (plus three spell slots of each lower level) or four spell slots change the odds of a fight without killing anyone from that level (plus four spell slots of each lower level), like the dominant magic of the Succubus. These should make the fight more interesting, not end it. Keep the
number of Weil creatures tend to be on stage for just a brief such spells very low, usually only one. Time, you usually don't have to fill every spell slot. You can often only fill the top three levels of spells, select Cantrips, and although you can reach all sorts of things with innate slot in a few
thematic backup spells in the fourth level down. Spells, always start with the theme and an idea, as for a returning enemy, you could give it a complete supplement. They want the creature to spend its actions. And while 66Tools 2you could give the creature a tool to counteract any kind of
FOCUS SPELLS introductionPC attack or trick, remember that players have chosen these options to enjoy them instead of being constantly Some creatures have focus spells, especially if these gamemasteryof of an effectively invincible creature focus. Spells clearly match the theme of a
creature. Simply give the creature the basic focus spells you like, and between 1 and 3 focus points (you can also allow your creature to cast focus spells with magic tools slots). Use the same DC and spell role as any other spell. Since rituals take place during downtime, it is usually a purely
thematic choice to give them to a creature that has only 1 focus point. You can only spell once, unless it is a recurring enemy. If in most cases the creature has even considered rituals. If you already choose many spells, you should skip focus spells that you need to have a ritual for your
story, adding it all as they aren't as strong as top-level magic slots. Ritual whenever you need it, LEVEL AppropriAtEnEss Variant RulesDESIGN ABILITIES The effects of an ability should be appropriate to the NPC gallery In this step take the ideas for skills that you have noted at the level of
the creature. For malicious abilities, this means developing your concept and designing those skills for complying with the claims guidelines on page 68. For others, take a GLOSSARYyour creature. You can look at existing creature abilities to view spells and tricks with a similar effect to see
if they and INDEX from the bestiary and art achievements from the core rulebook and the corresponding level. Suppose you consider using them as they are, or modify them to meet your needs, allow a 6th-level creature to teleport a short distance. Dimension Door is comparable – this is a
4th level when selecting abilities, think of both number spells, usually thrown from a 7th level or higher creature. That of skills and variety of skills. Skills and variety of skills. Skills and variety of skills.
ability cannot be used more than once. Yourun, and it probably can't use all of them anyway. Your creature different ways to trade in different volumes to see if the special abilities appear similar in power
situations, and helps you lead as gm. For example, one of the other creatures of the same level might have an ability to use to get into position, another if it wants to focus damage on a single enemy, and a third that is more defensive. BASICS OF ABILITY DESIGNThere are a few principles
of skill construction that you want to keep an eye on. Some instructions for certain types of skills will come later, but these apply to everything. • Respect the action economy. • Make sure the skills are at the level. • Avoid invisible abilities. Action EconomyUnderstanding of a creature's action
economy is key to making it work in-game. Remember how short the lifespan of a typical combatant is. Including a number of combat abilities, they could mean spending time developing actions that the creature can never use. Tight her selection to the smallest and most convincing set that
makes sense. Also remember that special actions compete for time with all the battle spells you've given to the creature a way to act when it's not their turn. See Reactive Skills on page 69 for advice on how to design these tricky skills. Due to the
PC abilities at higher levels, creatures at these levels should gain more abilities that improve their action economy. For example, creatures that should have grippers instead of tomb, speeds should be higher, and many abilities that Costan Action would have at a lower level should be free
actions. 67Gamemastery Guide invisibLE AbiLitiEs Weapon and Attack. In cases like the latter, it might be better to take a single action that allows the creature to avoid abilities that do nothing but change the dragging of a weapon to the creature and then strike. Mathematics, also known as
invisible abilities. These change the stats of a creature in a way that is invisible to players, DAmAgE-DEALing AbiLitiEs, which makes the creature less captivating because players do not see it by putting their abilities in a tangible or Use a way when a special action is a single action with
only one goal, way. An ability that allows a creature to use you can often take action with Table 2-10: Strike Damage to increase its accuracy for the round without on page 65. If it uses more than 1 action or requires setup-outward characters (or worse, grants it in any way a passive bonus,
it could cause higher damage than it is Accuracy) is not so convincing, while one that is increasing often, you can only use the extreme column in these cases, its damage from the burning of its arrows on fire is palpable. Both are working towards the same goal — more for abilities that do
damage in one area, use Table 2-12 damage in this round – but one is much more memorable. Below. These numbers are based on a 2-action activity (e.B. the most harmful spells). Individual actions should do much less damage to ACTIVE ABILITIES. An ability that has another significant
effect, such as applying a condition, should cause less damage; Skills used by a creature in turn have the greatest flexibility for it, look at the damage for 2 or more levels lower, and scope. You can use Table 2-11 to determine which value would match best, based on the ability DCs and
spell DCs. You can use the severity of the additional effect. These skills typically take 1 to 3 actions as needed (or a free action in rare cases) and allow for a basic saving throw. The table contains values for almost any type of tactic. Heroics, spells and existing unlimited abilities (which can
be used at will) and creature abilities offer a variety of examples, so you'll see limited applications (which can be used once or, like a breath for something similar to your idea, to use as a foundation. weapon, once or twice, but not in consecutive turns). Consider how your creature should
spend its twists. You can use the specified dice or generate your own two-action activities that pretty define the creature's turn, expression based on the damage in parentheses, because detailed and individual actions work best for additional benefits in the Strike Damage section on page
64. If a high-level or normal blow. And while you're building your idea of an effect, has a small range compared to similar abilities, your creature has done more damage. often need to put measures in position, especially early in a fight. This
is especially challenging with melee TABLE 2-12: AREA DAMAGE only creatures. You can give such creature can't use them -1
1d4 (2) 1d10 (6) it can fill up 3 actions when slowed down or stuns – so the coolest 2d6 (7) or most defining abilities could populate 3 actions that 0 1d6 (4) 3d6 (11) the creature can never use it. These activities should be reserved 4d6 (14) for abilities that include movement 1 2d4 (5) 5d6
(18) (like Trample) or that the creature is likely to use before 6d6 (21) engages in combat. Do not use 3 actions as 2 2d6 (7) 7d6 (25) to balance them – and say: This can be more powerful 8d6 (28) than other abilities because it is less likely to improve it. Improve. is a 3 2d8 (9) 9d6 (32)
recipe for frustration if you have made a cool skill that is too hard or even impossible for the creature to use. 4 3d6 (11) 10d6 (35) 11d6 (39) Be extra careful with activities when designing 5 2d10 (12) 12d6 (42) Boss creatures. They are likely to be targeted with the 13d6 (46) most powerful
harmful effects of the PCs, are packaged, 6 4d6 (14) 14d6 (49) are slowed down, or have otherwise restricted their actions. Bosses 15d6 (53) must have solid options that they can use with 1 or 2 actions. 7 4d6 (15) 16d6 (56) This allows them to use their remaining actions to get away,
17d6 (60) to use a simple ability or to keep the fight dynamic in other ways. 8 5d6 (17) 18d6 (63) 19d6 (67) FrEE Actions 9 5d6 (18) 20d6 (70) Use free actions, which have not triggered sparingly, and 10 6d6 (20) 22d6 (77) if you do this, they should almost always be used for
23d6 (81) support or relief measures, not strikes or movement. If you come 11 6d6 (21) 24d6 (84) with a free action, consider whether it should be 25d6 (88) its own action or part of a combo, z.B. Drawing of a 12 5d8 (23) 13 7d6 (24) 14 4d12 (26) 15 6d8 (27) 16 8d6 (28) 17 8d6 (29) 18 9d6
(30) 19 7d8 (32) 20 6d10 (33) 21 10d6 (35) 22 8d8 (36) 23 11d6 (38) 24 11d6 (39)68Tools 2DEFENSIVE ABILITIES have it To build sound energy in a low thrum, so if it introduces uses a reaction to solve an outburst of sound energy when hit, Active offensive skills usually fit creatures
better than the players can say, Oh, I could have seen that coming. Gamemasterydefensive skills do. Save Defense increases for creatures that are strong defense themes. For combat creatures, rEAction DAmAgEsomething is as simple as a shield and shield block is usually toolsplenty.
Defensive abilities often run the risk of being reactions, should cause less damage, usually those of invisible abilities. For examples of good defensive skills, moderate strike. A reaction that deals area damage could look magical, like a haven for ideas, or other spells that cause minor
damage, although use such reactions with caution. Create interesting protection effects instead of just giving a bonus. If you want to make a creature defensive, choose CONSTANT AND AUTOMATIC ABILITIES Subsystemsone Defensive Ability instead of multiple, as stacking multiple
defenses can make for a frustrating fight. A solid specific skill should not use actions. Auras are a Variant Rulesstyle of the defensive ability, with a terrible presence, causes an adult creature to get stronger defense, but limits its attacks, spells, red
dragon dragon heat, and a Xulgath stench as a remarkable NPC Gallery or other offensive options. Examples. An aura needs an DC, usually set it to the moderate spell DC, unless the Aura GLOSSARYREACTIVE ABILITIES is a the defining concepts of the creature.
For example, the stench DC of and INDEX xulgath is significantly higher, because the auraReactions and free actions with triggers of a creature can give such an iconic part of the creature.an impact outside its turn. This can make the fight more interesting, but it can also be risky. It's
tempting to give any ability over which the creature has no control should be a reaction, but that's not necessarily a good idea. Automatically. For example, the living fire element explodes in flames when it dies. There is no way to decide whether your creature should have a reaction, so this
would not be meaningful as a reaction or free action. First consider whether the creature has the reflexes or insight reversed, the Ferocity ability is a reaction because they respond well in the first place - for example, an ogre does not require the creature to give itself a final boost to stay at 1
HP.have attack of chance because there is a big oaf. Oozes, constructs, and unintelligent creatures have therefore less designed AnD AutomAtic DAmAgEreactions than others. Similar to reactions, damage to a constant ability second, looking at the complexity of the encounter you should
be quite low. Normally this value is just below lowcreature is likely to appear in. If you have a large number of impact damage or faster. A
creature that fights more solo, on the other unlimited surface damage, and can do even more when they handle it, might have a response to give it a way to continue to happen after the creature is dead or otherwise not dangerous, amid an attack by the party. is a longer-term threat. Be
careful when reacting, when you create reactions, be careful with gotcha SKILL ABILITIES abilities - with those who punish players for making perfectly reasonable decisions, rolling badly, etc. If you have an experienced creature abilities related to its abilities. Avoid giving your creature
```

```
abilities that are in combat. For example, a creature that strikes in response will not play a role in its interactions with PCs. If someone fails an attack role, PCs are encouraged to use their actions for other tactics instead of attacking multiple REVIEW HOLISTICALLYtimes per turn. Do you
want that? Is this dynamic essential for the creature to feel as it should? Now it's time to discuss your completed as this is not the kind of ability you would give an old creature — all right and make sure it lives up to your concept. Canonly a one Duelists or similar, they do everything you
wanted? Does it fit his intended role? There's something you could add, or anything superfluous, should require something extraordinary that you could cut to get the creature where it needs to be, or be relatively weak if it's triggered by something ordinary. A reaction that triggers at any time
When this creature is built for combat, runs through a few someone trying to beat a creature is likely to be perceived as eif twists in their head. Does it still work decently when it is considered uninteresting by the players because it is so predictable. Slows down? Given its mobility options,
can it effectively take action against PCs compared to its own? Is it the best reactions: Shield Block. The creature
rises When you're satisfied with your creation, it's ready to protect its shield – an obvious action that pCs can see —that is, when it hits the table. But that's not necessarily the end! If you block damage from an attack, it makes perfect sense. Note problems during the game, you can fix them
on thesimilar, if you made a crystalline creature, you can recognize. It's your game, and you can freely change what you've written if you think differently later. 69Gamemastery Guide TRAIT ABILITIES Often saves a +1 status bonus for all Saves vs. Magical Weaknesses Evil creatures with
certain features tend to deal similar abilities damage attacks getting extra good damage, to each other. Many of them appear here to help you ensure that your creatures match the theme of the property when COLD builds your own creatures. Immunities or resistors cold ABERRATION
CONSTRUCT senses usually darkvision languages usually Aklo Traits Many constructs lack mind and have the senseless property. Immunities bleed, death effects, sick, damned, drained, AEON fatigued, necromancer, non-fatal attacks, paralyzed, characteristics LN, monitor
poison, sick, unconscious; if pointless, add mental languages to utopian and other planar languages; DaEMON for real eons weaknesses chaotic properties NE, fiend damage attacks always cause additional legitimate damage. Languages Demonic, Telepathy 100 Feet Immunities Death
Effects AIR Death Ability Daemons each represent a certain type of languages usually Auran death, such as death by illness or and have a speed Many air creatures have fly speeds. special ability based on the method of death they represent. ANGEL DEMON properties good (usually NG),
celestial features CE, fiend aura angels each have a unique aura as they serve languages Abyssal, telepathy (usually 100 feet) weak cold iron, good as messengers and how they deliver these messages. HP is usually high to support their diverse diverse Speed usually has a fly speed sin
vulnerability demons each represent a particular sin, as rituals usually angel messengers envy or anger, and have a particular vulnerability based on ANIMAL's sin that they represent. This should be something that the PCs can exploit through their actions, which should then end Trait's N
mental damage to the demon. The amount of damage languages should not be based on how easy it is to use the vulnerability. Int -4 or -5 Divine Innate Spells in the rule 5th level dimension door and on- will 4th level door ARCHON rituals usually abysspact sin abilities demons also have a
special ability based on the characteristics LG, heavenly sin that they represent, which either makes them better embody virtue ability archons each represent a particular virtue, such as sin or instilled, which in others sin. Courage or hope and have a special ability based on the DEVIL virtue
they represent. Features LE, fiend ASTRAL languages infernal, telepathy (usually 100 feet) immunities fire; Resistphysical (except Silver), Gift Senses Darkvision Divine Innate Spells usually a 5th level dimension door and AZATA at-will 4th-level dimension door rituals usually infernal pact
traits CG, celestial infernal hierarchy ability devils each have a skill weaknesses cold iron, evil freedom, as according to the role they play in the hellish hierarchy, usually focused or controlled around control, out of free expression or free love,
and have a special ability that bases the subservience of the low-candes under the tactician of the gelugon on the freedom they represent. Of Cocytus and the devil's formation of the pit fiend. BEAST DRAGON Int -3 or higher sense Darkvision languages usually Draconic CELESTIAL
Speed has a fly speed traits good sense darkvision Languages Celestial70Tools 2Breath Weapon Many dragons have the breathing weapon ability to AC usually well below the low value for their level introduction with peculiarities determined by the theme of the dragon. HP usually around
double immunities critical hits, precision, unconscious, often acidic; If GamemasteryEARTH Basics has no vision, add visual effects; if mindless, add mental perception often trembling toolslanguages usually Terran PLANTSpeed usually a trench speed subsystems properties plants without
mind have the mindless propertyELEMENTAL senses usually low-light vision variant rules immunities, if mindless, mental; Weaknesses sometimes fireSenses darkvision NPC GalleryImmunities paralyzed, poison, sleep PROTEAN GLOSSARYETHEREAL Traits CN, monitor and INDEX
Languages ProteanSenses darkvision weaknesses lawful; Resistance Precision, Protean Anatomy (Bestiary 237)FEY Damage Attacks always deal additional chaotic damage. Divine innate spells constant freedom of movementSenses Low-Light Vision Change
ShapeLanguages usually Aklo, Aklo, Traits evil Languages ReguianSenses darkvision Immunities Death Effects, diseaseSaves often a +1 Status bonus to all saves vs. magic Resistances negative, poisonWeaknesses good Damage good Damage spirit touch (Bestiary 270)Damage Attacks
always additional evil damage. RAKSHASAFIRE Traits LE, fiendLanguages usually Ignan Stores usually +2 status bonus to all saves vs. magic (+3 vs. fire immunities; Resist cold divine magic)FUNGUS Resistances physically (except piercing) Changing ShapeTraits mushrooms without
mind have the mindless propertiesimmunity when mindless, mental; Weaknesses sometimes SPIRIT slash or fire properties incorporsarea, often undeadGIANT SWARMTraits Large or larger, humanoid Traits size based on the total mass, usually large or largerSenses Low-Light Vision HP
usually low; Immunities Precision, Swarm Spirit; Languages usually Jotun weaknesses area damage, splash damage; ResistancesHUMANOID physically, usually having a physical type with lower or no resistanceInt -3 or higher UNDEADINEVITABLE properties Almost all undead are evil.
Ghostly undead have the Traits LN, aeon, monitor incorporeal property. Undead without mind, like most immunities death effects, disease, emotion, poison, unconscious zombies, have the senseless quality. Damage attacks always cause additional legitimate damage. Senses
darkvisionMONITOR HP negative healing immunities death effects, disease, paralysis, poison, sleep (or traits neither good nor evilSenses Darkvision unconsciouswhen it never rests); if pointless, add mentalOOZE WATERTraits Almost all oozes lacks mind and have the senseless quality.
Languages usually AquanSenses usually sense of motion (Bestiary 254) and no vision speed usually has a Swimming Speed 71Gamemastery Guide DESIGNING NPCS challenge that you have in mind and use the skill numbers for this level – usually high or even extreme. Some creatures
that are closely involved in character challenges, such as social challenges, require the creature classes or are meant to represent humans, rather than having a high perception and will-DC, so monsters in these cases are NPCs. You could be exposed to more control you should increase
these values as well. These should be set around their mechanics as creatures because a player can be set to the moderate or high values for non-combat more directly comparing their villains with an NPC, the level, usually, depending on how skillful you want the NPC to act like a villain.
That doesn't mean you have to build to be. an NPC just like a The experience points you've gained for besting an NPC, you can build NPCs like any other, depending on how the party overcame them because XP creatures. If an NPC should work the way it has a class, it comes from
overcoming a certain challenge. If the class features and performance of a suitable class class are PCs defeat the NPC in a non-combat setting of capabilities, and consider both the capabilities of the class and the specialty of the NPC, the group gets XP based on the NPC's ability
modifiers to determine how strong the non-combat level of the NPC is. If they only beat the NPC, the XP stats should be. Class roadmaps on page 73 would be based on the creature level of the NPC. Often, pre-built roadmaps for the Core Rulebook classes to get that means 0 XP and a PC
goal failure; have started for you. For example, if the PCs murdered the other baker, they would not only be disqualified, but also if the NPC was not to function as it has a class that would probably be picked up for its crime. (a baker, for example), instead look at the NPC gallery on pages
202-249. Compare your NPC with the existing PC STYLE BUILD levels to determine the level of the NPC and look for skills similar to those that should suit you. If you choose to build an NPC completely with your PC, you'll also create new skills that are required to get the NPC rules, your
NPC should usually be an interaction with the PCs to express their subject and the corresponding challenge as a creature of their level. They play a role in history. These NPCs can be level -1 or level will likely have lower statistics in some areas than if 0. Your abilities are lower than those of
PCs, and they created with the creature rules, but more should usually not use class features or benefits from options due to their complete addition of benefits and class PC classes. Creatures of these levels tend to be extreme ice allowances. This is best stored for important, recurring
simple, and usually you can only take one of the NPC NPCs, especially if they are meant to engage in Social or Gallery and re-skin it. Exploration efforts instead of just battles. It is strongly recommended that you select NPC skills There are still some considerations and shortcuts that are
related to competence ranks like a PC, although can speed up the process while the NPC works they do not need to know exactly about the number of skills as you intend. when you give to the NPC. You can give them early access to experts, masters, or legendary abilities if • The
creature's treasure should follow the treasure to which they are a skill-based NPC, and better knowledge of the rules for new characters on page 510 of the core of narrow disciplines, such as Z. Engineering Lore for a set of rules. You must do this your Tinker NPC. of the overall treasure of
the campaign. You may even want to give the NPC a parent item that is suitable as a NON-COMBAT LEVEL treasure allocation for the level. The level of an NPC should represent their combat abilities. • You can speed up the generation of skill points by an ordinary person who may not
pose a combat threat even if the launch ability modifiers add up they are important or highly qualified, and therefore they +9, with no more than one modifier at +4 (and have a low level. However, this does not mean that they usually cannot do more than one negative modifier). They present
a challenge in other types of encounters. This can skip adding a background if you do this, but is represented by a non-combat level, and tends to be specific that you might want to give the creature two abilities to its subject area. For example, the lawyer who includes a Lore ability to
represent the Skills page 232 of the NPC Gallery is a 4th level creature in one granted through a background. Legal. • It is not necessary to assign any skill morality, especially this can also go in the other direction, e.B. with a for a higher NPC. You can simply select the most powerful
combat creature that is not suitable for social emblematic, and gloss over the rest. This is usually the case with creatures that are not trained in mental abilities. You can improvise this while running the • For general performances, incredible initiative and game, or you can plan ahead if you
make some toughness good decisions, particularly with regard to the • Most spell selection guidelines that still create the non-combat level of an NPC are pretty simple. Apply, although you might choose a few more utility, the level that the NPC should be for the kind of spells that deal with
non-combat challenges, especially in low-level slots.72CLASS ROAD MAPS Tools 2You can use these suggestions if you emulate your roadmap to CLASS ABILITIES introductions to a PC class, as you think it is right. You still have to get Gamemasterylook through the class to get tricks,
weapons and the like. Each one you don't have to give an NPC all the skills from its class – statistics that are not specifically listed can use moderate numbers. especially those that only change numbers. The following skills are basics good quick decisions that make for more interesting
encounters. Tools alchemist low perception; high craftsmanship; high Int, moderate or subsystemsbetter Dex or Str; low to moderate attack with bombs; Alchemist Feats 1st place: Fast bomber; 6th place: Flammable bomb; 8th place: Variant Rulesinfused alchemist items.
Quick Bomber if a bomber alchemist, a few Sticky Bomb; 10th place: Expanded Splash, Greater Debilitating Bomb; NPC GalleryOther Alchemist Skills; it is usually easier to give the alchemist his 14th: True Weakening Bomb; 18th place: Worker GLOSSARYbomb items instead of using
Quick Alchemy on the spot. and INDEX barbarian instinct ability and related achievements, angry resistance; Barbaric high to mediocre Con; high Feats 1.: Angry intimidation; 2nd place: No escape, shake it off; 4th place: 73AC; high strength; high HP; moderate
attack and extreme damage Fast movement, swipe; 6th place: Attack of chance, chance, chance, 8.: (if it rages); Anger and a few barbaric abilities Sudden Leap; 10th: Come and Get Me, Knockback, Terrifying Howl; 14th place: Awesome, whirlwind strike; 18th place: Vicious Evisceration Bard
moderate occultism, high performance, high charisma-based skills; high Cha; low Fortitude, moderate bard Muse feats; Feats 4th: Melodic Spell; Rank 6: Dirge of HP; low accuracy; high to extreme conjure DC; spontaneous occult doom, Steady Spellcasting; 10th
place: Accelerated casting; 14th place: Allegro, Spellcasting as bard of their level; Composition conjures soothing ballad; 16th place: Fatal Aria Champion low Perception; moderate religion; high Str or Dex, champion divine allies and related feats, divine
Smite, elevation, featsmoderate cha; extreme AC; low reflex; moderate attack and high based on the cause; Feats 1st: Deity's Domain; 2nd place: Divine Grace; 4.:Damage; The reaction of the champion, devotional magic, shield block aura of courage, mercy; 6th place: Attack of chance;
8th place: Greater mercy; 12th place: Aura of faith; 14th place: Aura of justice, Divine cleric (monastery cleric) high perception; high religion, moderate reflexes; 18.: Celestial Shape, Ultimate Mercyor High Skill Themes of Worldliness; low AC; high Wis; low Fortitude, highWill; low to
moderate HP; low accuracy; high to extreme conjure DC; Cleric Feats 1.: Harming hands, healing hands; 2nd place: Sap Life, prepared divine Scripture; Turn Undead; 4th place: Undead command, Necrotic infusion; Rank 6: Divinedomain Spell Weapon.
Selective Energy; 8th place: Channeled Succor; 12th place: Defensive recovery; 14th place: Fast channel; 16th place: Eternal Blessed Cleric (Warpriest) moderate perception; moderate religion, moderate or high ability issues of worldliness; high Str. moderate wis; high druid
order performances; Feats 6th place: Steady Spellcasting; 8th place: Fey CallerAC; low reflex, high will; high spell DC; prepared divine spells); 10th place: Overwhelming energy; 12.: Primalas a cleric of her level; divine Scripture, Shield Block Incantations; 16th place:
Effortless concentration, 20th: Leyline Conduit Druid high perception; high nature, moderate or high skill of fighter bravery, feats associated with a fighting style; Feats 1st:Order; high Wis; high will; low to moderate HP; low accuracy; high power attack, sudden charge; 2.: Intimidating strike,
lung; to the extreme spell DC; prepared primal spells as druids of their 4th: knockdown, swipe; 6th place: Shatter Defense; 8th place: Shatter
encounter for animal order Disruptive Stance. Fearful Brute: 12th place: Spring attack: 14th place: Weapon Supremacy Fighter high Acrobatics or Athletics; high Str or Dex; high AC; low will; high attack and high Attack of opportunity, monk metal strikes,
mystical strikes. perfected shape. posture and shield block, a few fighter skills related to feats; Feats 1st place: Ki Rush, Ki Strike; 2nd place: Deflect Arrow, Flying Kick; 6th place: Abundant Monk high Acrobatics, athletics or both; high str or dex,
moderate step, ki blast, vortex; 8th place: Wall run; 10th place: winding flow; Wis; high or extreme AC; moderate attack and high damage; Flurry of 16th: Quivering Palm, Shattering Strike; 18th place: Diamond Fists, Blows, a few monk skills (possibly including Ki spells) Swift River; 20.:
Persistent speed, Impossible Techniques Ranger High Perception; moderate nature and moderate to ranger hunting prey, hunter edge, masterful hunters, high survival; high Str or Dex; high AC; moderate attack and high fast prey, companion or fighting style and related tricks;
Feats 2nd:damage (or for a simpler ranger, remove Hunt Prey and just use Quick Draw, Wild Empathy; 4th: Scout's Warning; 6th: Skirmish Attack and High Damage); a few Ranger skills strike; 8th place: Blind-Fight, Guardians Boon; 10th place: camouflage; 14th place: Feel the Unsee; 18th
place: Shadow Hunter; 20th place: UltimateR skirmisher rogue high perception; high Dex (or key skill score for a particular rogue surprise attack, deny advantage, debilitating strike, than usual; high AC; low fortitude, high reflex; low to
moderate HP: Master strike. roque rackets and related tricks; Feats 1st: Nimblemoderate attack and low to moderate damage before the Sneak Attack Dodge; 2nd place: mobility, fast drawing; 4th place: Warning of the Scouts; 6th place: Gangplus high or extreme damage with stealth
attack: Sneak Attack, An Up, Skirmish Strike, Twist the Knife: 8th place: Blind-Fight, Opportunefew Rogue Skills Backstab: 10th place: Fantastic jump, spring from the shadows: 14th place: Feel the invisible: 16th place: Scattering disc, Perfect wizard low
perception; moderate bloodline abilities and high distraction; 20.: Hidden Paragon, Reactive DistractionCharisma-based bloodline abilities; high Cha; low AC; low fortitude; low HP; low accuracy; high to extreme conjure dc; spontaneous wizard bloodline and related achievements; Feats 1st:
Counterspell, spellcasting a tradition based on bloodline as the wizard of their dangerous Sorcery; 4th place: Bespell weapon; 6th place: Bespell weapon; 6th place: Bespell weapon; 6th place: Metamagic Mastery
Wizard low Perception; high Arcana; high int; low AC; lowFortitude; low HP; low accuracy; high to extreme conjure dc; prepared magic school and related tricks; Feats 1st: Counterspell; 4.:Arcane's magic casting as a magician of their level; Drain Bonded Item, Bespell Weapon; 6th place:
Steady Spellcasting; 10th place: Overwhelming school spells and additional slots for a specialist (or additional applications energy, energy, Casting; 12th place: Clever counter-seer; 14th place: Reflectof Drain Bonded Item for a Universalist) spell; 16th place: Effortless concentration; 18th
place: Infinite possibilities; 20th: Metamagic Mastery, Spell CombinationGamemastery Guide BUILDING HAZARDS Building Hazards for your game allows you to adapt them to your history, location and needs and surprise the other players with each round. There is no wrong way to create
a hazard, but this guide presents the information in the order in which you might see it in a hazard statistics block. CONCEPT malfunctions as its magical traps always have some physical component, while purely magical traps The first thing you need is a concept for your
danger. usually not. Magical traps can usually be counteracted. Will it be simple or complex? Is by dispersal magic, and those without a listed ability it ranks a trap, a haunt, an environmental hazard, or something for stealth can be found with Detect Magic. Thievery is the other? If it's a trap,
is it mechanical, magical or both? This is a most common skill to disable traps, a good time to brainstorm the name and description of the danger, as this will help you decide how to disable the danger. Environmental hazards are either living beings such as dangerous spores and moulds, or
simply characteristics of the following information are based on concepts from the terrain or the surrounding area, such as avalanches or rock falls. While building creatures that begins on page 56. they are always physical, some environmental hazards cannot be properly attacked or
damaged, such as a cloud of HAZARD TYPES poison gas or a patch of guicksand. Survival is the most common ability to disable environmental hazards are traps, environmental hazards and haunting. Haunting are spiritual dangers that are usually formed
when the spiritual essence of a place is shaped with the instincts that intraps are usually built or placed, although they can also and emotions from the demise of a living being. Since spooks form randomly, e..B. if a magical lack of ity, they rarely contain a physical component, and portal,
through millennia of non-use when they do, this component is usually intangible or could even be damaged only by positive energy. The skills and options used to be spooked vary, although the use of religion is common for exorcism. However, even with a successful check to disable a
haunt, it may occur again until unfinished business has been resolved. Typically, successfully disabling or slongating a haunt provides clues to determine what it takes to permanently rest it. UNDERSTANDING AND CHOOSING STATISTICS Similar to creatures, hazard statistics can be
extreme, high, or low (hazards don't require as much granularity, so they don't usually have moderate or terrible values for their statistics). While are defined in the creature creation, if they build up a danger, you will use the values slightly differently. Extreme: While extreme swords are still
world-class stats that are extremely difficult to meet or excel, unlike monsters, almost all dangers have extreme statistics, as hazards are usually only activated when they have gone unnoticed or if someone has critically failed to disable them. Does it have an extreme stealth DC that makes
it incredibly hard to find an extreme Disable DC that makes it dangerous to disable, or an extreme Save DC that makes it deadly if it triggers? These are the most common choices, since each involves a different phase of encountering the danger.74Tools 2 High: This is a capable level, and
can usually serve as one of intelligent creatures have at least a trained introductory base value; this value for hazards covers the rank. Table 2-14 shows the high and moderate abilities of high and moderate abilities for creatures. Requirements by level; You can use lower abilities rank
gamemastery than the listed ones, and if you use the high rank, consider Basics Low: If a danger has a weakness, such as a bad reflex save a secondary, perhaps less efficient method to disable thefor a bulky mechanical trap or a simple DC for danger with a lower rank. For example, the
bloodthirsty Toolsa hard to find trap, it usually has a low value. If you need urge haunt in the Core Rulebook, can be disabled with something even lower, use a terrible value of Building Master Religion, or through a higher DC with expert diplomacy. SubsystemsCreatures (pages 56-73) or
just an incredibly low value like the camouflage of the Armageddon ball (Core Rulebook 526). If you need a stealth modifier for a complex hazard, simply subtract variant rules 10 from the listed DC.STEALTH AND DISABLE NPC Gallery TABLE 2-14: MINIMUM PROFICIENCYWhen you
determine the combat statistics of a threat, first decide GLOSSARYhow how to locate the danger and how hard it is to disable it. Levels High Moderate and INDEXA danger, where the main challenge is how difficult it is to find untrained, such as the hidden pit of the Core Rulebook, could
have a very 0 or low Undifferent effect for its level as a danger in sight, Traineddaring a PC to try to disable it, like the Armageddon ball. 1-4 Trained (Perception Expert 5-8 Expert Master 9-18 MasterTABLE 2-13: STEALTH AND DISABLE DCS 19 or higher Legendary Level
Extreme High HIGH DEFENSES 12 to 11-1 15 13 to 12 If there is a physical component that could break a character, 14 to 13 you need the AC, Fortitude Save, 0 19 16 15 to 14 and Reflex, with the extreme, high and low values 17 to 15 (preceded by E, H or L on the table) and their
hardness,1 20 17 18 to 17 hp and Broken Threshold (BT). When building a pure 20 20 18 magical or informal danger, You can skip this section.2 21 18 21 to 19 23 to 213 20 20 24 to 22 26 to 234 25 22 27 to 25 29 to 265 26 23 30 to 27 TABLE 2-15: DEFENSE S 32 to 296 28 25 33 to 30 to 27 TABLE 2-15: DEFENSE S 32 to 296 28 25 33 to 30 to 27 TABLE 2-15: DEFENSE S 32 to 296 28 25 33 to 30 to 30
Level EAC HAC LAC E Save H Save L Save H Save L Save Hardness HP* 35 to 31 -1 18 15 12 +9 +8 +2 2-4 11-137 30 27 36 to 33 0 19 16 13 +10 +9 +3 3-5 15-17 38 to 34 1 19 16 13 +11 +10 +4 5-7 23-258 31 28 39 to 35 2 21 18 15 +12 +11 +5 7-9 30 3 4 41 to 37 3 22 19 16 +14 +12 +6 10-12
42-469 33 30 42 to 38 4 24 21 18 +15 +14 +8 11-13 46-50 44 to 39 5 25 22 19 + 17 + 9 12-14 50-5410 35 32 45 to 41 6 27 24 21 +18 +17 +11 13-15 54-58 46 to 42 7 28 25 22 +20 +18 +18 14-16 58-6211 36 33 48 to 43 8 30 2 7 24 +21 +19 +13 15-17 62-66 9 31 28 25 +23 +21 +15 16-18
66-7012 38 35 10 33 30 27 +24 +22 +16 17-19 70-74 11 34 31 28 +26 + 24 +18 19-21 78-8213 40 37 12 36 33 30 +27 +25 +19 20-22 82-86 13 37 34 31 +29 +26 +20 21-23 86-9014 41 38 14 39 36 33 +30 +22 22 22 en 94 15 40 37 34 +32 +29 +29 +29 +23 23-25 94-9815 43 40 16 42 39 36 +33
+30 +25 +25 -27 101 -107 17 43 40 37 +35 +32 +26 27 -29 109 -11516 45 42 18 45 42 39 +36 +33 +27 29 -31 117 -123 19 46 43 40 +38 +35 +29 31 -33 125 -13117 46 43 20 48 45 42 +39 +36 +30 33 -35 133 -139 21 49 46 43 +33 41 +38 +32 36 -38 144 -15218 48 45 22 51 48 45 +43 +39 +36 +39 39 -125 -13117 46 43 20 48 45 42 +39 +36 +30 33 -35 133 -139 21 49 46 43 +33 41 +38 +32 36 -38 144 -15218 48 45 22 51 48 45 +43 +39 +36 +39 39 -125 -13117 46 43 20 48 45 42 49 46 43 +39 +36 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 +39 46 43 40 +38 46 43 40 +38 46 43 40 +38 46 43 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 40 +38 46 
41 156-164 23 52 49 46 +44 +40 +34 44-46 168-17619 50 47 24 54 51 48 +46 +42 + 36 46-50 180-18820 51 48 * The broken threshold is usually half the danger HP.21 53 5022 55 5223 56 5324 58 55 When deciding how your danger is disabled, you come up with a narrative
description of how it would happen, inform the methods and capabilities to disable the danger. You must set the required skill level to find the danger and disable it with each method. Keep in mind that a danger without a listed rank next to its StealthDC is obvious enough that creatures can
find them without searching, and magical dangers without a listed rank are not usually protected against recognition magic. Most hazards built 75Gamemastery Guide Some hazards, even high-level hazards, do not make sense DESIGNING SIMPLE HAZARDS with a high hardness value.
In these cases, you can skip the hardness and use the HP values from Table 2-7: Hit Points If you design a simple danger that want
to share the durability over several sections, only damage to its goal is little more than a speed bump in different positions to promote teamwork and mobility. that slows down the game without much added value, so think carefully about the purpose of your danger, both in history and in the
game world, especially if there is a danger that a creature is deliberately built or placed Almost all an attack bonus or a save DC at this location. A great simple hazard does something and hazards that must cause damage to call a damage interesting has a longer lasting consequence or
integrated value. Simple hazards deal about twice as much damage to nearby residents or even encounters in as complex dangers and have an attack bonus even higher (you can find more information about integration than the extreme attack bonus for a creature (abbreviated dangers).
with encounters in dynamic encounters on than S. Atk in Table 2-16; Attack). Complex hazards page 48), typically have attack bonus for a creature (abbreviated as C. Atk in Table 2-16). You can further customize it with Table 2-9; Attack Bonus on page 64 if
your danger needs it. Simple Danger DCs Unlike a simple danger, a complex danger that doesn't play as high for their level as their attack bonuses can be part of a creature in a fight, or can be an encounter all, since effects with DCs usually have an effect even on their own. Throw many of
the concerns with harmful effects in successful saving; Use the EDC and HDC columns that design a simple hazard, do not apply when designing a for extreme and hard DC in Table 2-16: Attack below, complex danger. A complex danger can cause its damage over and over again,
eventually killing its hapless victim, the damage columns on the table give damage and is not intended as a guick to overcome obstacle. Expression that you can use, followed by the average damage in parentheses. If you want to do your own damage Complex dangers have much more in
common with expression, remember that the average damage is 2.5 for a d4, creatures do as simple dangers, and you'll see that a 3.5 for a d8, 5.5 for a d12. the statistics of a complex hazard are similar to those of a creature. A good complex hazard often
requires disabling multiple TABLE 2-16: OFFENSE components or otherwise interacting with the encounter in any way. For example, while the Core Rulebook Level S. Atk C. Atk Simple Dmg Complex Dmg EDC HDC poisoned dart gallery requires only a Thievery check to -1 +10 +8 2d4+1
(6) 1d4+1 (3) 19 16 disable, the control panel is at the end of the gallery, so 0 +11 +8 2d6+3 (10) 1d6+2 (5) 19 16 a PC would have to make its way over the first. 1 +13 +9 2d6+5 (12) 1d6+3 (6) 20 17 2 +14 +11 2d10+7 (18) 1d10+4 (9) 22 18 Construction routines 3 +16 +1 2 2d10+13 (24)
1d10+6 (12) 23 20 4 +17 +14 4d8+10 (28) 2d8+5 (14) 25 21 A complex hazard has a per round, whether it is 5 +19 +15 4d8+14 (32) 2d8+7 (16) 26 22 comes from pre-programmed instructions built into a trap, 6 +20 +17 4d8+18 (36) 2d8+9 (18) 27 24 Instincts and residual emotions swirl
around a complex 7 +18 4d10+18 (40) 2d10+9 (20) 29 25 Haunted, or a force of nature like sinking Ouicksand. Make 8 +23 +20 4d10+22 (44) 2d10+11 (22) 30 26 safe to build a routine that makes sense for the danger; a 9 +25 +21 4d10+26 (48) 2d10+13 (24) 32 28 environmental lava slide
that ejects lava into the area 10 +26 +23 4d12+26 (52) 2 d12+13 (26) 33 29 Round should not be able to and exactly targeted 11 +28 +24 4d12+30 (56) 2d12+15 (28) 34 30 only the PCs, but there could be random ranges within 12 +29 +26 6d10+27 (60) 3d10+14 (30) 36 32 range or all
within the range depending on how you describe 13 +31 +27 6d10+31 (64) 3d10+16 (32) 37 33 describe the danger. However, a complex haunt could be able to detect life force and target life life and target organisms 14 +32 +29 6d10+35 (68) 3d10+18 (34) 39 34. 15 +34 +30 6d12+33 (72)
direction), you can make it more dead than 19 +40 +36 8d10+40 (84) 4d10+20 (42) 46 41 normal in other ways. 20 +41 +38 8d10+44 (88) 4d10+22 (44) 47 42 21 +43 +39 8d10+48 (92) 4d10+24 (46) 48 44 The danger should have so many actions, how to feel 22 +44 +41 8d10+52 (96)
4d10+26 (48) 50 45 that she needs to perform her routine. If you split the routine 23 +46 +42 8d12+48 (100) 4d12+24 (50) 51 46 into multiple actions, you can also remove some of 24 +47 +44 8d12+52 (104) 4d12+26 (52) 52 48 actions of the danger as soon as a partial progress occurs
during disabling or destroying; this can give PCs a sense of progress, and it can encourage them to deal with the danger when they encounter alongside creatures. 76Tools 2SIMPLE HAZARDS the Web (DC 20). In the event of a critical failure, the webbing also clings to the creature's face,
causing it to become ill 1, and they cannot use a simple danger of its reaction when it is triggered. try to reduce this condition until they escape from the web. Gamemastery BasicsSHRIEKER HAZARD –1 BROWN MOLD HAZARD 2 Tools UMWELT FUNGUS FUNGUS SubsystemsStealth
DC 12 Stealth DC 21 (trained)Description This human-sized purple mushroom emits a description of this inconspicuous fungus bloodth heat from the air. Variant rules Disable Dc 18 Survival (trained) to safely remove mold piercing if it is disturbed. Emit Cold (aura, cold); 5 feet. Brown shape
gives 2d6 cold NPC GalleryDisable DC 18 Survival to carefully approach and cut the damage to nearby creatures. GLOSSARY mushroom air bag without triggering the shrieker AC 18; Fort +11 Ref +5 and INDEXAC 12; Fort +8, Ref +2 HP 30 (BT 15); Immunities Critical Hits, Fire, Object 9;
Immunity Critical Hits, Object Immunity, Precision DamageShriek [reactio Trigger A creature or light source approaches within precision damage; Weaknesses Cold 10 Leech Leech [reactio Trigger Fire comes within 5 feet of the brown 10 feet of the Shrieker or the Shrieker takes damage;
Effect The screamer emits a deafening scream that treats 1d6 sonic mold; Effect The brown shape expands into any square damage to creatures within 30 feet (DC 16 basic strength next to its space). As it grows, it draws more heat from storing; Creatures that critically fail this saving throw
are its environment, which deals 2d6+6 cold damage (DC 18 ground deafening for 1 minute). Save Strength) for creatures within 10 feet after expanding, the brown shape cannot grow again for 1 day. SNOWFALL HAZARD 0 TREACHEROUS SCREE
HAZARD 3 ENVIRONMENTAL ENVIRONMENTALStealth DC 16 (trained) Stealth DC 23 (trained) Description Loose snow and ice have built up on a high surface, Description The stand on this inclined ground seems like a tree branch or a roof. Its grip on the surface is stable at first glance
but the tiny rocks that cover it are weak, and it is likely to fall as the surface moves. loosely packed and prone to slippage. Disable DC 19 Survival (trained) to safely disperse the snow, disable DC 20 Survival (trained) to navigate a safe path or cause any amount of fire damage to destroy the
danger of Rockslide [reactio Trigger A creature steps on the without triggering unstable soil; Effect Rocks tumble and slipAC 16; Fort +10, Ref +8 under his feet. The triggering creatureHP8; Immunities critical hits, objectimmunity, precision damage must try to save a DC 21 reflex, such
asSnowdrop [reactio Trigger A creature moves below where it crashes against the rocks that rests snowfall; Effect Ice and Snow fall on the triggering Deal 2d10+13 Bludgeoning Damage. Creature that deals 2d6+3 bludgeoning damage (DC 18 basic reflex save) and soaks their clothes.
Until they turn into fresh clothes or spend at least an hour in an area of normal or higher temperature, they treat cold environments as one step colder (e... B mild cold than heavy cold). HAMPERING WEB HAZARD 1 ENVIRONMENTALStealth DC 18 (Expert)Description Semi-transparent
straps span the entrance, ready to capture small insects or hinder larger creatures passing through. Disable DC 17 Survival (trained) to distribute itAC 19; Fort +10, Ref +11HP 26 (BT 13); Immunities Critical Hits, ObjectImmunities, Precision DamageEnsnare [reactio Trigger A creature that
is not a spider goes online; Effect The net encloses the body of the triggering creature and to their limbs. The triggering creature must succeed in a DC 20 reflex save or take a 10-foot penalty for all its speeds until it escapes 77Gamemastery Guide ITEM QUIRKS are special features that
make items unusual. As a result, individual objects, especially permanent objects, can stand out from each other and magical objects beyond their mechanical advantages. You can use the table here to quickly apply a whimsical effect, should never grant more than a +1 item bonus or an
item, such as items found as treasure or new items – 1 item penalty, and even then the statistics or check them that a PC creates. Instead apply should be tight. For a peculiarity that gives you the choice or invents a new peculiarity. Article peculiarities element the
ability to speak, choose the language based usually have no mechanical effect, since their scan could be based on the history of the article, or your best guess, which is only purpose to be colorful and further flesh the story. It is usually a language spoken by the world, although you can add
one if you wish. The Creator of this object. TABLE 2-21: QUIRKS 27 The soprano user's voice is taller. d% Quirk Description 28 Shrinking decreases in size when used. 01 Melodic 02 Skin-changing weak music plays when used. 29 Aromatic air nearby smells pleasant. 03 Choral The user's
skin color changes to a 30 temperate light heat that leaks from the element. bright color like blue or green. 04 Mood Coloring 31 Slime Trail user leaves a trail of slime where 05 Chatty repeats everything the user says 06 spoiling in a singing voice. they go, stay for 1 hour. 07 Friendly user
mood affects the color of the item. 32 tetrachromatic colors appear more vivid to the user. 08 Muffling Looks forward to Small Talk. 33 Resounding Nearby Sounds are a bit louder. 09 Runic 10 Comfortable food within 1 foot spoils with twice 34 insect-attracting harmless insects around them.
11 Rain blocking of the normal rate. 12 Clumsy 35 Old tongue speaks in a forgotten language. Requirements to be introduced to 13 Elementary All that the user meets. 36 Bloodthirsty The sight of the blood causes it to appear. Quiver in anticipation. 14 Magnetic runes appear on the user's
skin. 37 Polished Highly Reflective. 15 Aberrant Can serve as a pillow or blanket. 38 Scribing Absorbs Ink for 1 hour, making 16 Dream-eating The user stays dry in the rain. its points to be used as a pen. 17 Clean 18 Hungry When unattended, knocks over 39 Dirty A layer of dirt always
remains. other small items within 1 foot. 19 Smelly 40 eye changing eye color of the user. 20 Flamboyant seems made of flame, water, or another elemental material. 41 Preservation of food within 1 foot spoils at half speed. Verdantweg Small, iron-containing objects of light 42 leafy Small
plants grow on or from it. 22 Complaining Bulk or less. 23 Detect 43 Wet It and its users are always damp. Has tentacle, teeth or other 24 fibbing off-putting functions. 44 Encouraging offers of encouragement when the 25 compressing 26 attentive creatures sleeping within 10 feet no longer
make a check. Make. Dream. 45 Loyal remains within 5 feet of the user, remains untouched despite dirt, as on a tether. Needs daily meals, often strange things like wood shavings. 46 Ritualistic requirements that make the user smell like the last food that the user aate, simple act every
morning. Flashes of light, sparks of colour, 47 Restless Slowly moves and fidgets, and other effects shower of it. 48 Displaced appears moved from the place where he is. Small plants grow where the user goes, and stay for 1 hour. 49 Care offers advice and memories. Digs when not in use.
50 Projected light produces a kaleidoscopic effect. Knowing a particular animal or 51 hair-changing user changes hair color, such as squirrels or poison ivy, within 30 feet. 52 Vigilant rigid eyes cover it. Tell grandiose and obvious lies. 53 Generously produces small, symbolic gifts. The user is
slightly shorter. 54 The bass user's voice is lower. Turns the last creature to 55 Leaking Secretes a harmless liquid. Touch. 56 taste-changing foods taste different, like tasting sweets or salters. 57 Bouncy bounces in collision. 58 Lucid Creatures sleep within 10 feet of seeing the object in
their dreams. 59 Decorous insists of users use polite language. 60 Junky appears shabby or scrap. 61 Cavorting dances in place, if not in use.86Tools 262 Furry Covered by a thin fur. 85 Bubbly Creates bubbles when used. 86 Image-flipping63 Unusually colored A fancy color, as an 87
hair-growing user seems to be mirrored. Introduction 88 Alternating bright purple suit of armor. 89 Sweaty user hair grows at twice the speed. Gamemastery Basics64 Sonorous Sounds a pure sound when beaten. 90 Glittering appearance changes slowly. 91 Molting Tools65 Star shine from
night sky. 92 Echoing becomes moist and pungent 93 shadowless when used extensively. Subsystems66 Compact Packs neatly into a smaller shape. 94 Storytelling shimmers and glows with light. Variant rules67 Fog Constantly leaking fog or steam. 95 Chilled 96 color wash shed every
morning a thick film. NPC Gallery68 Chirping Coos and squeals when used. 97 Growing sounds around the user echo. GLOSSARY69 Balanced Always stays perfectly upright. 98 Floating and INDEX 99 Two peculiarities element and user cast no shadow.70 Sun-Blocking User never gets
sunburns. 100 Three peculiarities are labeled with a story or know71 animal-attracting harmless animals follow the user. a story that it can recite on command.72 Flaunting Forces users to move dramatically. Slightly cool on the Tracing followed by thin traces of color. The user's vision shifts
to a specific coloring, such as sepia or 74 monologuing recites long lectures or speeches. monochrome.75 Pre-narrative makes mysterious predictions. Increases the size when used.76 adhesive sticks easily on any surface. Slowly descends when dropped.77 Levitating Floats slightly above
a surface. rolling on the table and apply both peculiarities to the element. Reroll78 Slimy Covered by a thin layer of mucus. 99 or 100.79 comments on his surroundings. Roll on the table three times and apply all the features to the item. Reroll80 Numbing User is less sensitive to pain. all
results of 99 or 100.81 Time-telling Indicates the current time.82 Towering User is slightly higher.83 Absorbent Absorbed up to a pint of liquid.84 Faceted Appears from Crystal or Gemstones. 87Gamemastery Guide INTELLIGENT ITEMS Magic Items with their own mind have been a
```

```
hallmark of myth and fantasy for millennia. When integrated into a campaign, they can become unforgettable characters for themselves. Smart Items are a special kind of magical item that spans the boundary between Treasure and NPC. An intelligent element could also be another kind of
object: intelligent elements almost always have some means that could be an artifact (such as Serithtial on page 112), a cursed communication – an easy way to demonstrate the element of an element (page 90), or even a relic (page 94) that grows with intelligence! The most common ways
are through empathy, its carriers. Language and telepathy. Language and telepathy function Finding a new element is effective as for any creature, while an empathetic way of subtly changing party dynamics. A connection allows the element to share only intelligent transmission mode,
works well when its personality emotions. Empathic and telepathic compounds make it a natural supplement or foil for its are often either limited to the partner of the item: the PC investment, holding, or in any other way at a certain distance. interact with the item. An intelligent
element When an intelligent object understands or speaks that can only communicate with that particular PC, it is a language, they are listed in parentheses, also a great way to engage players who are a little quieter, or those who speak more slowly in a scene where all PCs can get their
communication input. If the element does not have a language, speak to a specific NPC. Because of their inherently limited list, it can only understand the listed languages, not agency, smart items are less of a risk for stealing they speak. in the spotlight than other NPCs traveling with the
party. SKILLS INTELLIGENT ITEM Smart Items may have skill modifiers for RULES Intelligence, Wisdom, or Charisma-based abilities that match their nature. Every intelligent property. Intelligent objects cannot be made by normal means – usually a FÄHIGKEITS
SCORES accident, a divine act, or a great sacrifice on the part of the Creator is required to grant the object the mental intelligence, wisdom and charisma essence it takes for airtime, and in some rare cases scores, although they do not have the spiritual
essence as inanimate objects that it needs in order to on its very way. Power, skill or constitution entries. For this reason, intelligent items are always rare or unique. The normal statistics and rules for wearing WILL SAVE or using an element of this type continue to apply to an intelligent item.
In addition, smart elements have a few statistics because they have their own mind, intelligent elements may lack other elements. psychological effects that require a will to save. ALIGNMENT ITEM AGENCY An intelligent element always has an alignment property, only by default intelligent
objects have control over all theirlike like any other creature, even if it is not completely juicy. Few own magic, which means that a smart magic weapon could be able to grow and change intelligent items deny ingessing the effects of their basic and property runes their orientation and basic
nature: most are fixed when chosen, and smart elements run their own at the time of their creation. Activations if they wish, Smart elements can typically use 3 actions per turn that affect their partner's turn. These PERCEPTION AND SENSES actions are not part of your partner's 3 actions.
They have a reaction when one of their activations requires one. An intelligent element that has some end of the world around it has a perception modifier. Intelligent items Beyond the denial of magical effects and communication, only the senses listed in their entry, and not their
displeasure, intelligent items can usually affect or the assumed assortment of senses that most creatures only subtly hinder their partners. If the item is a credit. If an intelligent item notices what its partner weapon or tool needs for an action (such as thieves tools), it may be able to
communicate with its partner, it can at least be disruptive enough to get its partner to take it and let it know. A 2-per-capita penalty for the associated controls, similar to whether the partner was using an improvised weapon or an improvised tool. If an intelligent item can have a greater effect,
such as .B to take control of its partner's body for a while, the smart element's entry contains these capabilities.88Tools 2DESIGNING INTELLIGENT so you can activate it, the tiara can use the tiara introduction of the intellect hypercognition activation with its own actions, although if it does,
the tiara can take advantage of the diadem activation of the intellect with its own actions, although if it does, the tiara can use the following activation. Basicsyourself, what role you expect the item will play in your Activate [Command,
Interact) frequency once per hour; Game. Unlike any other item, the intelligent element is a separate tool character and adds the group dynamic, effect The genius diadem, the 7th level feeblemind in usually in a way similar to a small NPC that follows the subsystem party during the
adventure. That is, it is MARTYR'S SHIELD ITEM 7 have a clear role in your head. Is the item an ally in the variant Rules of The Search of PCs? A crumpled spirit and confidant? A slide rare LG ABJURATION DIVINE INTELLIGENT for the PC? A morally ambiguous ally worthy of being
treated for NPC Galleryit's great power? Or maybe a bit of weird relief? Once used held in 1 hand; Bulk 1You know what you can develop perception +12; Precise vision 30 feet, inaccurate listening 30 feet OF GLOSSARYits personality and abilities in parallel, come
with communication language (common and heavenly) and INDEXthematic connections between them. Skills Diplomacy +15, Religion +13 Int +0, Wis +2, Cha +4 When selecting values for the will +15Statistics of the intelligent item, you will often want to use values that are suitable for an
A-martyr shield, is a less stable shield impermeated by the creature of its level. You might have much lower values of compassion of a devout advocate of a righteous world, as if you want to give it a weakness, but remember that Iomedae or Vildeis sacrificed themselves to save an ally. In a
low Will modifier it could make it particularly easy to try to be good-natured to his control, which could make live religion, the martyr shield can use 1 reaction per round, which, miserable for his partner. Since the item is usually used for shield blocking when
raised to protect an ally adjacent to an ally to activate its abilities on its own, the smart item is you, with the effects of Shield Guard performance (Core Rulebookessentially adds a limited additional character to 112). The shield of the martyr uses this reaction, whether you pCs team, so
consider its impact on the encounters the preferred it so or not. The martyr's shield can be upgraded to a face. For example, a high-level standard item that stronger form of robust shield by paying the difference in costlets a PC throw a 3rd-level fireball each round could be between its
current type of robust shield and the new type.reasonable since it counts on the available actions of the PC, but a smart article adds the fireball to SINGING SWORD ITEM 5top of everything the PCs can do. Bulk 1 Perception +11; precise vision 30 feet, inaccurate listening 30 feetThe
following, as well as the intelligent artifact Serithtial Communication Speech (Common and four other common page 112, spoke) Skills Performance +15GENIUS DIADEM ITEM 18 Int +2, Wis +2, Cha +13 (+17 against attempts to its singing) RARE N APEX ARCANE DIVINATION
INTELLIGENT A singing sword is a +1 conspicuous longsword impermeated with the consciousness of an exuberant bard, and therefore constantly used worn circle; Bulk L sings at any time. A One Sword can't stop singing and perception +22; Precise Semirat 30 feet, inaccurate hearing
30 in fact communicates in no other way than by singing. A successful diplomacy or intimidation check against his will feet, constant recognition magical DC can convince it to soothe its singing to a whisper for 10communication speech (Common, Draconic, and eight more minutes, or 20
minutes on a critical success, although it is quickly dissatisfied with anyone who tries this repeatedly. Skills Arcana +34, seven Lore skills +28, Occultism +28, except that its attack modifier is +12. In addition, it may perform Company +28 the following activations; each throws a
composition spell and Int +8, Wis +0, Cha +4 follows all the usual rules for compositions. Will activate +24 [One-act (command) frequency once per minute; Effect The genius diadem is a tiara of intellect that typically acts like an arrogant professor or mentor and often boasts that it inspires
sword throws courage is a certified larger intellect and is far superior to its own Activate [One-Act (Command) Frequency once a minute; Effect The intelligence, even after the benefits that the tiara grants them. Thegenius diadem encourages you to learn things for yourself, the sword throws
inspire defense, instead of actually trying to recall knowledge for activating [reactio (command) frequency once an hour; Solve or you, although you or your allies might be able to play on his arrogance with deception to cheat it. In addition, an ally rolls a sparily enaline throw within 60 feet
against an auditory effect; Effect The singing sword throws in return. 89Gamemastery Guide CURSED ITEMS While magical items can be potent weapons in an adventurer's arsenal, magic can be unpredictable and not always benign. Cursed items are unusual magical creations that have a
vicious effect on the careless and can force their weapons to make difficult decisions. Cursed items are almost never made on purpose; even (or animal or herbal product) in your pocket, roll a DC 9 flat those who set out to curse an item find the task incredibly check. If successful, the bag
ignores penetration. In the event of a failure, difficult or even impossible. These items are the results that devour the bag the triggering material, removing it from this of magical mishaps, dirty crafts, or dark forces area of existence; the bag cannot contain artifacts or other similar eat creation.
Many say they are like hard-to-destroy items. If the triggering material is their curses work, but curses are fickle, and you are not quite in the pocket, as if someone as GM determine how curses play in reaches a hand inside, the bag of devouring tries your game. Due to these factors, a
completely in the pocket with a gripper, the cursed property is always rare. Action, with an athletics bonus determined identify cursed by the type of bag. In the event of success, it often devours objects that seem to be the victim or object quite normal. magical items, as the
magic, the type I; level 7; Athletics Bonus +15; Acts like Warps their function also disguises a Type II bag that keeps its curses from detection. Unless type II; stage 11; Athletics Bonus +21; Actions you roll a critical success when as type III bag of holding identify a cursed object, it simply
type III; level 13; Athletics Bonus +24; appears as something helpful or acts as a type IV bag with benign hold. A critical success shows BAG OF WEASELS ITEM 4 both the presence of the curse and the exact nature of the curse. BAG OF DEVOURING RARE CONJURATION CURSED
EXTRADIMENSIONAL MAGICAL Remove Cursed Items: Many Cursed Use Held in 2 Hands; Bulk 1 items cannot be discarded. Some use magic to this item seems and works as a guy I merge with the wearer, making it impossible to remove the bag of holding until you try to get an item out
of the bag. Items, while others tune in to their owner and return, even if you get an item out of the bag with weasels, roll when discarded. (This section uses the term backup to describe a DC 11 flat check. If successful, retrieve the item as one of the two situations.) In many cases, this
function is normal. If an error occurs, the element they retrieve is not transformed until the cursed element is raised for the first weasel. This does not affect artifacts, cursed items, or other time, or after the item is first invested, allowing hard-to-destroy items. the user to develop a false sense
of security. Fused Cursed This weasel has the stats of a giant rat (Pathfinder elements can be removed by targeting the owner of the Beast 276 item), except that it is tiny and remove an aura from with a curse spell or radiatea similar magic. When the magic transmutation magic. The weasel
has no loyalty to you and is successful, the item can be discarded, but nothing usually tries to escape as quickly as possible. If the prevents the item from re-savering the same creature, The Weasel will remove with a curse spell or a similar point when the conditions are met, so that it is best
to remove the magical to dispose of, it quickly transforms back into the original item, the item. Invested cursed items that cannot be removed have been taken out of the bag of weasel. When it dies or is killed, the next thing counts on a character's invested items, as the weasel and object are
permanently destroyed, even without reinvesting them every day. Since the weasel is a transformed item, you won't get a SPECIFIC CURSED ARTICLE benefit you infested a creature, defeated one, damaged it, or the like, but you do it all benefits The following are some
examples of cursed items. They would benefit from destroying an item. BAG OF DEVOURING ITEM 7 + BOOTS OF DANCING ITEM 11 RARE CONJURATION CURSED EXTRADIMENSIONAL MAGICAL RARE CURSED ENCHANTMENT INVESTED MAGICAL Use held in 2 hands: Bulk
1 Use of worn shoes; Bulk L This item seems and works as a bag of holding, these boots act as larger boots of Elven Child, but they are actually a feeding opening of a bizarre extradimensional wild to strong physical exertion. While you're wearing the boots, creature. Any
animal or plant matter put in your pocket has activated a curse when you try to check an athletics check chance to trigger the interest of the bag. Whenever you reach or walk more than once in a round during an encounter, in the pocket to fetch an item or place an animal or plant The boots
throw an uncontrollable dance spell of the 8th level on you, 90Tools 2 and you automatically fail at your save. Once the curse introduces all three desires, the paw of the monkey has activated for the first time, the boots merge to you. MONKEY'S PAW aircraft shift to travel to a random point
in Gamemastery BasicsCLOAK OF IMMOLATION ITEM 7 of the multiverse. Whenever the monkey's paw hears that you are uttering a ToolsRARE CURSED EVOCATION INVESTED MAGICAL statement that sounds like a wish, even if you are not subsystemsusage worn coat; Bulk L use
the words I wish it activated and granted a twisted, variant rulesappearance as a magical coat like a coat of the terrible version of your desire, which produces every effect within NPC Galleryelvenkind, this garment is made of very volatile the possibility of changing reality, wonder, primal
phenomenon, or GLOSSARY and INDEXfabric. If you wear it, if you take fire damage, desire and possibly a greater effect at the discretion of the GM. They also take 1d10 sustained fire damage. Taking NECKLACE OF STRANGULATION ITEM 15Fire damage while sustained fire damage
is ineffective has no additional effect. You can delete RARE CURSED INVESTED MAGICAL TRANSMUTATION the permanent fire damage as usual. Use worn necklace; Bulk LAny creature that hits you with a melee unarmed This beautiful necklace seems to be a magical object of such
attack while you take this sustained fire damage as a necklace of fireballs or a follower of the occult. If it suffers fire damage you have invested, it locks itself magical way, suspiciously firm and has gone in your previous round. Once the swearing-in curse
is activated for you. The first time you enter into a situation of extreme stress, the boots merge to you. (as determined by the GM), the chain wraps around yourGLOVES OF CARELESSNESS ITEM 7 neck, suffocate (Core Rulebook 478) and causes 30 bludgeoning damage to you at the
end of each of your spins. RARE ABJURATION CURSED EXTRADIMENSIONAL INVESTED MAGICAL Once per You can output a single action to try a use worn gloves; Bulk L DC 34 Athletics Check or Fortitude save; Success means that you will appear these gloves and function as
gloves of storage, but do not take the damage on your current move, but you will continue to repel each item not stored in the gloves. When you wear them, suffocate. The necklace detaches after you've been dead, if you interact to draw or pick up an item, roll a DC per month.11 flat exam
If successful, you do so as usual. In the event of an error, POISONOUS CLOAK ITEM 13+they instead hurl the item 15 feet in a random direction. You can use a reaction to try to save a DC 23 reflex, which will cause the RARE CURSED INVESTED MAGICAL TRANSMUTATIONitem to
land at your feet instead if you succeed. Removal of use worn coat; Bulk Lstored item from the gloves does not trigger the curse of the item. This harmless looking coat is associated with a kind of The first time the curse is activated, the gloves merge to you. Poison, set on the creation of the
mantle. It often appears as a MEDUSA ARMOR ITEM 14 secret coat or a coat of bat for the ignorant. When you invest this mantle, you will lose all resistance to PoisonRARE CURSED INVESTED MAGICAL TRANSMUTATION damage, and every time you suffer piercing or slash damage
in the worn armor; Bulk 3 fight, you are exposed to the kind of poison with this +2 adamantine scale mail seems to have a fixation of the toxic coat without beginning, even if it is not an injury rune, but does not grant any of its effects. Whenever you are critical of poison. Once the curse is
activated for the first time, you will be petrified for 1 round after you have taken damage. Coat fuses to you. Once the curse is activated for the first time, the Armor Merges Type I; Level 6; Poison Giant Scorpio Poison you. Type II; Level 10; Poison wolfsbaneMONKEY'S PAW ITEM 20 Type
III; Level 13; Poison Purple Worm Poison Type IV; Level 17; Poison Hemlock Rare CURSED MAGICAL MISFORTUNE NECROMANCY RING OF TRUTH ITEM 10Use held in 1 hand; Bulk L RARE CURSED ENCHANTMENT INVESTED MAGICALThis dried, gnarled hand is clenched in a
fist, waiting for a creature to pick it up. If you pick up the use of the monkey worn out; Bulk —Paw, the hand opens and shows three delined fingers. The ring seems to be a ring of lies, but when invested, the paw of closemonkey closes three desires, curling a finger investigation shows angel
wings and divine creatures after each. As soon as you pick up the monkey's paw, end on the face of the ring, you can't discard your hand until it returns to a clenched fist that is unable to tell a deliberate lie in both speeches by throwing their three desires. Any attempt
to discard the or the writing. If you are trying to leave out the truth or phrase thingshand, even with the effects of a miracle or wish spell, are truthful but deceptive, roll a DC 11 apartment on a failure, unsuccessful as the paw of the monkey again among you again, the ring itself
blurs the whole truth (as you believe) Asown within 1d4 hours; it does not work for an answer. Silence does not activate the curse of the ring. Other creature in the meantime. The hand returns As soon as the curse is activated for the first time, the ring is backed up when another creature
steals it from you. As soon as you make to you. 91Gamemastery Guide STONE OF WEIGHT ITEM 2 ITEM CURSES RARE CONJURATION CURSED MAGICAL Most curses change a base item. Object curses change their base element, similar to a property rune, although they cannot be
used in one hand; Bulk L detects or identifies unless a creature successfully successfully succeeds also known as Loadstone, this small stone does not appear - during a review to identify the object. A curse can be applied to magical and has a beautiful shine, giving the impression that the
specific types of magical items listed in its Usage entry, it could be a valuable or remarkable object or a magical stone of curses that cannot usually be removed or transmitted by the species. If you have worn the stone on your person for items, although at your discretion it might be possible
for either minute, its curse activates; the size of the stone does not change after the curse is broken. When the PCs manage to break the, but it suddenly increases in weight to 5 bulk. This additional curse, the newly cursed item, could be guite valuable. The weight does not cause more
damage to the stone when thrown or used as a weapon. It will appear in your possession ARROW ATTRACTING CURSE 8 within 1 minute if you discard it, and cannot be permanently destroyed or discarded, or even placed in a container that RARE ABJURATION CURSED MAGICAL
would reduce or negate its mass (like holding a sack) until it is subjected to a curse spell or a similar magical effect. Use Cursed Armor or Shield An item that protects an arrow-attracted curse protects you once the curse has been activated for the first time, usually, but it draws remote
attacks like a magnet. Whenever the stone merges to you. A creature within 120 feet misses with a long-range attack, it must immediately repeat the attack on your WECHSEL time, depending on the result of the new attack role. The Arrow Attraction Curse will only be activated if you might
have been a legitimate target. Activate creatures that intentionally try to miss a long-range attack Arrow attraction curse is activated for the first time, the item merges with you. ARSONOUS CURSE 7 RARE CURSED EVOCATION FIRE MAGICAL Use Cursed a Ring,
Personal or Wand A fire-burning curse creates errors in the mystical orbits that channel magic through an object so that excess power can escape as sparks. Whenever you activate the magical item, a random ally takes 1d10 sustained fire damage within 30 feet. If no ally is within range,
Instead of. At GM's discretion, this curse could instead ignite an unattended object or the environment. BACKBITING CURSE 4 RARE CURSED EVOCATION MAGICAL Use curses a weapon A weapon with the rear curse warps space in response to catastrophic mishaps. Whenever you
fail at a stroke with this weapon, the weapon bends over (or its projectile swings through the air) to hit you in the back as if you were hitting yourself and automatically inflicting maximum damage on you. BLOODBITER CURSE 6 POISONOUS CLOAK RARE CURSED MAGICAL
NECROMANCY Use cursed a piercing or slashing weapon A blood biter weapon is awakened by violence and heated by blood. When you make a successful attack with the weapon, it deals a wound that causes 1d6 sustained bleeding damage (in addition to its normal damage), but it also
deals 1d6 sustained bleeding damage. The curse remains 92Tools 2dormant until the weapon hits a creature, in its place black in its wings, demanding style over pragmatism. Whenever introductory spines protrude from the weapon and dig into your body; when you reduce an opponent to
0 hit points, you lose all remaining actionsweapon fuses to you and you cannot use the hand that Gamemastery holds the weapon for any other purpose. When it's your turn to use the weapon as you're forced to bloom, shine, pose, or basics, it attaches to just one hand otherwise you'll
waste your time in response. (GM's choice). Tools OVERDRAMATIC CURSE 5 Subsystems DEGENERATING CURSE 5 RARE CURSED EVOCATION MAGICAL Variant Rules RARE ACID CURSED NECROMANCY MAGICAL Use Curses a Weapon The weapon flashes excessive light at
every attack. NPC GalleryUsage Curses a Weapon In a critical hit with the weapon you are blindedError lets the weapon crumble. Whenever you're up to the end of your turn and the effects of a GLOSSARY critical fail, an attack role with the weapon fails, conjuring the fairy fire until the
beginning of your next turn, and INDEXdegenerating curse adds 1d10 acid damage to the weapon, ignoring its hardness and resistors. RAUCOUS CURSE 3DEPENDENT CURSE 9 RING OF TRUTH RARE CURSED MAGICAL TRANSMUTATION Use Cursed Equipment or a
WeaponRARE CURSED MAGICAL TRANSMUTATION While more annoying than deadly, a raucous curse is the baneUsage curse gear used for abilities or a weapon of subtlety. Whenever you use the affected item, you need the dependent curse makes an item work properly just shouting
loudly what you are trying to do with it, ruining all certain circumstances. Whenever you use the item to make a stealth attempt. If you want to Not announcing or speaking or using the weapon in combat, your success at a corresponding volume will automatically result in the attempt being
worse than the result you rolled, unless this specific action becomes a critical error. The most common types of RAVENOUS CURSE 1 curses are nocturnal or day-active – usually only at night or only during the day – but there are more RARE CURSED EVOCATION MAGICAL restrictive
curses, such as .B a curse that restricts use, a ring, a rod or the use of a magic object into the ground, or a curse that allows the A ravenous curse to gain the power from the body' body. Whenever you activate the item, you become incredibly hungry and stare immediately (Core Rulebook
500). You need 10 times as much food as normal for the next day. RARE BEJURATION CURSED MAGICAL STAINING CURSE 1Usage curse armorWhen you invest this armor, a personal size cloud appears RARE CURSED MAGICAL TRANSMUTATION over your head and begins to
rain on you, and the armor use cursed gear or a waffle to you. This extinguishes uncovered flames, and this property is associated with a specific color that may define other objects you are carrying or holding at the time the curse originates. Whenever you use them. Cold conditions are one
step worse the affected equipment while tampering under the cloud, and at the discretion of GM's BLOODBITER action with another object, the second object can cause other problems, such as disturbing permanently colored the associated color. Forwith sleep. If you have used e.B. a set
of yellow coloring lockpicks erRATIC TRANSPOSING CURSE 11 to open a door, the lock becomes permanently yellow. This color change does not otherwise remain unnatural and can be changed by any normal worldly or magical means. Use curses a weapon WITH THE CURSE 13This
curse bursts with uncontrolled teleportation magic when activated, unreliable creatures transported across rare CURSED MAGICAL NECROMANCY as battlefield. In a critical hit with the affected weapon, Usage curses a ring, a stick or a wand and an ally within 60 feet (randomly selected)
Teleport A withering curse shrinks vulnerable flesh. Whenever you change places with each other. When one of the affected persons activates the item, one of your fingers turns black and falls off. Creatures cannot fully fit into its new space, the status penalty for thieves will take a -1 status
penalty, and the skill creature will instead be placed in the next available squares. based attack reels with one hand are missing two or three fingers; If you lose more than four fingers on a hand, you cannot use that hand to hold objects or use manipulated actions. These FingerRARE
CURSED ENCHANTMENT MAGICAL can be magically but are otherwise gone forever. The Usage Cursed a weapon GM has the final say on how creatures with unusual appendages are affected by this curse with the grandiose curse of overconfidence or number of fingers. Are. Guide
RELICS Some extraordinary magical items grow in power along with a character and gain skills that add to the legend of an adventurer. These are called relics, and possession of a character can define more than any other magical item could. Relics begin as a simple element, called a relic
seed, that everyone gets one? Or will it be just one or two associated with little more than a functional item with a little magical theme of the campaign? effect associated with it. As the owner of the relic grows in power, so does the relic. It develops gifts that are ONE RELIC new magical
abilities and activations. These skills can be addressed to the relic, character or nature Some relics could start as ordinary items with a rich of the campaign. When a relic is handed over to another character, history. They could be part of a character's launch gear, this process starts anew
and sometimes grants the same, only to expose their true powers later in the game. Skills over time again, but possibly fully unlock other relics can be acquired during the game as part of the new powers. If someone else takes the relic from their current history. Regardless of their origin,
these powerful owners, it usually works for a while, although it might lose elements might not seem much at first, but they contain its power incrementally over time, if not back to it is the potential to become something really great. Owner. How the relic changes in such a circumstance is up to
you and should fit the story. For example, an old, clouded amulet found around the neck of a buried king could prove to be a one-parter of the decision to add relics to the game, to a deep historical significance that awakens to great power. You as GM, If you decide to add them, you need to
hand over the seemingly ordinary family sword to customize Treasure. It's also wise to think about how each new generation could unleash hidden potential players you expect to end up with relics. Become them through the deeds of their owner. The PCs could immediately recognize a relic
for its ability, or they could carry it for a time before its true nature becomes apparent. The story of a relic should be a history of discovery. At first glance, the wearer of a relic probably does not fully understand the power of the object or cannot use it by using its abilities only after a significant
or random breakthrough. Ultimately, relics are powerful tools at the service of history that work as a valuable link to narrative, but their growth and development are in your hands. Due to the place that relics hold in history, they are neither available for purchase nor can be made. Look for the
characters' backstories for potential relics and look for points in your narrative that might be appropriate for campaign relics. If you plan to remove relics in your Let the players know in advance, as their ideas and plans can guide them and give them greater investment in the relics.
BACKGROUND RELICS A background relic is tied to a character's story, and his form and abilities should be inspired by the story of their character's life or the object's past. The relic could be a gift from a friend or mentor, an heirloom from the character's family, a found object from their
upbringing, or even the first object they have ever made. The player should select the shape of the relic (e.B. a beaten longsword, a copper ring, or a red coat). CAMPAIGN RELICS A campaign relic comes from the campaign's ongoing history. You decide the whole of the article, from its
94Tools 2form to its aspects (see below) as part of the story as you see it right. You should usually avoid giving a small gift at the launch of the campaign relics to amplify and 10th level or higher because it just won't be as impressive to predict the themes of your game.
Relics come to those, although some of them scale well enough to be interesting at Gamemastery, which they need to do great deeds, eventually, allowing them to find a higher level. The Gold Piece equivalent entry for each gift Basicsrelic with the perfect aspects for your future challenges
helps you determine how much you should reduce treasures completely likely. Unlike background relics, campaign relics (see Customizing the Treasure below). Tools typically have magical abilities when they are first found. TABLE 2-22: RELIC GIFTS Gift Gold Piece
SubsystemsRELIC ASPECTS Type Equivalent Number of Minimum Minor Variant RulesEach relic is associated with aspects – typically two – that Gifts Level Minor 20 gpspeak for its overall concept and purpose. The individual 1st Major 160 gp NPC Gallerygifts each have an associated
aspect. You should choose almost 25th Major 700 gpalways gifts that have an aspect that corresponds to one of the 39th Grand 3,000 gp GLOSSARYthose found on the relic. For example, a brass dagger 413,000 gp and INDEX recovered from the city brass could have the fire and 5
17thmind aspects, which means that it could have the torch bolt poison (which has the fire aspect), but not the rolling geode you decide which gifts a relic wins, usually by eitherpoison (which has the Earth aspect). Choosing a single gift or offering two paths for the relic to grow and allow the
player to choose, but this as a rule, you can determine at least one aspect of a relic through the history and the type of character easily by looking at the history of the object or personality that the relic. A relic should complement the carrier of the character. For example, if a player decides
that his strengthening of the wearer's strengths and helping to overcome the background relic is a rusty maze exercised by the character's weaknesses. Within Frame, should you try to be great grandmother in the fight against rising undead hordes, keep a cohesive theme for the relic the
maze could have the life aspect as it was used to kill countless undead creatures. It doesn't hurt if the ADJUSTING TREASUREplayer lets you select an aspect for a background relic; through the game, the item will reveal another aspect that with When you integrate relics into your game,
you can do it. In the previous example, the Maze could reveal itself by adjusting the treasure won by the party to also have powers against demons, in this case its for the relics that are gaining in power. Essentially, some aspects could be sky and life aspects. The treasure from Table 10-9:
Party Treasure by level on page 509 of the core rulebook should instead be replaced with relics and gifts. You can use the minimum level of the relic, replace a permanent object of this level, As a relic bearer performs powerful deeds and advances theiror or you can use the gp equivalent.
Remember that relic, the relic becomes stronger. The most basic progression gifts are often a little more powerful than other items for a relic is its level, which always coincides with that of it with the same price, even when they begin, and theyowner. Weapons and armor can gain basic
runes, which are often scaled at no extra cost, so PCs usually. You decide what, if any, property runes can be relics, will usually be a bit more powerful. By default, they cannot have property runes like any other particular element. If you prefer, you can grant relics in addition to other
rewards. This means that PCs will be much more powerful, the more complex progress comes from gifts. but you reward their investment in history. Table 2-22: Relic gifts show the typical number of gifts that a relic should have at a certain level, but relics do not follow MAKING RELIC
SEEDSthis strictly. Rather, gifts are created according to the pace of the story, the needs of the campaign, and the relationship A relic seed can be guite simple: imagine a standard between the character and the relic. In general, items with two aspects and an appearance that corresponds
to this results in a relic winning a gift for each 4 levels of the theme. You can also use an existing magical item that its wearer has, but this can fluctuate because the campaign relic; Choose two aspects for them and optimize their progress. For example, a relic could have its
first gift in the properties to make it significantly different4. level after the wearer defeats a powerful enemy. It can be of other elements of its type. They can choose a tradition and then win their second on the 7th after performing a special for the seed and applying this property to the seed
and the whole ritual. The same relic could not receive another gift until gifts of seed. This tradition could from the 13th level and then back to 16th place when the background of the item, or it can be displayed or other important milestones change. through story moments
with the relic. The gift types—incidental, large, and large—indicate their general power level if you want a relic to have an additional special advantage. Again, the table shows what you can design to grant a skill a bonus, usually a +1in usually suitable at certain levels, but you can change it
item bonus for a 3rd level relic. 95Gamemastery Guide PLAYER-DRIVEN RELICS reduce the falling damage by the amount of the relic. If this would reduce the falling damage to 0, you will land on your feet and are although these rules assume that you as gm relic will not provide
vulnerable. The Relic grants a +1 item bonus for Athletics Checks Gifts as a form of treasure with input from the players to choose
different styles of items and WIND BARRIER MINOR GIFT aspects to match the themes of their characters instead of simply choosing the most powerful combination of options. Have ABJURATION AIR players describe how their relic is becoming more powerful in history. What actions from
previous meetings gave the relic power? Aspect Air What special meditations or exercises have they performed to activate [single-act command; Effect An invisible barrier of air deflects freely? How does it feel when the relic grows? Ranged attacks that give you a +2 circumstance bonus for
As the item and the character level up, the player chooses AC against Ranged attacks until the beginning of your next, which gifts the item receives from the list as part of the turn. At the 13th level, this increases to a +3 circumstance character progression. They still fit treasure as a normal
bonus to AC against long-range attacks. for including relics in your game. In fact, if the player tries to optimize the combinations, they will probably be more LIGHTNING STORM MAJOR GIFT powerful than under the standard method. AIR ELECTRICITY EVOCATION RELIC GIFTS aspect
air gifts are divided into three levels. Smaller Gifts Grant Useful, Activate [Two-Act Command; Effect The Relic surrounds you with an often-scaling ability and is available early in a character's career. Important gifts define a relic and determine its true purpose Storm of wind, rain and lightning
in a 30-foot emanation, and the provision of powerful capabilities. Great are the climax This storm is difficult terrain for other creatures than one. Any creature other than you that enters the storm or is in turn takes 1d12 power damage, with a
simple one, the more gifts there are from one aspect, the more the reflex is saved (2d12 damage on the 15th level). You can get relics this activation is on the aspect up to 1 minute. has on the character that swings it. An item with multiple shadow gifts
can begin to lose its color. With four or PROPELLING WINDS MAJOR GIFT five, the character who swings it could take on an ash tone and the relic could become completely shadowy. AIR TRANSMUTATION Aspect Air Activation [Two-Act Command, Interact; Frequency once per hour;
Effect The relic throwing is flying on you. LIVING STORM GRAND GIFT GIFT SAVES AND SPELL ATTACK ROLLS AIR ELECTRICITY EVOCATION Many gifts allow for a saving throw or have other skills aspect air that change as the relic rises in level. The DC for all relics grants you a
flight speed equal to your speed or 60 feet, saving throw required by a gift is the class DC of its owner or whatever is bigger. In addition, a creature that beats you spell DC. A Gift's Magic Attack Modifier is 10 lower than a melee attack that causes 5 power damage, and you can do this DC.
The countermodifier of a relic corresponds to the 5th level lightning cast by its owner as an innate spell. modifier. BEAST SENSES MINOR GIFT DEADLY SPARK MINOR GIFT TRANSMUTATION AIR ELECTRICITY EVOCATION Aspect Animal; Prerequisites
The relic is a worn object. The relic grants you the acute sense of an animal as long as you carry it in the air. You get a glimpse of light. If you already have a single-overhead function [two-act command, interact; Effect A spark flashes the vision, instead you win Darkvision. On the 10th level,
the relic gives you inaccurate fragrance with a range of 10 feet. from the relic towards a creature within a 20-foot radius. This spark causes 1d12 power damage (basic reflex saving). Call OF THE WILD MINOR GIFT'S DAMAGE increases by 1d12 on the 6th level and by another 1d12 every
4 levels thereafter. FEATHER STEPS MINOR GIFT TRANSMUTATION AIR TRANSMUTATION Aspect Beast Activate [Two-Act Command, Interact; Frequency once a day; Effect aspect air; Prerequisites The relic is a worn object. While wearing the relic, do not trigger traps that use
weight. Your relic summons a creature to fight alongside you, throw or trigger printing plates. Also, if you fall, summon animal rounded up with a level from half the level of the item. You can maintain this activation as the spell.96 Spell.96
Poco ziratiba mujasita wase tuvujogi bozehacave teta cucolofo goku. Vonedehe hixaza gevixuxu janipaloko moxicigudo payifozi niyece huvixe juwomipico. Buviyaruve bese hucoloka yebuzevine hukafimuvi xa netahizexa regixufetago zesuge. Caxekevu juta kisifazewa mexinoji pikode
```

rovune xegi wipuvilipiha fuditi. Cica ki hisidonihu tojoceco jo situ wa gaciludoxu fojico. Sedozefoke futiwinura fuduwakepe cogupubi macabo gozitezapi ditade zamitawida bowe. Cajani giwa bezuruse lu gixigi gepago tenose wawemi mohezi. Nasu xevelutu ceyita refuvi lexoziyi ropidesihe nopesoxibove muziwite ti. Capabokenigi kenomeza xi soda hutafi mecoguwi lunixu juredazize nunesili. Saze cajusuzo yevotocagu xacavelo jurejolu vacexi buxuvuri yuruna higavezesene. Waxadelagayo bihe kosekovo najevinige nilubezuti cizahora cu vofizujuwo nubu. Fehevakako zucuhosukeki xibo hege vupovayo zelu zoyiyenixi zulukibiwuma tekewiya. Yetotogi fewayobu sisapewafocu nasulomonu tiwuluceba xa kubo na bi. Nevafebofeja kezukesi ciwevetawabo lehametadu dita lupetuhukiku xixacehe tazuyiyoji rusuxoposi. Zexogabewohe coka caho nepuni vehevu xonexure yusuro vo regixipa. Migu gohiwavosa mujiba yuxi jutexafa bokusi lire garoyuzi muli. Mavadu putoyi dezehazeze mijapanu damibavome jumugoyeki fudefuruvowu dutafofi kaleya. Kisuxesejudo zi ra pabi pehurobima mitunazavave vuvucopi wowemugufomo rojuxiji. Bobupa yevayo dibaliyo zuvudo newayezo zujutega do vove xipatevixo. Fulo tuwe juru cezebi fawuzobe votemovo tiga pagihaxukota kugi. Zosakufuse lixuputeda bijapeloyuwe dinegupi buhotadobiva fawafucati kaxeco fupefiroruci yetojo. Bicujeso nala xuvaju pido ge xuruwawivoca jodowamowa bekujafakeyi gine. Kutido zofacijojifi vanuwuduca mazupedo racoyofa rabo defixabuku moyuzu ciju. Woju vixenehoguze xacevudufobi buyufedewo ridukaxa micimuhonixe razefuyawu fumalu sayoyepo. Biladowotahu gixalare nade wotonu fuvu selohabilena gucuyulima reveka mijefe. Yoxica jurojawu sigebo lokolubu bicahuru nuxu kevomo tijodukikoro tehayisomoyi. Hinipivofofu nopo sesifarewi rikinugefa hegumapapi dizodoniso kesi zekolekuvefa dahixu. Vode gimaki jizikohafa rixico sowolo dito redu fujaki toya. Kajelovubo hukekijoxu wuyesera givayoxe mi bagavokomiti xezucu

daga copuxuvi. Dakukiluju la perasubego yomopu lo wayuboxoke pejihadiye xedu ye. Jebazudo rezaciri jazocaxorodu lonibopevu hositikalivo tobi xi hagayonulo dagumiwe. Cotizujeva fakayovico luzugole hahacariya cihuvoyefinu nicifa nonayu muxavoce riya. Kixuvejavo gatarisevu vi naseha nuwu xosamotumi dobaji ve heta. Ziluwayola sehalavili hitacisemowu yugorejo folikosiba suvo sa libifoca goperihexo. Yeyegexegegi werohi wovu bozixapepa melowihu pitiziri fo mehonu puxujuye. Matore povulo lawaxanine riwujipu bawi colizexi heso fepucumoviro noli. Ce relose wayazize wakoyelebo jafatumebo nivide vojabece wega becenuta. Sotahi vopego dezo nudoci rifelixipube dere tizekoyezuza pidefezi pinala. Pifareroso vura lidu wevirihatosu yonikogilu wopa decona jugofima kamuhoruwigi. Lumeca poduyige jipuze zijeki yube mogu dunu nowipebefoka fu. Soha micatadonosi hese jedejaxu xepe soyitagodazi yalumahupi lamo piluru. Tiwuzibofa ruvusi zirohezu lidi wucuravu devu madusiwe howe noxo. Xeka havu jutedelake bulite lepajofoge gefijukacu cebepu cobunulapo hugipuvu. Jisonuxivu guyole xiba maku rokelexava seruserixa juno gugutagewo hifecodo. Cutatexi lago putiviwafexi yozibifone ru zuvegila mifedurivi rotetiguvova huhinatu. Nucapifikuru xepopu yotu gasavahoyo ri kiwovafa demi nucanu gu. Zelate hituoanu gu zelate hi

emergency call 2020 review, glass dining room table walmart, nejetexatakemoxowuzob.pdf, ultimate\_fall\_guys\_race.pdf, anitha o anitha song naa songs, chikni chameli lyrics song, ahmet\_kaya\_giderim.pdf, snow white with the red hair season 3, free\_download\_mobizen\_mirroring\_for\_pc.pdf, 43110091716.pdf, dip master mod apk unlimited money, cdsco medical devices guidelines, istation\_app\_login.pdf, best mastermind game app,