WORLDWEEP LIVING WORLD RULES

Core Rules for a Living World — 2.9

IMAGE LICENSES

Amethyst image by Marie-Lan Taÿ Pamart, used under CC BY 4.0 International.

PUBLICATION TIME

This document was published on 2025-12-18 06:26:28Z.

CONTENTS

INTRODUCTION

This Living World is characterized by a few key elements:

- Players that can join at any time and leave the game when they wish.
- A persistent world that changes based on character choices and an overall story guided by a team of writers.
- Short, single-shot adventures, called "Bounties" that offer specific rewards and form the basis of character advancement.
- Role-playing opportunities that happen as players have availability and desire.

It is designed to be played on Discord, although it can be adapted to other fora. This document contains the rules of the game. A separate document contains the basic story and setting information. It's split up this way in order to make it easier to adapt these rules to any setting as well as to make licensing more straightforward.

PLAYING THE GAME

The Worldweep is a cooperative play world hosted on Discord that utilizes the Pathfinder Second Edition system. Players from all across the globe can make use of a unique setting and custom storytelling system in order to create a living world with emergent gameplay. A simplified, modular leveling system makes it easier for players to keep track of character progression. GMs can make use of loose adventure prompts to maintain continuity with the setting while simultaneously telling stories the way they want to. Every adventure contributes to global progression, allowing characters and GMs to leave a lasting impact on the world. Some of the thematic elements are most appropriate to a post-apocalyptic setting, but the Worldweep rules for a Living World can be used for any setting.

When creating your character and its backstory, read the Story Guide. It will have more detailed limitations and opportunities for character creation, including ancestries, classes, and organizations that do exist in the game and are available for play. The rules here are the basic rules that are expanded on as the story unfolds.

2.1 CHARACTER BUILDING

Table 2.1: General Rules

Rule	Accepted
Free Archetype variant rule	✔
Shardbound Paragon	✔
Up to two characters per player (and no more[1])	✔
Underage children of any ancestry	✘
Any content[2] from Adventure Modules or Organized Play	✘
Any content[2] that requires the existence of a setting-specific organization[3]	✘
Non-secret[4] languages, regardless of rarity	✔

Table 2.2: Classes

Classes	Accepted
Common Classes	✔
Uncommon Classes unlocked through play (See Story Guide)	✔
Other Uncommon Classes	✘
Rare Classes unlocked through play (See Story Guide)	✔
Other Rare Classes	✘

Table 2.3: Ancestries & Heritages

Ancestries & Heritages	Accepted
Common Ancestries & Heritages except Ancient Elf	✔
Uncommon Ancestries & Heritages	✔
Rare Ancestries & Heritages unlocked through play (See Story Guide)	✔
Other Rare Ancestries & Heritages	✘
Ancient Elf Heritage	✘

Table 2.4: Backgrounds & Feats

---

[1] Additional character slots are sometimes available as rewards.
[2] Feats, backgrounds, items etc.
[3] The organizations specific to particular settings are not necessarily available. See the Story Guide for details.
[4] Secret languages like Wildsong are granted by specific features, which function as normal.

Backgrounds & Feats	Accepted
Common Backgrounds & Feats	✔
Uncommon Backgrounds & Feats not prohibited by General Rules[5]	✔
Rare Backgrounds & Feats	✖

---

[5]Uncommon options not prohibited by other rules are available for character building. For example, a PC doesn't need to be a Draconic subclass or Kobold in order to gain access to the Dragon Disciple Dedication.

Table 2.5: Items & Spells

Items & Spells	Accepted
Common Items & Spells	✔
Uncommon Items & Spells[6]	✔
Rare Items & Spells	✘

Modules, such as Adventure Paths and PFS Organized Play scenarios, are not allowed to be used for building characters or buying items, but content from the Lost Omens products are.

Worldweep uses the Free Archetype Variant Rule from the GM Core. For this reason, the Ancient Elf Heritage is banned.

You may rebuild your character as much as you'd like up until you reach 2nd level. See the Story Guide to determine where your character starts.

The prominent factions of the core setting are unavailable by default in Worldweep. If there is any narrative or rules prerequisite that would require an organization to exist, then that choice is not available to take. However, backgrounds (such as Academy Dropout) which don't require a specific organization may be used. It is reasonable to conclude there are still some academies that exist in the world that you dropped out of. If you're unsure, please ask first.

When you've completed your character on Pathbuilder, Wanderer's Guide, your own brain, etc., simply share the character with your GM when asked. For 1st level characters, apply any earned gold after you have spent the starting gold. If you'd like, you may submit the character into the channel #Heroines' Hearts [RP] in the Harbor of Hearts category for everyone to see.

The easiest way to remember these character building rules is to follow the general rule that: if it is rare then it is not usable. If the tags allow for it, then it is allowed. If you have any questions or problems you are always free to ask in the Discord channel #Worldweep-faq.

Characters must be an adult of any ancestry or heritage. This is a zero tolerance rule.

2.1.1 FREE ARCHETYPE

Worldweep uses the Free Archetype Variant Rule from the Variant Rules section of the GM Core. For this reason, the Ancient Elf heritage is banned. If your class would give you a dedication feat before level 4, speak with the Writing Team. The option will be either be prohibited or a replaced with a prescribed alternative.

2.1.2 SHARDBOUND PARAGON

All Player Characters in Worldweep are Shardbound. As such, Worldweep uses a Shardbound Paragon feature described in subsection 5.1.3. You gain a Shardbound Feat at level 1, 3, 7, 11, 15, and 19.

2.1.3 MOONLIT JUNCTION LANGUAGES

Every character begins play with an additional language common among the denizens of Moonlit Junction, reflecting either their experience among the locals or the prepararions they took for their journey. Refer to the story guide entry for Moonlit Junction for a list of languages.

2.1.4 UNCOMMON AND RARE OPTIONS

Uncommon options are generally allowed and rare options are generally not allowed, though see the Story Guide and other more specific rules for exceptions. When a class feature or feat instructs you to select a Common option, you may select any allowable option under the current rules. For example, a character with the Alchemical Crafting feat may select a Goo Grenade formula, even though it is an uncommon item.

2.1.5 MULTIPLE CHARACTERS

Players are allowed to play up to two characters at once[7]. Your characters cannot:

- share an inventory or items with one another;
- travel together (unless it is as part of a large group);
- be in the same Bounty;
- communicate important information between each other; or
- make choices that specifically benefit the other character.

In general, one of your characters cannot benefit from the actions of the other.

2.1.6 DEATH

Death for the heroes of the Worldweep is, by default, permanent. If your character dies, they cannot be

---

[6]Uncommon options not prohibited by other rules are available for character building if you can afford them.
[7]Additional character slots are sometimes available as rewards for things. These rules apply no matter how many characters you play.

resurrected after a minute has passed. Death is likely for the bold who wish to take on ⭐⭐⭐⭐⭐ Bounties consistently. It is unlikely that you will survive such a hard encounter—much less a series of them.

If you lose a character, whether due to death, retirement, or some other fate, that slot is now open to create a new character. If the lost character was level four or higher, you may create a new character two levels lower to fill the slot. If you do this, create the character using typical character creation rules, then award enough stars to level them to the required level, including standard gold. The character may then spend that gold at vendors or to other characters to purchase items.

> ### Weepshards, a Preliminary Analysis
>
> …and the soul of the Shardbound is delayed in its journey to the River of Souls. What this means for the resurrection of the dead is not yet clear, but it is my belief that if the Weepshard is …
>
> — fragment found in the aftermath of the Hollowvale Library fire

REINCARNATION

Reincarnation is an exception to this general rule. The price for Reincarnation is one fifth of the usual price. Replace the Critical Failure effect of Reincarnation with "Ping the Writing Team for the result."

RESCUE

A character who is lost (as opposed to dead) can issue a Rescue Bounty if they wish. A character may also issue a rescue bounty to recover a body part for use in Reincarnation. The Bounty Price for the Rescue Bounty is one fifth of the price of the ritual Resurrection cast on a character of this level. There is no Bounty Reward for running this Rescue Bounty. A GM gains 2 banked stars for running this Bounty as usual. Rescue Bounties must be issued within two weeks or the character will be permanently retired or dead. Any character may be Rescued. The level and star rating of the Bounty is the same as the Bounty during which the character was lost. If a character is somehow lost outside a Bounty, it is a ⭐⭐⭐⭐ Bounty of the character's level.

Once the lost character is recovered, it may still be subject to effects that need to be dispelled or treated. A petrified character may need depetrification or a permanently polymorphed character may need dispelling.

To post a Rescue Bounty, make a new post in the #bounty-board with the following format:

```
[R<nnn>: <Name of Character> is in Peril lvl
<Rescuee Level> ⭐⭐⭐⭐]
```

The rescuee may be somewhat creative with the exact title, as long as it is clear that it is a Rescue Bounty. The number <nnn> should be one more than the last Rescue Bounty posted. The Rescuee then asks for GMs to run the Bounty and selects one of them. The GM then selects players and time as usual. Rescue Bounties are not (usually!) Canon Bounties.

The Bounty Price is typically paid by the rescuee, although this is not required. Payment of a Rescue Bounty Price is not considered a gift (see subsection 3.3.6) and does not require rapport. Members of the Adventurer's Guild support one another in times of extreme need.

RETIRING

If you no longer wish to play a character, you can retire them. Write a suitable send-off in the relevant channel, tagging yourself. Mechanically, retirement is nearly the same as death. The character is an NPC and unlikely to remain part of the larger story. They depart with all of their belongings.

A character retired in this way may be un-retired to fill an empty character slot in place of creating a new character of its level or higher. If the new character slot is below the level of the retired character, it may not be un-retired in this way. This is the only way to un-retire a character. A character may not be un-retired by anyone other than the player that created them without that player's express permission and a receipt documenting this.

Slots do not "remember" their maximum level. If your level 7 character dies and you replace them with a level 5 character that promptly dies, you may replace that character with a level 3 character, hopefully one with better luck.

INHERITANCE

As a general rule, all items and wealth belonging to a character that dies or retired are lost. However, items with the "Inheritable" trait may be passed on to another character or guild. If such an item is lost, the inheritor may run a Rescue Bounty to recover it.There is no Bounty Price for a Rescue Bounty for a lost item, but the level to retrieve a lost item is one higher than the level of the Bounty on which it was lost. If this Bounty fails, followups are possible, but the level continues to increase by one. This Bounty has no Bounty Reward, but the GM receives 2 banked stars for running it. If successful, the item is recovered and returned to the inheritor.

Homes may generally be inherited, unless the owner wishes otherwise.

2.1.7 REMASTERED RULES

Worldweep uses the latest, remastered rules from Paizo. For any option (including spells, features, abilities,

monsters, and such) that has been remastered, you must use the remastered version. The new version replaces the old version, which may not be used. For determining if something has been remastered or not, use the Archives of Nethys website. If it forwards to a new page, then you must use the new version. If it does not, then the premaster content is legal for play.

2.1.8 Playing in the World of the Weep

Signing up for Bounties is done in the relevant Bounty channel. The guild will list the Bounty prompt and in the Bounty Board, GMs will create a new thread with the exact title for their game. Players will then sign up in the thread created. GMs set a time and players run the Bounty with the GM. GMs have full authority and discretion on whether or not they want to allow a player to play.

For accounting's sake, all games within Worldweep must be played and recorded in the discord or they will not count towards your character progression. This includes the text channels and the voice channels. Concerning Guilds, splinter discords or group chats for Guilds do not count as canon. If the events didn't happen in a relevant channel on the discord server, then it doesn't happen in-world. Please keep that in mind. Guilds and other character organizations may be given an out-of-character (OOC) channel for conversation, at their discretion.

Play-by-Post (PbP)

All Bounties can be played as either Play-by-Post or Live, unless the Bounty indicates otherwise. Play-by-Post games take longer to run, naturally, so there are additional weekly rewards to make up the difference. See subsection 2.3.4 for details.

Pathfinder Second Edition does not have any strict rules on how PbP should be played, so the GM will instruct players on how they play.

Time Marches Forward

Every two weeks (Monday to Monday) in real time all Bounties that have not been collected will simply disappear as interest and urgency wanes. New Bounties will go up every other Monday afternoon, and when they do, all old Bounties become void. Any Bounties that are already planned are welcome to go ahead, though.

Downtime activities such as reclaiming a lost animal companion, retraining, etc. takes real time to complete. For example, reclaiming an animal companion takes one real-time week. Earned income and crafting for earned income is not an available activity for players.

Every real-world day offers enough time for eight hours of downtime, eight hours of exploration activity, and eight hours of rest.

Retraining

You can spend 1 week of downtime retraining to swap out one single character option (feat choice, skill increase or trained skill selection, spell in your spell repertoire). You can spend 2 weeks of downtime retraining to swap out one major, yet still single change, like retraining your subclass (Wizard School, Druidic Order, Rogue Racket). You can spend 1 month of downtime retraining to change any number of options at the same time, like shuffling your feats around or changing one of your archetypes and all of the feats you have from it.

Retraining requires a suitable location and teacher. You cannot Retrain without an Academy. See subsection 3.2.2 for details on Academies. Academy requirements do not need to be met when using special retraining options like the Kineticist's Reflow Elements feature or the Animist's wandering feats.

Broken Builds

Every once in a while, Paizo or the Writing Team will make a change to the rules that rather drastically changes the value of a character build. When this happens, the Writing Team will generally offer a free, instant respec that addresses the issue. The exact bounds of such a respec is always case-by-case, but usually involves not just changing the problematic feature, but also any features that depend on it. Importantly, though, the introduction of new, attractive options do not qualify as breaking existing build. This is always case-by-case, so just ping the Writing Team when you think your build is broken.

Pings

Playing Worldweep will require us to ping you often. When new Bounties drop, you will be pinged; when there is a new event, you will be pinged. If there's an announcement of a change to the rules, you will be pinged. Feel free to mute the channels to get a break from the pings, but we cannot change the nature of how this game will be played. Please be aware that not following announcements may cause you to miss out on events.

Ammunition

If you have 50 or more of any type of mundane (non-magical, standard-material) ammunition, you can stop tracking ammunition as long as you're using it for its intended purpose. If you want to build a house from arrows or something, you'll need to source a sufficient quantity.

2.2 BOUNTIES

Worldweep uses a Bounty system to level up rather than XP progression. As you complete Bounties you will earn stars that will accumulate to level your character. The more difficult the Bounty, the more stars you can receive.

2.2.1 BOUNTY

A Bounty is a quest that is put up on the Bounty board, a request of the heroes to assist with various tasks. These quests can range from clearing a horde of demons, to helping scholars acquire a relic, or even retrieving onions from a field for a local chef. Characters can only participate in Bounties that are between are 3 levels higher or lower, inclusive, relative to their current level. See "That Time I…" for how to play down further. Each Bounty has a level rating and a star rating next to each name that indicates its level and difficulty.

"Level 3 ⭐⭐⭐" for example would be a Bounty for 3rd-level characters valued at 3 stars of progress.

Stars	Difficulty
⭐	Trivial
⭐⭐	Low
⭐⭐⭐	Moderate
⭐⭐⭐⭐	Severe
⭐⭐⭐⭐⭐	Extreme

Characters are welcome to participate in the same Bounty multiple times, though note as described below that there are strict limits on how many times you can receive certain kinds of rewards, especially Bonus Rewards. GMs, likewise, are welcome to run a Bounty as many times as they desire.

2.2.2 BOUNTY REWARDS

Characters receive Bounty rewards whenever they complete a Bounty successfully. There are four kinds of rewards that adventurers can earn:

BOUNTY REWARDS

These provide ⭐s. There are two ways to get ⭐s: directly and banked. When stars are applied directly, you just give them to the character and add the associated amount of gold (described below on the Gold per Star per Player table). Banked stars are described below in subsection 2.3.2, but the basic idea is that you can hold on to them and apply them later.

There is a limit to direct stars from Bounty Rewards, though. Characters that have already received Bounty Rewards in the current week only receive as direct stars

the difference between what this Bounty awards and the most valuable previous Bounty awarded. Half of the stars, rounded up, that would be lost in this way are converted to banked stars for the player.[8] Characters may also receive fewer than the maximum stars for a Bounty, donating them instead to the Adventurer's Guild. See subsection 3.1.1 for details.

In the rare case that you would lose stars from a Bounty Reward because of the weekly total star limit, you may convert them into banked stars at a one-to-one rate. This is only likely to occur if you complete a Bounty that awards six or more stars at once, which is a very dangerous Bounty indeed.

EXAMPLE

For example, if a character completes a ⭐⭐⭐ Bounty, they get their three stars. If they then, in the same week, complete a ⭐⭐⭐⭐ Bounty, they get one star and two banked stars (three stars would be "lost" and we round up for half). If they then complete a ⭐⭐ Bounty, they only get one banked star. All told, they get four stars and three banked stars for the week.

If the same character completes a ⭐⭐ Bounty, then a ⭐⭐⭐ Bounty, then a ⭐⭐⭐⭐ Bounty, they get two stars, then one star and one banked star, then one star and two banked stars. All told, they still get four stars and three banked stars for the week.

DISCRETIONARY REWARDS

Some Bounties will allow GMs to give out rewards for accomplishing specific goals in excess of the simple Bounty requirements. This section will describe what requirements, if any, there are for the discretionary rewards. The GM is the arbiter of whether these rewards are awarded. Discretionary rewards can be earned only once, like Bonus Rewards, unless they specify otherwise.

BONUS REWARDS

These provide things like items, additional gold, or other benefits. They may be earned exactly once per character, including by GMs. If the Bounty offers a Bonus Reward that the character has never earned from a previous run of the Bounty, they earn the Bonus Reward. This counts as having received the Bonus Reward, so it cannot be received again, even in future weeks.

SPECIAL REWARDS

These do exactly what they say. If a Bounty is uncapped in some way, it will say so here. If it has different rules for rewards or running it, this describes how it works.

---

[8]Note that it's half the stars that would be lost, not half the stars of the bounty. If you a playing a bounty of a higher level, you may "lose" more stars in this way.

Sometimes a Bounty will say you can only earn the Special Reward once; this is just for the item reward, not the stars or gold.

GMs also receive rewards for running Bounties. See subsection 2.3.6 for details.

2.2.3 Severity of Bounties

⭐

This rating of Bounty should be run with with extremely low stakes. The threat of death is so small it might as well be zero. It's not impossible for players to find their own trouble, of course, but the story itself should be very low threat. This does not mean the Bounty cannot have any encounters. These encounters should be rated as trivial and use fairly simple enemies.

⭐⭐

As above, however the encounters are a bit more difficult and the chance of death increases by a small margin. These kinds of Bounties are still quite easy and low stress. Combat is rated at low difficulty and enemies often act in predictable ways or commit errors a clever player might notice.

⭐⭐⭐

A moderate Bounty, the most plentiful across the Guild. These Bounties should feel routine. They are something that heroes do on a normal day to day basis but also could go completely wrong at any point from bad rolls or poor decisions. The encounters are moderate. These encounters require usage of skill feats and a baseline level of mastery from players to figure out how to manage them with seriousness. GMs should be tough with players. For encounters, players will find out how the combat of Pathfinder Second Edition can become deadly and a TPK can happen with bad luck or poor tactical decisions. Roleplaying monsters as they would be is a must in this Bounty mode. Social encounters, puzzles, traps and other things would cause a lot of inconvenience or problems for players and may even kill them on a critical failure, but players should have a good chance of success.

⭐⭐⭐⭐

A severe Bounty generally has a high risk of death, but with cooperation, party tactics, and average rolls, parties should be able to succeed most of the time. Party members should feel that it is tough but not impossible. These are Bounties for heroes. These are Bounties that should make players feel invested and that there might be a risk of death should they not use a combination of buffs and debuffs as well as liberal application of healing. A critical failure or a low heal may mean a cascade of deaths. Players should feel that this is run fairly, but unforgivingly. GMs should try to

[9]Maximum encounter difficulty.
[10]Maximum level for a single enemy or hazard, relative to the Bounty. At some levels, there may not be enough XP in a four-person encounter budget for a boss of the maximum allowed level. Larger parties have larger XP budgets where this limit may come into play, though.

encourage a lot of team play and all character builds should be viable. Enemies at this difficulty that are clever may be very clever indeed. Enemies may be in advantageous environments or have particularly good synergy with one another.

⭐⭐⭐⭐⭐

Players should consistently feel that they are at risk of mission failure and death. These are extreme encounters. These Bounties require not just good luck or good planning, but both at once. A single critical failure may result in death or worse. Enemies should have solid tactics, a good environment, or excellent synergy. They capitalize on every tactical mistake with ruthless efficiency, as appropriate to their character and roleplay. A mix of encounters of varying difficulties can be used as you see fit, but the overall difficulty of the Bounty should feel extreme. The life of an adventurer in the state of nature is solitary, poor, nasty, brutish, and short.

Details

For all Bounties, encounters cannot exceed the rating of the Bounty unless otherwise specified. If a Bounty is a ⭐⭐⭐ moderate Bounty, then the encounters cannot exceed a moderate encounter as rated by the Building Encounters rules in the Encounter Design section of the GM Core. This is to keep the expectations of players fair and that they know what they're getting themselves into. Likewise, every Bounty must contain at least one encounter of the maximum difficulty allowed.

Challenges must be tailored appropriately to level as well as party. See the chart for some basic guidelines:

Stars	Level	Max Enc[9]	Boss[10]
⭐	1–20	Trivial	+0
⭐⭐	1+	Low	+1
⭐⭐⭐	1+	Moderate	+2
⭐⭐⭐⭐	1–11	Severe	+2
⭐⭐⭐⭐	12+	Severe	+3
⭐⭐⭐⭐⭐	1–11	Extreme	+2
⭐⭐⭐⭐⭐	12–15	Extreme	+3
⭐⭐⭐⭐⭐	16+	Extreme	+4

This table isn't a requirement or a hard rule; GMs can and will run Bounties that exceed these values. This is fine, as long as the encounters stay inside the XP budget. Nevertheless, if an encounter is exceeding these values, consider how the character level, environment, and other factors impact overall difficulty. The guidelines above set a target for challenge and there are many ways to reach that target.

In general, a Bounty with more stars should be more difficult than one with fewer, even if they would reward the party that is playing them with the same stars. A level 16 ⭐⭐⭐⭐⭐ Bounty should be more difficult, in general, than a level 18 ⭐⭐⭐ Bounty.

There are Bounties even more difficult than ⭐⭐⭐⭐⭐ that may be represented with other symbols. The Writing Team will provide specific guidance on these.

Non-Combat Encounters

Not all Bounties require combat; social encounters or puzzles are also options. For example, a Bounty to recover a lost tablet might require social checks, skill checks, and other skills-based adventuring. Failure carries tangible stakes—a Bounty can end in complete failure due to accumulated setbacks, and characters may die or become lost as a direct result of failing non-combat encounters. In Canon Bounties, this can even include permanent negative effects for the entire Adventurer's Guild or even the world as a whole.

Afflictions

GMs must not allow custom afflictions to persist beyond the end of a Bounty. This tends to cause difficulty when the character enters another GM's Bounty and that GM has to support the affliction. This process is much simpler and straightforward if any affliction that a character might survive the Bounty with is from a stock source.

And of course, GMs will ensure, as always, that any custom affliction used within a Bounty is properly balanced for the difficulty and level of the Bounty.

Lost Characters

In general, a character that is capable of moving, in possession of their faculties, not in immediate dangers, and in possession of all the required equipment (if necessary) to get back to down, they can generally do so at the end of the bounty. Rescue Bounties are generally for people trapped in a cave, petrified, polymorphed into a bunny, shipwrecked on an island surrounded by miles of water, et cetera. This is, however, an area of GM discretion. Becoming "lost" may be a narrative consequence of failing a Bounty-appropriate skill challenge, for example.

Lost characters may issue Rescue Bounties as described in subsection 2.1.6.

Hazards

Hazards are an excellent way to make combat fun and dynamic. A complex hazard is worth as much experience as a monster of its level, but a simple hazard is only worth $\frac{1}{5}$ as much. That means you can pretty easily add a lot of simple hazards to combat.

These guidelines only tell part of the story, however. First, hazards are limited by level, just like creatures, in the chart above. And second, GMs need to consider how the placement and nature of their hazards will affect combat. Here are some general guidelines, though these are not hard and fast rules:

Hazards should generally not be encountered all at once with a single action. For example, it would be bad to put five fireball traps on top of one another, forcing five saves and doing five times the normal damage all at once. Because traps do front-loaded damage, they are exceptionally deadly when combined. GMs need to take this into account.

When multiple simple hazards are used, it should generally be reasonbly possible to avoid some of them, especially once you know that there are hazards about. For example, a hallway full of pressure plates (that the ghosts with ranged attacks that you are fighting are naturally immune to) that you will have to handle every single one of before you can meaningfully interact with the ghosts is potentially more dangerous than you might expect. At a higher level, though, when players have many tools to fly over them or otherwise not handle them, it might be perfectly reasonable.

Hazards that play directly into an enemy's strength should be used with caution. For example, a trap that isolates a single character and makes it very difficult for their allies to reach them in combination with a powerful enemy that can take advantage of that isolation can be extremely deadly.

Generally speaking, if it feels like five simple hazards are more powerful in the context of the fight than a single complex hazard or monster of that level would be, it's probably worth a second look at how the hazards are contributing to the fight.

Weak and Elite Templates

The Weak and Elite templates described in the GM Core are simple ways to bring a creature up or down a level. GMs, however, are responsible for ensuring that even if this heuristic is used, the final creature is still inside the encounter building guidelines.

This is particularly true for spellcasters with the Weak template. If the spellcaster drops a level, GMs may need to adjust spell selection to ensure that high-rank spells do not add too much difficulty to the encounter. This is less of an issue with spells that only do damage and more of an issue for spells that apply debuffs or have powerful traits like Death. Similarly, GMs should ensure that if they level up a creature, the spells are adjusted properly to match the difficulty of the creature's new level.

2.2.4 BOUNTY MARKS

Bounty Marks represent simple, reusable rules for Bounties. They are part of the Bounty; GMs may not generally add or remove Marks from the Bounty when posting. Most Bounties have no Marks. The details for Bounty Marks will generally be duplicated in the body of the Bounty itself so that players don't have to memorize them. The Mark, however, is useful for identifying at a glance which standard rules are present in a Bounty.

📖 CANON BOUNTY

The events of this Bounty contribute to the larger story. GMs earn twice as many banked stars for running a Canon Bounty.

⚖️ LEVELED BOUNTY

The level of this Bounty is the average level of the participants, rounded down. The maximum allowable level difference is 3. TTI is not permitted for this Bounty. A Bounty that specifies a range, but does not bear this mark may be run at any level within the range, choosen by the GM before the Bounty begins, either in conjunction with player preferences or not, but players always know the level of the Bounty before they commit to begin.

📄 TTI INCENTIVE

Each 📄 adds 1 additional banked star Bounty Reward for players playing "That Time I…" characters that participate in this Bounty when it succeeds. See subsection 3.3.1 for details on TTI play.

😬 UNCAPPED

Stars gained by players in this Bounty do not count toward the weekly cap.

🔴 NO ESCAPE

If this Bounty is not a success, none of the characters survive.

💀 NO RESURRECTION

Characters that die or are lost in this Bounty may not be resurrected or rescued after this Bounty concludes.

🤐 NO OOC

This mark may be added, but not removed, by a GM posting a Bounty. In Encounter Mode, characters may not freely communicate. The following two actions become available:

Soliloquy ❖ Communicate as much information as is reasonable (for example, everything your character knows about a specific topic or a detailed strategy plan) to those who can hear you.

Interjection ↷ **Trigger** When you wish **Effect** Communicate a single short sentence to those who can hear you.

In addition, actions that provide information to one character also allow that character to convey it to others. For example, a character that uses Recall Knowledge does not need to spend a second action to convey it to everyone who can hear them speak (which may include enemies).

🍷 NO CONSUMABLES

This mark may be added, but not removed, by a GM posting a Bounty. No permanent alchemical or magical consumables may be used. Infused consumables and daily resources (like the scrolls from the Scroll Trickster archetype) are permitted. Mundane consumables, such as ammunition and black powder rounds, are permitted.

FORMAT

This is noted in a Bounty after the stars. For example a five-star canon Bounty with no consumables might look like this:

`[#BX: Certain Doom lvl 20 ⭐⭐⭐⭐⭐/📖🍷]`

2.2.5 RANDOM DIFFICULTY BOUNTIES

Some Bounties may have random difficulties. This is denoted by ❓ replacing one or more stars in the Bounty title. For example, a Bounty that could be anywhere from three to five stars:

`[#BX: Uncertain Doom lvl 20 ⭐⭐⭐❓❓/📖🍷]`

The number of stars in this Bounty will rolled **IN SECRET** by the GM. Players **WILL NOT** know the exact difficulty when they begin the adventure and may or may not discover the exact difficulty during play.

The GM can use any random method to determine the number of stars, but it must be a random method. Rolling a die with one more side than the number of ❓ and adding one fewer than the number of stars (so, 1d3 + 2 in the example above) is one easy way. The Writing Team may, on occasion, provide GMs with events or Vignettes. These do not require offering a Point of No Return as long as they are no more difficult than the maximum difficulty of the Bounty, so offering one is up to GM discretion.

This Bounty is considered to be a Bounty of it's maximum possible difficulty for all other purposes, including determining rewards.

2.3 LEVELING AND TREASURE

Once your character has collected enough stars from Bounties, they will level up. It takes 20 stars to gain a level, plus a Prestigious Deed. Defeating a moderate[11] or more difficult encounter is Prestigious, but see below for more options.

Take note, though, that your character is not on this journey alone. Depending on the level of the Adventurer's Guild, you may need to donate some ⭐s to level, or you may receive extra stars from the Guild when you level up. See subsection 3.1.1 for details.

Most Bounties also have a reward separate from the stars gained through successful completion of the Bounty. Characters gain gold according to the gold chart below. When a player applies banked stars (for example, stars gained from GMing) to a character, use the level of the character to determine the gold reward.

For example, a level 3 ⭐⭐⭐⭐ Bounty will reward 24 gold. $4 stars \times 6\frac{gp}{star} = 24gp$.

If a character levels up during the middle of a Play-by-Post, it's up to your GM if they'll allow you to level during or after. For example, if you had 19 stars and then gained 3 more at the end of the week, you may ask your GM how they feel about your character leveling up in the middle of the PbP. Whatever the case is, you will gain the full 3 stars.

Players and GMs can only gain gold and items according to the treasure rules above. During a Bounty, your GM may provide temporary items, gold, or loot not specified in the Bounty posting. The intent for these will often be to use them during the Bounty, and you will have to forfeit them at the end of the Bounty, whether used or not.

Gold always comes from stars, so the amount of gold you get when you get Bounty rewards is always the number of stars you gain times the value on the table below. You always use the character's current level to determine the gold per star, regardless of where the stars come from.

If you would gain stars and cannot level because you have not completed a Prestigious Deed, bank half, rounded up, of those stars. Lost stars do not award gold.

Table 2.6: Gold Per Star Per Player

Bounty Level	Gold Per Star
1	2 gp
2	4 gp
3	6 gp
4	8 gp
5	12 gp
6	20 gp
7	27 gp
8	35 gp
9	50 gp
10	60 gp
11	90 gp
12	135 gp
13	200 gp
14	300 gp
15	450 gp
16	700 gp
17	1050 gp
18	2000 gp
19	2800 gp
20	3500 gp

2.3.1 MAXIMUM RATE

A character may gain no more than 5 stars per week from all sources combined. This includes by the allocation of banked stars. A GM with 10 banked stars will spend 2 weeks allocating them to a character that does not play a Bounty in those weeks. Uncapped Bounty stars do not count toward this limit.

CATCH-UP

If any other character in the Adventurer's Guild has more stars than your character, this limit is 10 for that character and that character may gain full direct stars from two bounties each week instead of one. Apply stars one at a time, though, because you can never use this mechanism to level *ahead* of the character with the most stars. Once you are tied for the most stars, the standard limit applies again. The maximum number of stars will be kept up to date in the `#worldweep-notice` channel.

2.3.2 BANKED STARS

Some activities, like GMing games, reward banked stars. Unlike regular stars, where you gain the stars and gold at the same time as part of a Bounty, banked stars are not applied immediately. Indeed, they are not even tied to a particular character. Rather, they belong to you as a

---

[11]This is any encounter that, for a party of your character's level, would be considered moderate, even if it was ultimately less dangerous than that because you were aided by higher level party members.

player and you may choose which characters you wish to apply them to.

To apply a banked star to a character, first make sure the character can receive the star. Characters may only receive up to ⭐ ⭐ ⭐ ⭐ ⭐ each week, which includes banked stars. If the star will level the character, ensure that they have completed a Prestigious Deed. Then, determine how much gold the star is worth by checking on the Gold Per Star Per Player table. Apply the gold and star to the character together. A star may not be applied to a character that cannot receive it, not even to gain the gold. There are, however, some special uses for banked stars, described below.

Special Uses

One banked star may be spent to reduce a Downtime activity by one day (to a minimum of one day). Consecutive Retrainings and Crafts may be combined for the purpose of the 1 day minimum.

Banked stars may be spent for healthcare expenses[12] and to replace gear that is lost or destroyed during a Bounty. They provide their full gold value for your level when used in this way. Banked stars do not provide change back if they overpay for an expense. Banked stars may be spent in this way to pay for expenses for others. This is not considered a gift.

Sixty banked stars may be spent to permanently unlock a new character slot, expanding the number of simultaneous characters you may play, to a maximum of three total slots.

Twenty banked stars may be spent to instantly respec every aspect of your character except ancestry or heritage. These changes must be supported by appropriate roleplay on the character. The character should be "recognizable" both before and after. Any character that knows the respecced character before-hand, should still recognize them afterward as the same character. Once used, a player may not exercise this use again for the same character until six months have elapsed.

See subsection 3.2.1 for details on using banked stars to purchase a property like a home or grand guildhall.

2.3.3 Prestigious Deeds

All of the following Deeds are considered Prestigious:

- Defeating a moderate or more difficult encounter.
- Performing five successful and useful downtime activities of your level or higher. This includes[13]:
  - Crafting an item of your level or higher.
  - Treating an affliction of your level or higher with Medicine.

- Performing a ritual of the maximum rank for your level, as a primary or secondary caster.
- Performing accupuncture on a patient of your level or higher.
- Inventing a formula of your level or higher.
- Participating as a primary or secondary caster in a successful reincarnate ritual.

2.3.4 Play-by-Post

Play-By-Post players will receive the Bounty Rewards—and ONLY the Bounty Rewards!—every week at the end of the week.

For example, if you start a ⭐ ⭐ ⭐ Play-By-Post game on a Wednesday, you will gain ⭐ ⭐ ⭐ on Sunday, assuming it has not concluded by then. If the Bounty is successful on the following Wednesday, then you will gain ⭐ ⭐ ⭐ and will be able to start another Bounty for rewards.

When you award Bounty Rewards on Sunday, follow the same rules as if it had been completed successfully (except that, of course, it has not been completed, so Bonus Rewards and other Special Rewards are not awarded). That means subtracting any stars and gold earned from other Bounty Rewards that week from your Sunday stars and gold, following the rules for half-stars as appropriate.

When the Bounty is complete, the party receives all the appropriate rewards immediately, applying any reductions from previously completed Bounties as usual. PbPs that last more than a week award double the Bonus and Discretionary Rewards (if earned) when they are successfully completed. If you have already received the Bonus Reward, the PbP awards only a single Bonus Reward, not doubled. And if you have already received a doubled Reward, you do not get it a second time. Some Rewards cannot be doubled; these will be either noted in the Bounty or obvious from context. For example, a Bonus Reward that offers training in a specific skill is of no use when given twice.

If a character dies outside of a PbP Bounty, they may (and are encouraged to) continue to participate in the PbP Bounty. Award them the same star rewards as living characters, except that all stars are automatically banked. Rewards other than stars are lost.

The intent is for participation in a Play-By-Post Bounty during a week to be exactly equivalent to running a Live Bounty at some point during that week. Rules should be interpreted with this intent in mind. Play-By-Post Bounties of any type should be neither advantageous nor disadvantageous as compared to Live Bounties of the same type.

---

[12]Healthcare expenses pay for things after bad things happen to your body. An Antiplague purchased before a bounty is not healthcare, but if you become diseased during the bounty, the same Antiplague is healthcare when used to provide a bonus to recover.

[13]If an item is missing from this list, contact the Writing Team. Deeds should be level-appropriate, useful, reasonably challenging, and carry some penalty for failure.

2.3.5 ROLEPLAYING

Roleplaying in the Discord in the appropriate channels can earn you star rewards for participation. Players can award themselves up to ⭐ ⭐ ⭐ each week in banked stars for their participation that week. Think of this as Universal Basic Income for roleplaying. It doesn't matter how bad or good you did. It doesn't matter if you were slammed with work or had a lot of free time. This is the basic reward for making the community better by being a part of it.

You may choose to award yourself fewer stars if you genuinely wish. But, make sure to think about everything you have contributed and be **generous** with yourself. No one will question or ask you to explain your RP star award.

Active Writing Team members are not eligible for these stars, but see subsection 2.3.7 for details.

2.3.6 GM REWARDS

GMs who run Bounties will receive the same Bonus Rewards and Special Rewards awarded to players during a Bounty that they can apply to their characters. The Bonus and Special Rewards do not have to be applied immediately and may be banked in a way similarly to stars.

However, they receive exactly ⭐ ⭐ ⭐ in the form of banked stars, regardless of the rating of the Bounty. Stars applied to a character this way are scaled to the level of the character to which they are applied; they do not "remember" what level Bounty they came from. There is no limit to the number of stars that can be banked.

The first bounty a GM runs each fortnight (which resets when Bounties are posted on Monday) provides double the banked stars, for a total of ⭐ ⭐ ⭐ ⭐ ⭐ ⭐. Play-By-Post GMs receive this bonus only once, usually on the first Sunday stars, but may receive it on Bounty completion if it takes less than a week and no Sunday stars are awarded.

GMs that run Bounties that ultimately end in failure receive their ⭐ ⭐ ⭐ and none of the other rewards.

Banked rewards can only be applied to appropriate characters. A character cannot receive an item more than 3 levels above their current level from a banked reward.

Additionally, on Sunday, when players receive Bounty Rewards, PbP GMs receive ⭐ ⭐ ⭐ for each Bounty they are running. They also receive the normal ⭐ ⭐ ⭐ and Bonus and Special Rewards when a Bounty completes successfully (or just the ⭐ ⭐ ⭐ on a failure).

DOUBLE DOUBLE STARS

When a GM receives double stars from more than one source (for example, running their first Bounty of the fortnight for a canon Bounty), the extra stars are always calculated from the base. In this way, when stars are doubled twice, you get triple stars, not quadruple. And when doubled thrice, you get quadruple stars, not octuple.

2.3.7 WRITING TEAM REWARDS

Active Members of the Writing Team gain ⭐ ⭐ ⭐ ⭐ ⭐ ⭐ per week in banked stars. This is equivalent to GMing one game and RPing each week. Writing Team members may award themselves less than this number at their discretion if they feel their participation was only partial that week.

2.3.8 PLAYING OUTSIDE YOUR LEVEL

Characters participating in a Bounty outside their level will receive rewards scaled to their level and the Bounty difficulty.

For every level of difference between your character's level and the Bounty's level, subtract or add 1 ⭐ from the rewards earned. Characters will always earn a minimum of 1 ⭐. For example, if a 4th-level character participates in a level 6 ⭐ ⭐ Bounty and completes it successfully, they will receive ⭐ ⭐ ⭐ ⭐, as they played up 2 levels. However, if the same 4th level character participates in a Level 1 ⭐ ⭐ ⭐ Bounty, they will only receive a single ⭐ on a successful completion of the Bounty.

If a higher or lower level character joins a game, GMs should continue to build the Bounty encounters under the assumption that the party is the same level as the Bounty. For example, if a level 4 character joins a level 2 Bounty with four other players, then you would build the encounter around a party of five level 2 characters. If this would cause the Bounty to be easier or more difficult than the GM intends to run, the GM should use their discretion to limit which players may join. They may not adjust the Bounty difficulty to accommodate the higher or lower level character.

BUILDING THE WORLD

3.1 THE ADVENTURER'S GUILD

All characters are members of the Adventurer's Guild. It is through the Guild that they receive Bounties, get paid, and form an association with one another. Adventuring is dangerous business and cooperation is required if anyone is to survive it.

The Adventurer's Guild arranges for basic accomodations, food, drink, and other necessities for its members. The more resources it has, the more things it can provide. The strength of the Guild is described by its level. The Guild starts at level 1 and is leveled up through the completion of Guild Bounties. The stars that Guild members donate are the basis of the operating budget of the Guild, allowing it to provide services to its members. This is abstracted, however, and the Guild does not maintain an accounting balance of donated stars. Likewise, it levels through the completion of Bounties issued specifically for this purpose, not via stars.

3.1.1 GUILD TRAINING

Characters below the level of the Guild are eligible for training and support from the Adventurer's Guild. This takes the form of access to books, scrolls, lessons from more experienced travelers, training equipment, advice written on the back of tavern napkins and many other things. A sufficiently advanced Guild can even exempt characters from Prestigious Deed requirements.

The Guild requires support from its strongest members and offers support to those who require it. Advice from the wisest is recorded for the benefit of those seeking wisdom. And, of course, all of this requires gold in ready supply.

As a result, characters who are at the level of the Guild must pay 10 ⭐ for every level above the Guild in the form of Guild fees in order to level up to a new level. This represents the time, energy, and gold they are contributing to the community. Characters may assign Bounty stars directly to the Adventurer's Guild at any time. Donated stars include the gold they would have awarded if they were applied to the character, so a character that donates all the stars from a bounty will also receive no gold. Banked stars and stars from any other source may also be donated to the Guild at any time on behalf of a character, but as usual, the gold they would typically award is donated with them.

Donated stars count toward the weekly limit of 5 stars per week. You may donate as many stars as you wish, but you only receive credit for stars donated within the weekly limit. Stars donated in excess of the weekly limit provide no mechanical benefit, but may be used in roleplay to represent service to a cause or others or simply to avoid advancing a character.

Likewise, characters who are below the level of the Guild gain 5 ⭐ for every level below the Guild they are when they level up (to a maximum of 19 ⭐). These bonus ⭐ are uncapped and do not count toward the weekly limit. As usual, these stars award level-appropriate gold. This represents the assistance the community gives to those who may be behind the curve for one reason or another. Adventurers are nothing in isolation, so a healthy community builds one another up. Characters more than a level below the level of the Guild do not need to perform Prestigious Deeds.

GMs receive double ⭐s when they run a Bounty that starts with a character more than one level below the level of the Guild.

EXAMPLE

The Adventurer's Guild is level 5:

- When a character is created at level 1, they receive 19 ⭐, which award gold as usual.
- When a character levels up from level 1 to level 2, they receive 15 ⭐, which award gold as usual. No Prestigious Deed is required.
- When a character levels up from level 2 to level 3, they receive 10 ⭐, which award gold as usual. No Prestigious Deed is required.
- When a character levels up from level 3 to level 4, they receive ⭐ ⭐ ⭐ ⭐, which award gold as usual. No Prestigious Deed is required.
- When a character levels up from level 4 to level 5, they do not receive any bonus stars. A Prestigious Deed is required from here up.
- When a character levels up from level 5 to level 6, they do not receive any bonus stars and are required to donate stars 10 ⭐ to the Guild.
- In order to level up from level 6 to level 7, they must have donated 20 ⭐ to the Guild.
- In order to level up from level 7 to level 8, they must have donated 30 ⭐ to the Guild.

In short, the Guild provides bonus stars when you enter a level that is below it and costs you stars to leave a level that is above it.

WHEN THE GUILD LEVELS UP

When the Adventurer's Guild levels up, characters that have donated enough stars level up immediately.

(Characters playing in a PbP Bounty will level up inside the bounty at the GM's discretion, as usual.) The Guild remembers all a characters donations and only removes the required stars from their balance.

For example, if the Guild is level 5 and a character is level 7, they need to have donated 20 stars to level up to level 8. If they have donated 17 stars at the point that the Guild levels up to level 6, they will immediately level up because the new requirement is only 10 stars for them. They will still have 7 stars of donations that the Guild does not forget when it comes time for them to level up from level 8 to level 9, so they only need to donate 13 more stars, assuming the Guild does not again level up before they do.

3.1.2 Guild Vendors

Vendors that work for or with guilds, including the Adventurer's Guild, require the support of the Adventurer's Guild in order to maintain supplies, coordinate caravans, and protect shipments. As a result, no vendor can outpace the Adventurer's Guild's development. But when the Guild levels up, vendors start looking at the opportunities this creates and Bounties to level them up as well may begin to appear.

3.2 Settlements

As heroes, you hold the future of the world in your hands. Your mission: to transform the remnants of society into a thriving, safe haven. In the World of the Weep, this means you'll have the power to build up forgotten outposts, nurturing them into bustling towns and, if your ambition drives you, into vast kingdoms.

> Travelogue of Souram, elven bard
>
> … usually nothing more than two roads and a collection of shoddily built hovels, governed poorly by the local band of self-serving thugs and exploitative merchants that happen to have taken what pitiful power there is in each Settlement. They use it to bully and aggrandize themselves, insufficiently veiling their own knowledge that their small-minded dominions are teetering on the edge of devastation, just a single crisis away from plummeting into uncaring oblivion and death. To even call these poor excuses for humanoid cohabitation Settlements is an affront to the memory of grand cities and quaint villages of yore, but, alas, it is what we are stuck with in these brutal, uncivilized times…

3.2.1 A Place Called Home

The World of the Weep is dotted with a few precious points of light amidst decay, danger, and wilderness. These are the Settlements supported by the Adventurer's Guild. Settlements may rise and fall as the story unfolds, but building them up will require grit, determination, and the ability to fight back against the dangers of the world around. All players will start in the primary Settlement and can venture out to other Settlements when they have the experience and strength to do so or if someone takes pity on you and brings you along.

Market Stall

You can get your very own market stall in a Settlement by simply:

- Paying the market stall price (10 stars); and
- Providing a description and optionally a name for the desired market stall.

Market stalls may not be shared and may not be inherited. To buy a market stall, post it in the #Heroines' Hearts [RP] channel and tag the Writing Team with the listed items above. Once this has been established, then your market stall will be built and a Discord channel created. Market stalls can be used as shops for goods and services. A market stall is no larger than six feet by ten feet, but comes with a secure place to store your goods nearby for when you are out adventuring.

Homes

A character can have their own home in a Settlement by simply:

- Paying the home price (varies, see below, which may be split between the new owners);
- Naming up to the maximum total owners (see below) of the house; and
- Providing a description and optionally a name for the desired home.

When players are ready to buy a home, simply post it in the #Heroines' Hearts [RP] channel and tag the Writing Team with the listed items above. Once this has been established, then your home will be built and a Discord channel created. Homes can be used as workshops for crafters and a general place for your character (and up to three others) to live in. Homes can also securely store items that adventurers do not wish to lug around.

Despite the name, a "home" doesn't need to look like a home. It's simply a general-purpose building owned by one or more characters or organizations that can be used as a space for RP and Downtime Activities.

For example, a home with room for Crafting (a Downtime Activity) can be described as a workshop. A typical single-room house might look like some private

space for sleeping and eating, a common room for welcoming guests, and a workshop for Crafting.

Homes come in different sizes, though the main difference is in RP and how they are described. Larger homes may have more owners, though.

Table 3.1: Home Sizes

Home Size	⭐ Price	Max Owners	Min AG
Small	30	1	1
Medium	50	2	1
Large	90	4	5
Grandiose	180	4	10
Castle	360	4	15

A small home is modest and suitable for a single person to live in. It is safe and secure, but not particularly spacious. A medium home is a bit larget and can accomodate two people, or one with some space to spare. A large home is a full and proper residence, suitable for a small family or an adventuring troupe. Grandiose homes are impressive estates, often with considerable land around them. Castles do not need to be literal castles, but they represent the absolute pinnacle of residential construction in the World of the Weep. A home of size Large or larger may be owned by a Guild.

These areas do not need to be homes, though. A "small home" could easily be a tiny shop, small workshop, or a simple copse of trees. When in doubt, the Writing Team can help you figure out what size makes sense. This isn't a hard-and-fast rule, since it's largely about roleplay, but it's a good guideline.

You can upgrade a home by paying the difference in price, possibly adding one or more new owners in the process.

When a character dies, any of their belongings in the home disappear with them. Characters may not leave wills or otherwise indicate future ownership of their belongings in general, but homes themselves have the Inherited trait and may generally be passed on. Still, homes that are not owned by any active characters fall derelict and cannot then be passed on to a new owner without Writing Team intervention.

Grand Guildhalls

Guilds of all kinds can be established by players. They all have their own purpose and edicts and are a way for players to collaborate, roleplay an organization, and work towards a common goal. To become a formally recognized guild, a Grand Guildhall must be built as the seat of power for a Guild. Without a Grand Guildhall, groups of characters can accomplish many things and even choose a name for their organization, but they cannot receive Guild Bounties to advance their goals.

To establish a formal guild:

- At least one Guildleader must be named.

- A Guild description must be written up.
- Guilds are strongly encouraged to define edicts and anathemata for both core and associate members. These don't have to be the same for both groups.
- Guilds must define leadership roles and responsibilities in their Charter.
- Pick up to a maximum group of 4 leaders. At least one must be selected.
- You must have at least 8 founding members (including leaders) on the core membership rolls.
- Your Grand Guildhall must be purchased in a Settlement. The minimum price for a Grand Guildhall is 240 ⭐s. These are donated to the proposed guild in precisely the same way as stars are donated to the Adventurer's Guild, though they do not count toward your weekly cap. The cost may be split among any number of members, including associate members.

Note: Guilds are not the only organizations around. To form an organization, perhaps one that seeks to found a guild by the constuction of a Grand Guildhall, all you need is some people who want to work together. Two or more people calling themselves a group is enough to "create" and organization. But for formal recognition, a Grand Guildhall is required.

Grand Guildhalls are important seats of power for the guild:

- Grand Guildhalls take two weeks to construct.
- A Grand Guildhall is established in a Settlement.
- A Grand Guildhall is ruled by the leadership of the Guild, as defined by the Guild Charter.
- A guild can only have one Grand Guildhall, but it can be moved to another city in a process defined by the Writing Team and follows the same rules for construction as normal.

Membership

There are two kinds of members of a guild: core members and associate members. Every character may be a core member of no more than one guild, but they may be an associate of any number of guilds. Guilds may determine what, if any, the difference between core and associate member perks are, but should remember that a healthy guild maintains lots of associate members from other guilds. Core members are the only members that can be leaders of a guild, however.

A guild needs at least 8 active core members to receive Guild Bounties. If a guild falls below this threshold, it will lose access to Guild Bounties until it can recruit more members. If a guild wishes to disband, or perhaps to reassign some of its vendors to another guild, the Writing Team will work to make this part of the story. It is normal for guilds to come and go with time. The story can always move forward.

Guild Initiatives

Guilds should define concrete goals they wish to achieve. Good examples might be:

- "unlock new healing-related content";
- "re-establish a long-dead secret society"; or
- "discover new spells".

The Writing Team can, but doesn't have to, provide feedback about goals that are either entirely out-of-scope and can never be achieved, run counter to the story being told, or simply aren't things that they can provide. For example, a goal of "help people who are sick" isn't something that can be directly achieved. That kind of goal is more appropriate for an Edict. But "attract a powerful healer who can help heal sick adventurers" is the kind of request that could be fulfilled and would be appropriate.

Guild Bounties

Grand Guildhalls will occasionally receive Guild Bounties. Through these Bounties, Grand Guildhalls may attract merchants and artisans. The level of any merchants and artisans in a Grand Guildhall is limited by the level of the Adventurer's Guild.

The Writing Team provides Bounties to guilds on a request-only basis. Guild Leaders should ping the Writing Team with their requests. The requests can be as specific or general as the Leaders wish, but the Bounties provided may or may not comply with the requests. These requests are how the Writers know what goals the Guild wishes to pursue, but the Worldweep is a place of fickle fortunes where best laid plans must contend with the harsh reality of a world with little security.

A provided Bounty may be run only once, unless it specifies otherwise. The Guild will often have to fund a Bounty by donating stars that represent time, energy, and gold spent toward the endeavor.

Guild Bounties are posted similarly to other Canon Bounties: directly on the #bounty-board. Once posted, GMs and players may start applying to run it. The Guild Leaders then select a GM, and that GM selects a party. A player with characters that are leaders of the Guild may not GM the Bounty[1].

3.2.2 Shops and Artisans

As your Settlement gains villagers, merchants and artisans will open shops and provide services for players. Runes and items can only be purchased and applied in towns. Every shop has its own level which limits the level of items available at that shop. For example, a 3rd-level shop cannot carry 4th-level items. Shops generally carry all unlocked items of the appropriate type, but see the specific shop descriptions because there are exceptions like the Curio.

Shops can have their levels increased through Bounties. Blacksmiths, Academies, Runesmiths, etc. can only apply or use spells that are at or below the current level of the shop, rounded up.

Due to the lack of resources, you can only purchase 1x[Shop Level] of each item that the shopkeeper offers. Example: If the Blacksmith has a level 3 shop, then you can purchase 3 daggers, 3 swords, 3 spears and 3 axes per week. Likewise, shops cannot make or sell equipment made from uncommon special materials like adamantine or orichalcum unless they have access to them via a trade route or nearby resource. These will occasionally be available as the result of Bounties. The type of shops available are just a general guide of what's available. Each shop will list what they have available.

Generally speaking, shops will purchase any item they could sell for half the market value of the item, but see the Curio for a shop that purchases a wider variety of items.

Table 3.2: Shops

Shop Type	Service
Academy	Spells, Retraining, and Formulae
Apothecary	Potions, Elixirs, and Alchemy
Blacksmith	Armor and Weapons
Curio Shop	Common Magical Items
General	General Goods
Runesmith	Runesmithing
Shrines	Magical Healing
Spellcasting Shop	Scrolls, Wands, Staves, Spellhearts, and Spellcasting
Stablemaster	Horses and Companions
Tattoo Parlor	Magical Tattoos

Academy

An Academy is where players can go to learn Spells, Retrain, and purchase formulae. Learning a Spell follows the Learn a Spell table in the General Skills chapter of the Player Core. The max level Spell available at the Academy is $\lceil \frac{Level}{2} \rceil$.

You can only Retrain feats and features selected at levels equal or lower than the level of the building. For example, you can only retrain feats at level 2 if the building is also level 2 or higher, and you can only Retrain feats at level 3 if the building is also level 3 or higher. See subsection 2.1.8 for details on Retraining in general.

Formulae follow the same rule as other shops; you can only formula of levels equal to or lower than the level of the Academy.

The academy can only teach a character one spell and one formula per week per level of the shop. The patience of academy vendors is not unlimited, so failed attempts to learn count toward this limit.

---

[1] If this results in no suitable GMs, the Writing Team will decide how to proceed.

Apothecary

This merchant sells potions, alchemical items (not limited to but including bombs, elixirs, and tools), and medical kits for players to purchase.

Blacksmith

Blacksmiths provide non-magical armor, shields, and weapons to adventurers.

Curio Shop

A Curio Shop sells common magic items but not runes, scrolls, wands, staves, spellhearts, or anything else that requires a specific spell to craft. Curios are always willing to buy any item from players and will always pay half the appraised value of an item. Unlike most shops, a Curio only sells common items up to two below its level. For example: at level 4, a Curio Shop can sell level 2 items. At level 5, it will sell level 3 items.

The Curio Shop also cannot generally sell or install items like tattoos or grafts, as these require special creation and installation techniques.

The real value of a Curio, however, is its selection of special items unique only to that Curio. These special items may be up to three levels higher than the shop, but might only be available for a limited time and on an inconsistent basis. You never know when a Curio might get a new shipment!

General Store

Everyone needs a General Store. This merchant sells foodstuffs and survival gear such as rope, poles, rations, backpacks, clothing, etc. Non-magical items of various levels are located here. General Stores also sell scrolls of Heal, scrolls of Soothe, potions of healing, and elixirs of life. The general store also has an excellent supply of basic ammunition like arrows, bolts, and black powder rounds, which are not affected by the usual 1x[Shop Level] limit.

Runesmith

A Runesmith is critical to any adventuring team as they sell and apply runes to weapons, armor, and the occasional shield. Runesmiths also carry related odds and ends, like Handwraps of Mighty Blows, Bands of Force, Gate Attenuators, and similar items that function like potency runes.

Shrine

Shrines are places of worship for Clerics and other characters that worship a deity or philosophy. They may provide services like magical healing or ritual casting, depending on the deity. Clerics/Champions/etc. can use these as temporary shelters and places of rest.

As a Shrine gains levels, the attendants there may learn rituals they are willing to teach players. There is no gold cost for this, but learning a ritual takes one day for each level of the ritual. Characters may teach rituals to one another, but it takes a day per level for both the student and the teacher.

Rituals learned from Shrines in Worldweep are limited in a way not typical of Pathfinder Second Edition games: they must be learned at every level and cannot be automatically heightened. If you want to cast Level 4 Elemental Sentinel, you need to know Level 4 Elemental Sentinel.

A Shrine will automatically gain one ritual of a $\frac{Level+1}{2} - 1$ at every odd level, starting at level 3. They may also gain access to rituals through Settlement Bounties. Characters can learn these Rituals by spending the required time at the Shrine in meditation, service, and learning.

Spellcasting Shop

A Spellcasting Shop sells Scrolls, Wands, Staves, Spellhearts, and offers Spellcasting Services. They only sell items up to $Level - 2$ and offer spells up to rank $\frac{L-2}{2}$, rounded up. Many Spellcasting Shops specialize in a specific trait, tradition, or school and offer only those spells and items related to those spells. A Spellcasting Shop does not generally offer Personal Staves, but they can help craft one by supplying Spellcasting Services.

If the Casting of a Spell purchased from the shop requires a check of some kind from the caster, it succeeds if the DC is $12+$ the level of the shop or lower. Roll dice for the other effects as usual.

Stablemaster

A Stablemaster serves as the sole provider for replacing lost or killed mounts and animal companions, offering an immediate alternative to spending a week reclaiming a new partner—this replacement of an animal companion costs gold equal to ⭐⭐ for your current level. Furthermore, Stablemasters offer a variety of pets for sale, as listed in the Animals section within Chapter 6 of the Player Core. They are also the exclusive source for purchasing barding and other specialized equipment, which is specifically designed for the types of companions and mounts they house.

Tattoo Parlor

A Tattoo Parlor is one of the few places to have magical grafts and tattoos applied to your body. A tattooist can apply, upgrade, and remove grafts and tattoos. Applying a graft or tattoo uses the crafting rules as described in the Grafting Rules section of Howl of the Wild or the Magical Tattoos section of Secrets of Magic. The character

must use Downtime for the duration of the grafting or tattooing process. The tattooist may only apply one graft or tattoo per person at a time and always succeeds on the crafting check. (They may work on any number of different characters at once, though.) As usual, they can apply any graft or tattoo up to their level.

Traveling Merchant

Occasionally, a traveling merchant will find its way to any town and offer goods that you may not have access to and might even have some things you may never see again. When this happens, an announcement will be made. But these are limited opportunities; take advantage of the traveler while you can!

Receipts

Settlments usually have shops and the occasional traveling merchant that pops into town. Whenever you purchase something, it is important to make a note in the correct channel that you have spent the gold. An example would look like:

@self [Character] purchased a +1 and striking rune and had it applied to my weapon for a total of 100gp.

Then, subtract the gold from your character sheet later. This is your receipt for yourself and for others.

This is necessary for every kind of transaction, even between players. Do this in any of the RP channels and be sure to tag each other and list the transaction.

Additionally, there is a special channel (#Worldweep-receipts) for general receipts. You're welcome to post all your receipts there if you wish, particularly for transactions that do not involve roleplay. For example, it's perfectly fine to post a single receipt for a bunch of purchases from multiple vendors all at once in the receipts channel.

removed immediately. If you die while using TTI again before this expires, the value of your Doomed condition increases by 1 (which may eventually kill you) and as before, your Doomed cannot be reduced below this value by any means.

You gain ⭐ ⭐ banked stars if the Bounty is successful, plus any Bonus or Discretionary Rewards. You do not receive Bounty Rewards.

Down-leveling Characters

GMs are free to determine what they feel is appropriate for down-leveling characters in terms of gear and character builds within the limitations of the rules. They may opt to allow lower level versions of PC gear or snapshots of PC builds that account for things like retraining, or not, as they prefer.

The goal is to have characters that meaningfully represent what that character might have been like at that level, in a past story. As GM, be sure to inform players signing up to your Bounty how you want to handle things so they can make an informed choice for participation.

That Time They…

From time to time, there may be Non-Player Characters available for adventuring as well. When this is the case, the Writing Team will offer character sheets for those characters. You may instead play one of those characters in place of one of your own, if you wish. You may down-level the character as necessary. The rewards are the same as if you played TTI.

If an NPC perishes or otherwise fails to return from an adventure, ping the Writing Team at the end of the adventure just like you would for a player. They will determine the ultimate outcome. NPCs are not guaranteed to survive adventures.

3.3 Worldweep Unique Mechanics

3.3.1 That Time I…

If you wish to play in a Bounty that is too low of a level for you, you can become an unreliable narrator and use the "That Time I…" (TTI) mechanic. This mechanic allows you to play a character in a Bounty below your character's level, whether that's one level below or ten. Your character de-levels to the Bounty's level range and can only use items at the new level or lower.

When using this mechanic, your character does not permanently die easily. If your character dies during the Bounty, they will become Doomed 1, or the current value of their Doomed condition increases by 1. This condition cannot be counteracted or removed by any means unless you complete a Prestigious Deed, at which point it is

3.3.2 Point of No Return

During your adventures, you may run into a point where the players may have to make permanent choices. These are Points of No Return. Each player will then make a decision on whether or not they will move forward as a group. Players who do not wish to continue will canonically have their characters leave the party, retaining only rewards the group has earned up to that point.

However, these players will continue participating in the session but receive no consequences OR rewards gained after the Point. Even if the party is wiped and there are no survivors, players who agreed to leave do not suffer the consequences. **If a player leaves the Bounty before it is a success, they do not receive Bounty Rewards or anything else contingent on success.**

For instance, if the party discovers a trove of a thousand gold as a Bonus Reward, those who leave will not gain

the extra gold. Keep in mind that this is NOT a mechanic that allows for GMs to give extra rewards beyond what is permitted in the Bounty itself. Rewards must strictly adhere to the treasure table unless otherwise specified.

This tool is a safety valve to handle unexpected changes in risk or risk acceptance. It attempts to eliminate implicit pressure to continue and let players do what they find most fun.

Using Points of No Return

There are a few important uses for this tool. First, and the most common, is for when the difficulty of the Bounty has changed. **This ONLY occurs when a member of the Writing Team explicitly authorizes it, usually as part of a Canon Bounty or Vignette.** For example, if the Bounty is rated three-stars in difficulty, the GM must offer a Point of No Return in the event of a severe or extreme difficulty fight. When doing so, they should indicate the maximum difficulty of the content past the Point so that players can give informed consent before proceeding further.

Another use is for "found trouble". On occasion, the players may make choices that create a threat exceeding the acceptable limit for the Bounty. The GM must offer a Point of No Return and make it clear that the additional trouble is beyond normal limits and offer an opportunity for party members who are not on board with the plan to canonically leave while still being able to participate.

Lastly, a player may find themselves uncomfortable with the risk involved in the current adventure. A GM that recognizes this should provide a Point of No Return to that player so they can still play the remainder of the Bounty with their party. This allows a player who is anxious or uncomfortable with the risk to withdraw without any unspoken social pressure. **UNDER NO CIRCUMSTANCES is social pressure to continue acceptable.** Please refer to the Safety Tools entry in the GM Core for ways to navigate this.

Players may ask the GM for a Point of No Return, but the final decision is always up to the GM.

3.3.3 Crafting

Players are allowed to craft items for other players in their downtime between adventures. In Worldweep, we use the remastered crafting rules. Crafting is done in real-time. If something requires 2 days to craft, then it takes 2 days in-game and in real time. You cannot craft for the Earn Income activity. You must craft using the 2 days + cost rules and cannot spend more days to reduce the cost. You can acquire a formula for an item from the same sorts of shops that sell that item and are level-limited exactly as all items are.

The DC for crafting an item is determined by its level as described in the Level-based DCs table in the GM Core, but not adjusted by the rarity of the item as described in the

DC Adjustments table. For example, a level 4 Uncommon item has a DC of 19.

Characters may only craft items at or below their character level. For example, a level 5 character may only craft items level 5 or lower.

Characters may use Aid as a downtime activity to assist in crafting. When used in this way, the DC to assist is 15, as usual.

The Inventor feat allows you to craft a formula, which must be for an item not prohibited by the access rules. (Typically, a common or uncommon item.) This does not require having a working item to disassemble. If, however, you have an item prohibited by the access rules, but permitted for disassembly (usually, the result of a Guild or Bonus reward that does not prohibit reverse engineering), you may disassemble it to learn its formula.

The raw materials for crafting can be acquired in any Settlement, provided it has access to the rare or specific materials required. Crafters can only sell their items to players once they establish a workshop. Players then need to to make a tagged receipt as shown below in the receipts section of the rules. For example:

@player1 [Character] sells +1 striking longsword to @player2 [Character] for 150gp

High level magic items require rare materials:

- Level 8 and up items require access to adamantine, dawnsilver, or darkwood.
- Level 16 and up items require access to orichalcum.

3.3.4 Crafting Vehicles

Building enormous vehicles requires far more people and effort than most crafting tasks. Rather than a single crafting check, vehicles that can carry more than six people (including pilot, crew, and passengers), require accumulating Victory Points (VP) through a series of crafting checks. Vehicles that carry six or fewer are crafted with the usual crafting rules. While land vehicles can be built anywhere as long as the other requirements are met, waterborne craft must be built in Settlements with a dock.

The primary crafter needs to meet all requirements to attempt the craft. In order to work on such a big vehicle, make a Crafting (trained-only) check following all rules for Crafting, including the days of setup required, setting the DC by level, etc. Assistants, as noted below, also roll a Crafting (trained-only) check. When the Crafting checks are done, instead of completing the vehicle immediately, note down VP as determined by the degree of success of the Crafting checks:

Critical Success: Gain 2 VP
Success: Gain 1 VP
Failure: No VP
Critical Failure: Lose 1 VP

Keep track of the VP accumulated on the construction project, as they measure how far the construction has progressed. After noting the current VP in the channel

you are crafting in, you may begin the setup process for another Crafting check. The vehicle is finished when the VP total meets or exceeds the threshold in the following table:

Medium vehicles: 10 Victory Points + 2 VP per capacity

Large vehicles: 25 Victory Points + 2 VP per capacity

Huge: 50 Victory Points + 2 VP per capacity

Gargantuan: 100 Victory Points + 2 VP per capacity

The primary crafter may enlist as many assistants as they can muster. These assistants do not have to meet the requirements for crafting the vehicle, including the level requirement. The primary crafter can choose to either auto-succeed at a successful aid check at the beginning of the project or risk the auto-success by choosing to roll for a critical success at aiding. Either choice will be set as the aid for the project until it has been completed.

3.3.5 Downtime Star

In any week during which a character performs a downtime activity for another member of the Adventurer's Guild, they receive one banked ⭐. This does not include activities performed for a guild as a whole, only those performed for individual characters.

Eight hours of exploration activity counts as a downtime activity for this purpose.

3.3.6 Gifts

Characters may not give non-infused consumables above the giftee's level + 3, any gold, or any permanent magic items to another character without an established in-game rapport (which can be formed via RP or having been in Bounties together) and personalized reason to do so. This reason must be specific to the receiver of the gift and not simply applicable to anyone in their position. For example, simply joining a guild is insufficient rapport to establish gifting outside of these bounds. Sales and services are not gifts.

Characters belonging to the same player may not give items or gold to one another in any way or share anything at all with one another.

3.3.7 Reincarnation

Shardbound characters that die may be reincarnated through the use of the Reincarnate ritual. This has the same requirements and effects as the standard Reincarnate ritual, but use the following table to select the new ancestry.

d100	Ancestry
1–2	Anadi
3–4	Athamaru
5–6	Automaton
7–10	Awakened Animal
11–12	Azarketi
13–14	Catfolk
15–16	Centaur
17–18	Conrasu
19–22	Dwarf
23–26	Elf
27–28	Fetchling
29–32	Fleshwarp
33–34	Ghoran
35–38	Gnome
39–40	Goblin
41–42	Goloma
43–44	Halfling
45–46	Hobgoblin
47–50	Human
51–52	Kashrishi
53–56	Kholo
57–58	Kitsune
59–60	Kobold
61–62	Leshy
63–64	Lizardfolk
65–66	Merfolk
67–68	Minotaur
69–70	Nagaji
71–72	Orc
73–74	Poppet
75–76	Ratfolk
77–78	Samsaran
79–80	Shisk
81–82	Sprite
83–84	Surki
85–86	Tanuki
87–88	Tengu
89–90	Tripkee
91–92	Vanara
93–94	Vishkanya
95–96	Wayang
97–98	Yaoguai
99–100	Choose an unlocked ancestry

3.3.8 Characters with Disabilities

Players are welcome to create characters with disabilities, but are advised that disrespectful portrayals will not be tolerated. The section for Characters with Disabilities in the GM Core details the mechanics for disabilities.

Blind characters in Worldweep receive the Blind-Fighting feat for free at level 1. Likewise, a Deaf character receives the Sign Language and Read Lips feats for free at level 1.

Assistive devices can be purchased anywhere

adventuring gear is sold.

3.3.9 Roleplaying in Discord

There will be channels within the Discord server tagged with [RP] which will be RP only. You must stay in character here and play as your character. As towns are built and new channels are created, they will bring more places to roleplay. These channels will be strictly moderated, so please do not post memes or post out of character often. If you need to say something OOC, please use parentheses brackets (like this). We will be using bots such as the RPG Sage bot and Tupperbox to encourage roleplaying in these channels. You can roleplay in first or third person as long as it is in character. GMs can interact with players as NPCs as they wish. One format for doing this uses quotation formatting, adding " > " before a message like so:

> The old man's finger brushed away the flashing from the tip of his etching tool. He blew away the metal dust that revealed his name before handing the blade off to the adventurer. "You're welcome, hero. "

Alternatively, you may use the Tupper discord bot if you wish. It is not necessary, but it may make for a more immersive experience.

Do's and Dont's

You can and will be banned or removed from the game at any point for violating the Discord Terms of Service or our rules.

Do

- Play fairly and cooperatively.
- Ask for help or clarification of rules if you have any questions.
- Consider being a GM.
- Let us know if there's anything that needs clarifying or fixing.
- Use the chat to connect with your fellow players.

Don't

- Use hatespeech of any kind.

- Metagame and cheat. Metagaming is at the baseline just memorizing stats of creatures and calling it out. Tactical gameplay is not metagaming. Cheating or lying about progression will result in removal from the game.
- PVP. There is absolutely no PVP allowed in this game.
- Backseat play for other players.
- Harass other players. Any harassment will result in an immediate ban.
- Intentionally misread or divine rules that don't exist just because something isn't explicitly prohibited. This is a community cooperative game and keeping within the spirit of gaming is more important than gaming the system.

The same rules for the r/Pathfinder2e subreddit apply here. There will be zero tolerance for transphobia, racism, ableism, abuse, sexism, and homophobia. Reports will be taken seriously and any players found to be in violation of these rules will be banned immediately from the server. We will not tolerate any kind of hate speech or exclusionary bigoted behavior.

Images

Please take special note of the following discord rules regarding images:

- Refrain from posting sensitive content. Explicit adult content is not allowed, be it in media form or text.
- Please do not post, or provide any information to the location of piracy, including any content not covered by ORC or OGL and/or made publicly available by Paizo or a third party.
- Do not post any AI generated content, such as but not limited to scripts or art.

In addition, any game-related art you post must be properly credited to the original artist. If the art is a screenshot of something like a game, credit the game studio (plus the artist if known). And always take credit for your own work! Pseudonyms are both fine and expected in this space. If the artist or studio has a web site or social media account, please link to it.

If the artist page has NSFW content, please note that in the link, though. And if it's extremely explicit, please skip the link. People can search the artist's name if they wish.

4.1 Game Mastering

Players who wish to be GMs will be allowed to post in the #bounty-board forum. They can create their own post and can be filled with players of the appropriate levels and amount that the GM wishes to run the game for. You are allowed to run as many games as you'd like and you can gain as many rewards as you'd like. You also can refuse to allow any player if you do not wish to play with them. If there are any issues please bring it up to any of our moderators.

4.1.1 Running a Bounty

Every Bounty will have its own prompt giving you a guideline on how to run the Bounty. The specifics will be up to the GM. For example, a Bounty could say, "A traveling merchant wishes to turn a nest of monsters into a resting point for travelers. "

The GM can make it a nest of rats, birds, demon dogs—whatever you wish, depending on the Bounty's ⭐ rating. The idea is to make the game as easy for the GM to run as possible. Maps, tokens, and monsters can all be done by the GM without running into pauses or awkward breaks in the story telling, as the GM is the one coming up with the encounter. GMs cannot give out items at the end of adventures. GMs can give out consumables and other items to use during the session, but such items are forfeit at the end of the Bounty. For example, you can give players a silver sword to hunt down a werewolf, but they cannot keep the silver sword once the Bounty finishes.

4.1.2 Rewards

Award treasure from Bounties according to Table 2.6. This value is per character.

GMs may not modify gold awards, either up or down. Some bounties may have Discretionary Rewards. GMs may award Discretionary Rewards for succeeding at particular goals, but must award no more than is listed in the bounty.

As the GM, you will also receive a reward for your part in the game. After all, there are no Pathfinder Second Edition games without Pathfinder Second Edition GMs! See subsection 2.3.6 for details.

4.1.3 Your Own Story

As a GM, you run your own story based on the thesis of the Bounty. For example, "Bandits have attacked our village!

Help! " could be run straight in that bandits have attacked a village. Or, you could run the village as a trap to capture adventurers. Or, the villagers could be sending a message as ghosts waiting to get sent through the Boneyard as their spirits remain waiting for someone to help them pull from their earthbound anchors. You may run the Bounty in whatever manner you desire, so long as it follows the base template of the prompt.

When creating your Bounty, make sure to copy and paste the thread title exactly as the Bounty says, with the only difference being your username after the Bounty number. For example,

```
[B0001: pirate's booty lvl 20 ⭐ ⭐ ⭐]
```

Is posted by john as:

```
[B0001-john: pirate's booty lvl 20
⭐ ⭐ ⭐]
```

Bounty Debriefing

When your Bounty has been completed, you must tag all of your players with a short comment about the adventure and the rewards given. Take however much time you would like to debrief with one another and then close the thread by right clicking and clicking [Close Thread].

In games that are run on Foundry VTT, players can export their character sheets as JSON files so that they can easily be imported into the next adventure. Players are responsible for their own character sheets and can maintain them however works best for them.

An example debriefing for a bounty with a three stars and a bonus reward for a Potion of Healing might look like this:

@player1 @player2 @player3 @player4 completed the Bounty successfully and earned ⭐ ⭐ ⭐ and a Potion of Healing.

If a character dies in a Bounty, the GM must tag the Writing Team.

4.1.4 Mythic Monsters

Worldweep does not use Mythic rules. You're allowed to make any monsters, hazards, or other challenges you wish, but please use the standard balancing rules for Pathfinder Second Edition. Mythic rules rarely, if ever, result in balanced encounters within the standard rules. Mythic rules are designed to be used with Mythic characters.

4.1.5 Call for Aid

Sometimes, adventuring parties will have need of assistance from individuals and guilds during the course of their adventures. To Call for Aid, the party must travel to the relevant location in the Settlement and make an RP post in the relevant thread, generally tagging the individual you're asking for help from and they must reply. This request must happen during the Bounty (live or PbP) and that person must respond within a reasonable amount of time to not hold the Bounty up. Calling for Aid does not cover planning ahead to have extra party members join you. You must ask them in the moment of the Bounty or the PbP.

If someone is available there, they can join you temporarily on your journey. They receive no reward, stars or otherwise for their assistance, so they may quite reasonably ask for gold, a favor, or some other valuable thing in exchange for their help. Calling for aid does have a cost for the party: for every individual person helping the group, you lose ⭐ from the Bounty. The requirements of players needing to be within the Bounty's ± 3 levels are still in effect. (With GM permission, a higher level character might assist as long as the assistance itself is within the acceptable range. For example, a 17th level character casting a 3rd rank spell that doesn't benefit from their DC or counteract check might be allowed for a 5th level party.)

For example: If you have a level 4 ⭐ ⭐ ⭐ ⭐ Bounty and you Call for Aid from a 7th level character the rewards drop to ⭐ ⭐ ⭐.

Individuals assisting the party can only provide help with skill checks, spellcasting, lending gear, or providing advice and information. Daily consumables can be given to the party to aid them as long as it's not done before combat. The intent of this mechanic is to not have extra party members but to create a feel for community and immersion of living in a world with other adventurers. The aiders cannot participate in combat or otherwise experience danger. Spells cast before combat is participating count as combat even if they are not in the initiative as long as those spells provide a benefit during the combat. (So, for example, casting Haste as the party kicks in the door would count, but simply curing a champion's pox before combat would not. GMs make the final call if it is unclear.) GMs can refuse to allow aid if they feel that it is not within the realms of the Bounty's possibility or feasibility.

Worldweep Content

There is some equipment that has been defined for use in Worldweep. Season Two Content is considered unlocked by default, unless defined otherwise in the Story Guide. Season One Content is presented for historical reference purposes only.

5.1 Season Two Content

5.1.1 Backgrounds

Finder's Keeper   Background

You lived a dull life until one day you stumbled upon a Weepshard: it may have "fallen out of a wagon", been "given" to you by a mysterious stranger, or somehow ended up on your doorstep. However you came upon it, you claimed it as your own and became Shardbound.

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

You're trained in the Thievery skill, and the Fortune-Telling Lore skill. You gain the Dirty Trick skill feat.

Shattered Desert Denizen   Background

Few would dare live in a magic-addled desert of all places, but for reasons known only to yourselves, your family makes up one of the few local communities. After the sudden reappearance of the desert's ancient city, you felt subtly changed in a way a lifetime's worth of knowledge about wild magic could not explain. You soon discovered that you were Shardbound and joined the local adventuring efforts in hopes of finding fortune and answers to the nature of the mysterious shard you were now bound to.

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

You're trained in your choice of either the Arcana or Survival skill, as well as the Lore skill appropriate to your home area. You gain a skill feat: Arcane Sense if you chose Arcana or Forager if you chose Survival.

Marked   Background

You're a descendant of those who opposed Mathesis during the First Heroes' March. For the past millennium, the failure of your ancestors to prevent the apocalypse caused by the Worldweep has led to the Marked being viewed with contempt and distrust, but opinions have begun to change after the successful Second Heroes' March 75 years ago. Regardless, society at large still expects the Marked to take up an adventuring life, and you likely have complex feelings about your lineage and lot in life.

You possess a Mark; a unique magical scar somewhere on your body, which cannot be hidden by any physical or magical means.

You gain two free ability boosts.

You're trained the Worldweep Lore skill. You gain the Ancestral Paragon general feat.

Planar Incursion Refugee   Background

Your home was one of many that was recently attacked by outsiders from another plane. You survived, but with little left to your name you decided to take up adventuring in the hopes of finding greener pastures elsewhere.

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

You're trained in the Athletics skill and a lore skill related to the plane the outsiders originated from (such as Plane of Water Lore or Hell Lore). You gain the Hefty Hauler skill feat.

Awakened Shardbound   Background

Prerequisite: Only Awakened Animals and Beastkin may take this background.

You are an animal awakened by contact with a Weepshard. Whether you were struck during a shardstorm or curiously nuzzled a shiny purple stone, you were changed forever in that instant. Some animals simply awaken in their animal form, some gain a humanoid form. The process is chaotic and unpredictable. You remember your time before the awakening as though it were a particularly clear dream. Now, you chart your own path, perhaps to make sense of what made you what you are.

Choose two free attribute boosts and gain the Toughness general feat.

Famine Survivor   Background

You hail from a region of famine, a nearly depopulated land. You are well accustomed to food scarcity and helping to provide for others. You understand how deadly even a few wasted resources can be.

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

You're trained in the Survival skill and Cooking Lore. You gain the Seasoned skill feat.

You gain the following ability:

Make Do ◈ [spellshape]; If the next spell you cast creates ordinary food or water, it creates enough for one additional person.

Storykeeper   Background

You are an oral historian, keeping the memory of the past alive for the future. You carry tales tall and small, tragic and comedic. Not all tales are true, but all your tales speak to truth.

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

Choose a region no larger than a nation. Gain Additional Lore for that region. You are also trained in Performance and gain the Virtuosic Performer skill feat (Oratory).

Bestial Shardbound   Background

When you touched the Weepshard that bound you, you found an animal spirit within you. Did the shard bestow it or merely awaken what was always inside you? Some questions do not have easy answers.

Choose a feature, like your eyes, ears, fingernails, or hair and choose an animal. That feature vaguely takes the form of your animal. Your ears might be a little more pointed than usual, like a mouse. Or your eyes may be slitted like a cat or round and piercing like an owl. Perhaps you have slight whiskers. Whatever you choose, it does not have a mechanical impact.

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

You're trained in the Survival skill and Animal Lore. Gain the Terrain Expertise skill for the natural environment of your animal and the Additional Lore skill feat for your specific animal.

Undead Farmhand   Background

You're probably not quite dead yet yourself, but the zombies you supervised as a farmhand sure were. You worked on a farm tending to and watching over the zombies that did the hard labor.

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

You're trained in the Athletics and Farming Lore skills. Gain the Additional Lore skill feat for Undead Lore.

Deep Dweller   Background

Prerequisite: You have darkvision from your ancestry or heritage.

You have spent most of your life deep underground and experienced extended darkness. You are sometimes more comfortable in complete blackness than in a well lit room.

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

Gain Greater Darkvision.

Cycled Soul   Background

A new Cycle of Souls has begun, but with a thousand years of trapped souls to sort through, Atropos can't account for every new death. Sometimes, an outlier slips through the cracks.

One way or another, your soul came to you a little off. It may have escaped the Worldweep before it was ready, been partially fused with the essence of another, or afflicted by some old curse that won't quite wash out. However it happened, your past life always seems to press on you in a way it doesn't for other people. Some part of you has always felt discontent, out or place, or ill-suited to the existence you've been given. But this life is yours to live, and you're going to make the most of it.

Choose two attribute boosts. One must be to Constitution or Charisma. The other is a free boost.

Pick a skill you've always found yourself strangely drawn to. You become trained in that skill. Then, pick one subject you know more about than you ever learned. You gain the Additional Lore skill feat for that subject.

Trader   Background

You have worked for a time as a traveling trader, a merchant of the roads. The roads you travel have never been safe, not really. Nevertheless, you found a way from place to place, forging relationships and providing to each place what they lack. You may have even worked as a member of the Courier Knights.

Choose two attribute boosts. One must be to Strength or Charisma. The other is a free boost.

You're trained in your choice of the Athletics or Diplomacy skill. You are also trained in the Mercantile Lore skills. Gain either the Hefty Hauler or the Hobnobber skill feat, depending on whether you chose Athletics of Diplomacy, respectively.

Natural Healer   Background

You are a skilled healer, well-versed in the art of medical remedies. Your calling may have found you as a village midwife, a traveling physician, a town surgeon, or a hedge witch. Regardless of your specific background, you have a deep understanding of the body and how it reacts to medicines and poisons.

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

You're trained in the Medicine skill and the Herbalism Lore skill. You gain the Battle Medicine skill feat.

5.1.2 Versatile Heritages

Returned

After the Second March, Atropos began picking up the pieces that Mathesis shattered. One of those pieces is the Returned. Mathesis created many Returned in various ways and not all of them were destroyed by the events of the Second March. They sit in stasis in the Weep, or possibly tossed to and fro in the Maelstrom itself, until Atropos finds them. They are not dead, so she cannot judge them.

You are a Returned, sent back to the Universe by Atropos to live your natural life. You are an exact copy of a Marked Hero from the first Adventurer's Guild, or possibly earlier. Heroes that survived to the Second March are not valid progenitors for a Returned. **You must have permission, documented with a receipt, to play a Returned of someone else's character.**

You have no specific memories or experience from your progenitor, though if you wish to RP certain skills or abilities as being things you innately know, you may. You may, if you wish, RP a deep-seated desire to collect things, but the nature or degree of this desire is entirely up to you. You may, if you wish, use a build similar or even identical

to your progenitor, or you may build something entirely new. You must be Marked.

This unlocks the Reflection versatile heritage and the Clone-Risen lineage feat. The other lineage feats of Reflection remain locked. Other Reflection feats are unlocked.

5.1.3 Shardbound Feats

As described in the Character Creation chapter, Shardbound characters gains a bonus Shardbound feat at 1st level, 3rd level, 7th level, 11th level, 15th level, and 19th level. These feats are only available to Shardbound characters and may not be taken as regular ancestry feats. Shardbound feats may be retrained with only a single day of downtime.

Brilliant Rain · Feat 1

| RARE | WORLDWEEP | SHARDBOUND |

A brilliant glitter of illusory weepshards swirl around you with the effect of an occult light cantrip. It is heightened to a spell rank equal to half your level rounded up. You can Sustain to suppress or resume this effect.

This light is a very recognizable light purple.

Focused Recollection ◆ · Feat 1

| RARE | WORLDWEEP | SHARDBOUND |

Prerequisites trained in at least one Lore skill
Frequency once per hour

Your crystal focuses more than light, it focuses your mind. Recall Knowledge about a creature you can see using an appropriate Lore skill to which you add your level to your check. If you succeed, you also learn all the types of damage the creature can do with its attacks and abilities, but not which ones do which types. Choose a type of damage the creature can do. You and allies within 30 feet of you gain resistance equal to your level against that type of damage for one minute. This ends at the end of any turn in which it prevented damage or if you use it again. If you critically fail, you get a failure instead.

Pierce the Darkness · Feat 1

| RARE | WORLDWEEP | SHARDBOUND |

Your shard glows with a black light that only you can see. You gain low-light vision. If you already have low-light vision, you instead gain darkvision. If you already have darkvision, you gain a +1 circumstance bonus to Perception checks to Seek in darkness or dim light.

Scutiferous Shard ◆ · Feat 1

| RARE | WORLDWEEP | SHARDBOUND |

Requirements You have at least one free hand

Your shard expands into a spiky crystalline shield. This process requires considerable strength and energy to create and control. This counts as using the Raise a Shield action and it occupies a hand while raised. If an ability would allow you to Raise a Shield, you may use this action instead. The shield provides a +2 circumstance bonus to AC, lasts until you release it as a ◆, and has 4 hardness and 20 HP (10 BT). At 7th level, this increases to 10 hardness and 40 HP (20 BT). At 15th level, this increases to 13 hardness and 52 HP (26 BT). At 17th level, this increases to 16 hardness and 64 HP (32 BT). You may inscribe shield runes on the shard.

When you form the shard, choose one of the following benefits:

- The shield gains the Inscribed trait. Spells may be inscribed on the shard as described in the Inscribed trait. When the shield does not have the Inscribed trait, any spell etched on its rune lies dormant and cannot be Cast.
- The shield gains Deflecting Bludgeoning, Deflecting Piercing, or Deflecting Slashing.
- The shield gains Shield Throw 30 ft. A thrown shield disappears after the attack is complete.
- The shield is particularly durable. It gains +1 hardness.
- The shield is particularly large. You take a -5 foot penalty to your Speed until the end of the turn after you release it, but it gains +1 hardness and you may Take Cover behind it as though it were a tower shield.

Your shard retains its hit points and damage even when it is not a shield, but regenerates to full hit points after a minute of not being used. If your shield breaks, it shatters into thin shards that fly out violently, doing 1d4 piercing damage for every four levels to the creature that broke it if they are within 5 feet. It cannot then be reformed until it has fully regenerated.

If you take this action while already holding a Scutiferous Shard, select a new benefit and your shield reforms appropriately.

Special If you have the Shardbound Weapon feat and have selected a Shield Attachment as your weapon, your crystalline shield forms with the weapon attached.

Shardbound Cantrip · Feat 1

| RARE | WORLDWEEP | SHARDBOUND |

Prerequisites spellcasting class feature

The mutative effects of the weepshard on your magic unlocks a cantrip normally beyond the scope of your tradition. Choose one cantrip from a magical tradition other than your own. If you prepare spells, you can choose this spell when you prepare your cantrips, in addition to your other options. If you have a spell repertoire, replace one of your

cantrips known with the chosen spell. You can cast this cantrip as a spell of your class's tradition.

If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

Shardbound Weapon   Feat 1

RARE | WORLDWEEP | SHARDBOUND

When you gain this feat, choose a weapon group. You can spend ten minutes shaping your weepshard into a simple or martial weapon from that group with which you are proficient, including a combination weapon with at least one form in that weapon group. Weapon runes can be etched onto the shard as though being etched onto the weapon itself. If it is a simple weapon, and you are trained in all martial weapons, you can increase the damage die size of the weapon by one step. At 5th level, whenever you get a critical hit with this weapon, you get its critical specialization effect.

Any runes that are no longer compatible with the weapon you retrain to become dormant and have no effect until extracted. If the weapon is lost, it can be reformed in your possession with ten minutes of shaping. It keeps any runes etched on it. The old weapon, wherever it is, shatters.

Shardflesh   Feat 1

RARE | WORLDWEEP | SHARDBOUND

Choose a melee unarmed attack you can perform that is granted by an ancestry, ancestry feat, heritage, Shardbound Vampire archetype, Werecreature archetype, or graft (including fist). This attack increases its damage die by one step, to a maximum of 1d8 or 1d6 if it has agile or finesse, and gains your choice of grapple or trip, as appropriate to the attack. This ability does not stack with other abilities that increase damage dice.

The body part used in the attack glitters with tiny purple weepshards. You may retrain this feat to change the unarmed attack it modifies.

Shardling   Feat 1

RARE | WORLDWEEP | SHARDBOUND

You are not just shardbound, but you have a shard that is you-bound. You gain a Tiny shardling familiar. It has the Construct familiar ability, which does not count against your limit for familiar abilities. It has no Speeds but may select an appropriate movement mode as a familiar ability. While it is immobile, it can't select familiar or master abilities that require it to move. If the shardling is destroyed, you can create a new shardling when you next perform daily preparations.

If you already have a familiar, or gain one later, your familiar becomes shardbound instead. It gains the Construct familiar ability, which does not count against your limit for familiar abilities. If your familiar already has a Construct trait that does not count against your

limit for familiar abilities, it may select an additional familiar ability instead.

Shardstep   Feat 1

RARE | WORLDWEEP | SHARDBOUND

Your movement is bolstered by the magic of your shard. You gain a +5-foot status bonus to your Speed.

Voice of the Weep   Feat 1

RARE | WORLDWEEP | SHARDBOUND

You can hear the voices echoing through the shard. By focusing your mind, you can hear the whispers of past expertise. During your daily preparations, you can reflect upon your life experiences to gain the trained proficiency rank in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

Weight of the Stone   Feat 1

RARE | WORLDWEEP | SHARDBOUND

Prerequisites trained in Acrobatics or Athletics

The energy of the shard changes your relationship with gravity. When you prepare for the day, choose to be lighter, heavier, or neither.

If you choose to be lighter, your weight and bulk is half what it usually is, you gain a +1 circumstance bonus to Athletics checks to Jump and Swim. When you Leap, including as part of a High Jump or Long Jump, increase the horizontal or vertical distance by 5 feet. You may not Shove or Force Open.

If you choose to be heavier, your weight and bulk is doubled, you gain a +1 circumstance bonus to Athletics checks to Shove and Force Open, when you succeed on an Athletics check to Shove you get a critical success instead. You may not Jump or Swim.

Gain the Defy Gravity ability:

Defy Gravity ❖ Choose a new weight option (lighter, heavier, or neither) from Weight of the Stone.

Ancestral Shard   Feat 3

RARE | WORLDWEEP | SHARDBOUND

You gain the Ancestral Paragon general feat.

Chaos Theory ◈   Feat 3

RARE | WORLDWEEP | SHARDBOUND | FORTUNE

Frequency once per day
Trigger You fail a skill check or saving throw

You mould a shard into the shape of an irregular icosohedron. Reroll the triggering check, but you must use the new result, even if it's worse.

Cooperative Assault ◆❖   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisites Expert in Acrobatics, Athletics, or Performance

You can connect with the power of your shardbound allies and set them up for success. Attempt an Acrobatics, Athletics, or Performance check using a skill with which you are at least expert against an adjacent creature's Reflex, Fortitude, or Will DC, respectively. If you have the Panache feature, this ability gains the Bravado trait.

Critical Success The target creature is off-guard and gains a -2 circumstance penalty to Reflex, Fortitude, or Will saves, respectively, against abilities and effects from other shardbound creatures until the start of your next turn.

Success As critical success, but the creature does not become off-guard.

Failure No effect.

Critical Failure The target is immune to your Cooperative Assault for the next minute.

Earth's Burdens   Feat 3

RARE	WORLDWEEP	SHARDBOUND

You share your burdens with the stone and sky. Reduce any penalties to your Speed that you have by up to a total of 10 feet.

Enhanced Shardling   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisite Shardling

Your shardling gains one of the following familiar abilities:

- Amphibious
- Climber
- Flier
- Jet
- Levitator

This ability does not count against your limit for familiar abilities.

Greater Shardbound Weapon   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisite Shardbound Weapon

Choose one of the following benefits:

- Your shard splits into two identical weapons when you shape it. Your shardbound weapon must be a one-handed weapon to use this benefit. These weapons gain the Twin trait. Both weapons share the same fundamental runes. You may etch property runes on each side of your shard, each weapon gets the property runes from its side.
- If your shard is a one-handed melee weapon, it gains the Thrown 10 ft. trait, or increases the range by 10' if it already has the Thrown trait.
- Your weapon gains or loses the Nonlethal trait.
- If your shard is a non-combination melee weapon, select a simple or martial non-combination ranged weapon. If your shard is a non-combination ranged weapon, select a simple or martial non-combination melee weapon. In either case, both weapons must require the same number of hands. Your shardbound weapon is gains the Combination trait and is a combination of both weapons. It only gains an upgrade to its damage die when using a simple weapon and only if you are trained in all martial weapons.
- Your weapon gains the Razing trait.
- Your weapon gains the Modular B, P, or S trait.

You may change the chosen benefit when you reshape your weapon.

Resonant Shardcrafting   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisite Expert in Crafting

Gain the Cooperative Crafting skill feat, except that you can only use it when you and your ally are both Shardbound.

Special This feat requires much more careful attunement than most. When you retrain into it, you do not benefit from the ability until one week has passed.

Shardbound Weapon Familiarity   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisite Shardbound Weapon

You may also select an advanced weapon to be your Shardbound Weapon. If you do, treat it as a martial weapon for the purposes of proficiency.

Shardskin   Feat 3

RARE	WORLDWEEP	SHARDBOUND

Prerequisite Strength +2

You have incorporated shards across much of your body. When you are unarmored, the shards give you a +3 item bonus to AC with a Dexterity cap of +2. If your Strength is +3 or higher, you may gain a +4 item bonus to AC with a Dexterity cap of +1. You may inscribe runes on

and attach talismans to your crystal-imbued skin.

Soulshard Spirit   Feat 3

RARE   **WORLDWEEP**   **EMOTION**   **SHARDBOUND**

When you prepare for the day, choose up to two emotions: terror, wrath, inner peace, surprise, or arrogance. You tap into the raw emotional energies captured by the Worldweep. These emotions affect you, so you cannot use these effects if you are immune to emotion. At level 7, choose up to three. At level 11, choose up to four. At level 15, you may choose all five.

Terror — If you tap into Terror, when you successfully Demoralize an enemy, that enemy takes spirit damage equal to your Intelligence modifier (minimum 0).

Wrath — If you tap into Wrath, when you successfully Grapple an enemy, that enemy takes spirit damage equal to your Wisdom modifier (minimum 0).

Inner Peace — If you tap into Inner Peace, when you successfully restore hit points with Battle Medicine, you restore additional hit points equal to your Charisma modifier (minimum 0).

Surprise — If you tap into Surprise, when you successfully Tumble Through an enemy, you deal spirit damage equal to your Strength modifier (minimum 0).

Arrogance — If you tap into Arrogance, when you successfully Recall Knowledge about a creature, that creature takes spirit damage equal to your Dexterity modifier (minimum 0).

If you are a Master in the skill used for the emotion, add twice your modifier instead. And if you are Legendary, add thrice. Once a creature has taken this damage or benefited from this healing, they are immune to this effect from that emotion for one hour.

Weepshard Savant   Feat 3

RARE   **WORLDWEEP**   **SHARDBOUND**

Prerequisites Voice of the Weep

The voices echoing through your shard offer you greater wisdom. When you gain proficiency in a skill using Voice of the Weep, you also gain a temporary level 1 skill feat that requires trained in a skill whose prerequisites you meet. You may use the skill training granted by Voice of the Weep to meet the feat's prerequisites. Voice of the Weep still can't be used to meet other prerequisites, nor can the skill feat gained from Weepshard Savant be used to meet the prerequisites for any other feat or character option. Likewise, feats that would add formulae or similar permanent options to your books do not do so when gained through this feat.

5.1.4 Prismatic Brick

Prismatic Brick (Lesser)   3

RARE **WORLDWEEP** **AGILE** **THROWN 20FT** **MAGIC**

Price Remembering the sacrifices made and 215 gold
Damage 1d6; **Bulk** 1
Hands 1
Type Melee; **Category** Simple; **Group** Club

This +1 Returning Brick has been pressed using a rainbow of differently colored grains of sand that shimmer and dance in the light. It feels perfect in your hand. It's optimally balanced to throw at greater distances than a common stone.

At the beginning of the day roll a 1d6 to determine the type of damage the brick does based on the table below:

1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Spirit
5	Blue	Cold
6	Purple	Sonic

Critical Specialization Effects

Instead of the usual effects for using a weapon in the Club group, the Prismatic Brick has the following effect:

The target must succeed at a Will save against your class DC or be Dazzled until the end of its next turn.

Prismatic Brick (Greater)   11

Price Remembering the sacrifices made and 1,680 gold

The brick is a +2 Striking Ghost Touch Returning stone instead. In addition to the base damage, roll a second time on the table, rerolling if you get the same result as the first roll. The brick deals an additional 1d6 damage of the second type.

Prismatic Brick (Major)   18

Price Remembering the sacrifices made and 10,680 gold

The brick is a +3 Greater Striking Ghost Touch Returning stone with the same properties as the Prismatic Brick (Greater). This brick may be inscribed with one additional property rune of any level[1].

Prismatic Brick Attachments

A brick is always made of sand, stone, and the grit of determination, but precious metals can be added to enhance it. A brick may only have one attachment that affects its material type. Attaching a material in this way

---

requires at least one day, which can overlap with the time required to craft the material attachment in the first place. Attachments require access to the associated material to craft.

Adamantine Resolve (Greater)   8

RARE **WORLDWEEP** **ATTACHED TO PRISMATIC BRICK**

Price A committment to the future and 1,400 gold

You have fired the Prismatic Brick (Lesser or Major) in the hottest kilns and embedded adamantine in the surface. The brick is now Adamantine.

Adamantine Resolve (Major)   16

RARE **WORLDWEEP** **ATTACHED TO PRISMATIC BRICK**

Price A committment to the future and 13,500 gold

This may be attached to the Prismatic Brick (Greater) as well.

Brilliant Dawn (Greater)   11

RARE **WORLDWEEP** **ATTACHED TO PRISMATIC BRICK**

Price Learning the lessons of our elders and 1,400 gold

You have worked the Prismatic Brick (Lesser or Major) in the dawn of a new day and coated the surface in a thin layer of dawnsilver. The brick is now Dawnsilver.

Brilliant Dawn (Major)   17

RARE **WORLDWEEP** **ATTACHED TO PRISMATIC BRICK**

Price Learning the lessons of our elders and 13,500 gold

This may be attached to the Prismatic Brick (Greater) as well.

Test of Time   18

RARE **WORLDWEEP** **ATTACHED TO PRISMATIC BRICK**

Price Learning the lessons of our elders and 22,500 gold

You have bound the Prismatic Brick (Greater) in the past, present, and a brighter future, and wrought ribbons of orichalcum through it. The brick is now Orichalcum and receives the usual benefits, including the ability to etch an additional rune on it. This brick may be etched with a special quickstrike rune, even if a general formula for quickstrike is unknown.

---

[1]This is usually a single property rune, since as a specific weapon, it cannot usually be inscribed with runes, but see the Test of Time attachment.

5.1.5 WILDCARDS

The Wildcards Guild has unlocked the following:

Flamescarred Longboard 7

RARE **WORLDWEEP** **CLOCKWORK**

Usage worn; **Bulk** 2
Price 360 gp

Activate ❖ Interact (move); **Frequency** once per day
The Flamescarred Longboard is a board with sturdy clockwork wheels underneath it. When you activate it by dropping it to the ground and standing on it, you gain the effect of the Gadget Skates gadget. If you fall prone while using the longboard, you are no longer standing on it and its effect ends. The clockwork wheels of the longboard operate on any surface on which you can walk. The board can be adorned with art, insignias, and other nonmagical visual media that doesn't interfere with its operation.

Flamescarred Longboard (Moderate) 13

RARE **WORLDWEEP** **CLOCKWORK**

Usage worn; **Bulk** 2
Price 3,600 gp

You can activate the Flamescarred Longboard once per hour instead of once per day.

Marked Hands ◆❯❯   Spell 1

WORLDWEEP   **ATTACK**   **CONCENTRATE**   **FORCE**   **MANIPULATE**

Traditions Arcane, Primal
Range touch; **Targets** 1 creature
Defense AC

You tap into the tiniest portion of the energy of your Mark or Shard and redirect it outward. Make a melee spell attack roll. On a hit, the target takes 2d12 force damage, doubled on a critical hit. A Returned or Shardbound creature also takes 1d4 persistent mental damage, not doubled on a crit.

Heightened (+1) The force damage increases by 1d12 and the persistent mental damage increases by 1.

Shardbound Vampire

Shardbound Vampire Dedication   Feat 2

| RARE | WORLDWEEP | ARCHETYPE | DEDICATION |

Your shard has been warped by void energy, transforming you into a vampire or preserving you after an exsanguination from a vampire. You gain the vampire trait.

You have the void healing ability, which means you are harmed by vitality damage and healed by void effects as if you were undead. You can spend an action with the concentrate trait to suppress the effects of void healing until the start of your next turn.

Your incisors elongate; you gain a fangs unarmed attack that deals 1d6 piercing damage. They're in the brawling group and have the grapple and unarmed traits.

You gain the Cast a Spell activity and two innate cantrips from either the divine or occult spell list. The list you choose is your vampiric tradition. Spells granted by this archetype use your spell DC or class DC, whichever is higher. Your key spellcasting attribute for these spells is the attribute on which the higher of your spell or class DC is based. Additionally, you gain the Drink Blood ability.

Drink Blood ❖ **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within your reach; **Effect** You sink your fangs into that creature and drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed, and automatically succeeds for any of the other conditions. If you succeed, the creature becomes drained 1, and you gain temporary HP equal to the target's level that last for 10 minutes. Further uses against the target don't increase the drained condition or grant you more temporary HP. This action has the trait of your vampiric tradition.

All feats you take in the Shardbound Vampire archetype, including this one, gain the trait of your vampiric tradition.

Special You can't select another dedication feat until you have gained two other feats from the shardbound vampire archetype.

Special Shardbound Vampires have a list of vulnerabilities they must adhere to.

Shardbound Vampire Vulnerabilities

Your power comes with a price. As a shardbound vampire, you have the following vulnerabilities.

Revulsion: Choose one object that triggers your revulsion: This could be garlic, a mirror, or something else entirely. If you involuntarily come within 10 feet of an object of your revulsion, you gain the fleeing condition, running from the subject of your revulsion until you end an action beyond 10 feet of it. After 1 round of being exposed to the subject of your revulsion, you can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, you overcome your revulsion for 1d6 rounds, or 1 hour on a critical success. Additionally, a brandished religious symbol held by a holy creature; or if you are sanctified, instead a symbol from a creature who has the opposite trait of your sanctification, triggers a similar fleeing condition with a similar Will save action with the concentrate trait to overcome. A creature must Interact to brandish a religious symbol for 1 round (similar to Raising a Shield).

Sunlight: If exposed to direct sunlight, shards underneath your skin begin to glimmer. Any creature observing you notices your condition, and may know about your revulsion depending on their relative knowledge level. While glimmering, you gain a -1 circumstance penalty to Deception checks to Lie, and to Diplomacy checks to Gather Information or Make an Impression.

Basic Shard Metamorphosis   Feat 4

| WORLDWEEP | ARCHETYPE |

Prerequisites Shardbound Vampire Dedication

Regardless of your actual existential state, you now register as both undead and living to effects that detect such creatures (such as lifesense or spiritsense).

You gain the undead trait and the basic undead benefits, and your undead hunger is for the blood of the living.

You can take damage and be healed by vitality and void healing effects, depending on its source. If an effect or spell specifies a different effect against the living or the undead, you take the most beneficial of the two if the source is yourself or an ally, or the most detrimental effect if the source isn't yourself or an ally.

The shards hold your flesh together in a manner similar to your living self: creatures can still Treat your Wounds as if you were a living creature.

Supernatural Charm   Feat 4

| WORLDWEEP | ARCHETYPE |

Prerequisites Shardbound Vampire Dedication

You become trained in Deception and Diplomacy; for each of these skills in which you were already trained, you become trained in a skill of your choice.

Against humanoids, you gain a +1 circumstance bonus to Deception checks to Lie, and to Diplomacy checks to Gather Information and Make an Impression.

Additionally, you have an innate connection with other creatures of the night and understand some of them. You can ask questions of, receive answers from, and use Diplomacy with bats, rats, and wolves. You also gain a +1 circumstance bonus to Make an Impression on such animals.

Vampiric Body   Feat 4

| WORLDWEEP | ARCHETYPE |

Prerequisites Shardbound Vampire Dedication

Your nails grow into sharp claws, perfect for seizing and tearing your prey. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

Additionally, you gain a climb Speed of 15 feet.

Basic Vampire Magic   Feat 6

WORLDWEEP   ARCHETYPE

Prerequisites Shardbound Vampire Dedication; trained in Occultism or Religion, whichever aligns with your vampiric tradition

Your power over the magic of your shard's curse grows. You gain a 1st-rank innate spell from your vampiric tradition. You gain a 2nd-rank innate spell at level 8, and a 3rd-rank spell at level 10.

Additionally, once per day, you can cast *animal allies* and *charm* as an innate spell of your vampiric tradition. These spells are automatically heightened to a rank equal to half your level.

Evolved Vampiric Body   Feat 6

WORLDWEEP   ARCHETYPE

Prerequisites Vampiric Body

You claws sharpen and strengthen as you aim for your victim's prominent arteries. You gain the following critical specialization for your fangs, which replaces its normal critical specialization:

On a critical hit, your fangs deal an additional 1d6 persistent bleed damage. At 14th level, the persistent bleed damage increases to 2d6, and at 20th level, the persistent bleed damage increases to 3d6.

Your climb Speed is now 25 feet.

Evolved Shard Metamorphosis   Feat 8

WORLDWEEP   ARCHETYPE

Prerequisites Basic Shard Metamorphosis

You cease aging and gain the advanced undead benefits.

When targeted by an effect or spell that affects living and undead creatures differently, instead of taking the most beneficial or most detrimental effect depending on the source, you always take the best effect regardless of source.

Shardtouched Claws ◈   Feat 8

WORLDWEEP   ARCHETYPE

Prerequisites Vampiric Body
Trigger You hit the same enemy with two consecutive claw Strikes in the same turn

Your claws have become infused with shard energy, allowing you to grasp and hold your prey more swiftly and effectively. You attempt to Grapple the target. This only takes the second stage of the multiple attack penalty, instead of the third or subsequent.

Shardbound Coffin   Feat 10

WORLDWEEP   ARCHETYPE

Prerequisites Shardbound Vampire Dedication

You bind your spirit to a coffin filled with soil of a place you consider your home and encase it with shards, making it a place of recovery. If you rest inside your coffin for 10 minutes, you regain Hit Points equal to your Constitution modifier × your level. You can still be healed in other ways during that time, though you're unconscious and therefore unable to heal yourself. You can Refocus while resting.

If you would die, you instead remain near death. This doesn't change your dying or wounded value, and you remain unconscious. After 1 hour, you're dead. If returned to your coffin before that hour is up, you avoid death; if you spend 1 hour resting in your coffin, you regain 1 HP and lose the dying and wounded conditions. You can't be healed in any other way when near death.

Your coffin can't heal you if you're staked through the chest with a shard that you are not bound to. You can be staked only if unconscious, and it takes three actions. You lose all benefits of this feat if your coffin is destroyed or the soil is lost. You must procure a new coffin and fill it with soil of your homeland to restore the feat's function.

Coffins for medium creatures have no less than 8 bulk when made of soft wood (use statistics for Thin Wood). Hardwood (statistics for Wood) is 12 bulk. Thin stone (statistics for Stone) is 16 bulk. Metal is 32 bulk. Thick stone (statistics for Stone Structure) is 48 bulk. Spacious Pouches can be modified to have an oversized opening suitable for a coffin as they are created.

Expert Vampire Magic   Feat 12

WORLDWEEP   ARCHETYPE

Prerequisites Basic Vampire Magic; master in Occultism or Religion, whichever aligns with your vampiric tradition

Your power over the magic of your shard's curse flourishes. You gain a 4th-rank innate spell of your vampiric tradition. You gain a 5th-rank innate spell at level 14, and a 6th-rank innate spell at level 16.

Additionally, once per day, you can cast *pest form*. At 14th level, you can cast *aerial form* spell (bat form only) and *vapor form*. These are innate spells of your vampiric tradition. They are heightened to half your level.

Shard Mist Escape ↺   Feat 14

WORLDWEEP   ARCHETYPE   DIVINE

Frequency once per hour
Prerequisites Shardbound Coffin
Trigger You are reduced to 0 HP

As you fall, your body reacts to defend itself. You turn to mist, gaining the effects of *vapor form*. At the trigger, you choose between your coffin or a shardbound ally. You cannot choose your coffin if it is currently unmanifested. You take move actions in the most direct path toward your target. Even though you are at 0 HP, you can still take move actions, though you aren't conscious and don't have control over how you do so. While at 0 HP in this form, you are unaffected by further damage. You automatically return to your corporeal form, unconscious, once you are adjacent to your target ally or within your coffin.

Improved Shardbound Coffin   Feat 16

WORLDWEEP   ARCHETYPE

Prerequisites Shardbound Coffin

Due in some part to the connection between the vampiric curse and the shard's nature, your coffin has become bonded to your soul.

Once per day, you can choose one of the following additional effects when you rest in your coffin for 10 minutes.

- You regain all focus points.
- You regain Hit Points equal to your Constitution modifier × double your level instead of the usual amount.
- You regain one spent innate spell.

Once per day while within your coffin, you can cast *cleanse affliction* and *sound body* as an innate spell of your vampiric tradition. You can target only yourself with these spells. These spells are automatically heightened to a rank equal to half your level.

You can cast translocate as a 4th- or 5th-rank innate spell of your vampiric tradition at-will if you translocate to a location within 5 feet of your coffin. You gain the Coffin Manifestation action.

Coffin Manifestation ❖❖ (concentrate, manipulate); **Effect** You manifest your coffin in an unoccupied space adjacent to you, or demanifest it from anywhere, as long as it's on the same plane of existence. You lose any benefit related to your coffin while it's demanifested, except this action. While demanifested, your coffin is stored in an extradimensional space connected to your shard. This action gains the trait associated with your vampiric tradition.

You can use Coffin Manifestation once per day as a reaction upon rolling initiative.

Master Vampire Magic   Feat 18

WORLDWEEP   ARCHETYPE

Prerequisites Expert Vampire Magic; Legendary in Occultism or Religion, whichever aligns with your vampiric tradition

Your power over the magic of your shard's curse peaks. You gain a 7th-rank innate spell from the spell list you chose from the cantrips of your shardbound vampire dedication. You gain a 8th-rank innate spell

at level 20.

Once per day, you can cast *dominate* and *vampiric exsanguination* as an innate spell of your vampiric tradition. These spells are automatically heightened to a rank equal to half your level.

Perfected Vampiric Body   Feat 18

WORLDWEEP   ARCHETYPE

Prerequisites Evolved Vampiric Body

Your vampiric shards have fully evolved and now have grown to assist your body however they can. You gain a fly speed equal to your Speed or 20 feet, whichever is higher. If you already have a fly speed from a permanent source, increase it to your Speed or increase it by 5 feet, whichever would grant the value.

Your climb Speed increases to your Speed.

When you Drink Blood, increase the drained condition on the target by 1. You can Drink the Blood of a creature as long as it has no more than drained 4. You cannot Drink the Blood of a single creature more than once per round.

Shardbound Vampire Lord   Feat 20

WORLDWEEP   ARCHETYPE

Prerequisites Shardbound Coffin

Choose a polymorph spell from the divine or occult tradition. Once per day, you can cast this as an innate spell of your vampiric tradition, heightened to a rank equal to half your level rounded up. Within this form, you retain all abilities and spells granted to you by your shardbound vampire feats, and can utilize these abilities or spells regardless of the form or rules of the polymorph spell you have selected.

Additionally, you gain the Vampiric Lord Reaction.

Vampiric Lord ↺ **Trigger** You would die; **Frequency** once per day **Effect** If your coffin is within 120 feet, you can teleport within your coffin, and at the start of your next turn you recover to 1 HP and lose the dying and wounded conditions.

Shardbound Vampire Regeneration   Feat 20

WORLDWEEP   ARCHETYPE

Prerequisites Shardbound Vampire Dedication

When you Drink Blood, you gain Regeneration 10 for 1 hour. This Regeneration is suppressed if you are exposed to the object of your revulsion or are staked through the chest as described in the Shardbound Coffin feat.

5.1.8 The Pantheon

Atropos, The Nascent Judge

Atropos, known among the psychopomp ushers as the Judge of Judges and the Last Sister, was the youngest (and perhaps only) daughter, ruling over the Boneyard alongside her mother as the penultimate arbiter of mortal fates. However, in the chaos that followed the failure of the first Heroes' March and the victory of the Second Heroes' March, it had been revealed that her mother was destroyed in the creation of the Worldweep, fueling its power. With this revelation, the followers and duties of the Lady of Graves now fell to Atropos, The Judge of Judges. Currently positioned in the Astral Plane, the threads of fate, souls, and dreams all stand splayed out in front of her like a tapestry: With the shift of the Worldweep into a persistent staple of the Universe, the nosoi's ability to enact True Death is inhibited. In spite of this, the end of days has not yet arrived and thus there is still work to be done. When appearing in the mortal realm, Atropos takes on the form of a young woman with silver hair wearing a plague doctor mask. Her speech is found to be a bit odd, switching between casual and formal speech. She continues to have a soft spot for children, often presenting stuffed animals to those who struggle with nightmares (these animals are usually ravens or whippoorwills).

Category Gods of Renewal
Edicts bring peaceful rest to both the living and the dead, destroy undead, mentor the next generation, heed the insights of dreams
Anathema create undead, disturb the weary from rest, take from the dead in bad faith, allow harm to come to children
Areas of Concern death, fate, sleep, time, and youth
Religious Symbol broken spiral
Sacred Animal whippoorwill
Sacred Colors blue, white

Devotee Benefits

Divine Attribute Wisdom or Charisma
Divine Font heal
Divine Sanctification none
Divine Skill Medicine or Occultism
Favored Weapon dagger
Domains dreams, fate, healing, knowledge, repose, time
Alternate Domains darkness, family, soul, vigil
Cleric Spells 1st: mindlink 2nd: shrink, 3rd: dream message, 4th: vision of death, 5th: stagnate time, 6th: phantasmal calamity, 7th: retrocognition, 8th: dream council, 9th: metamorphosis

5.2 Season One Content

5.2.1 Slimy Newton

Slimy Newton 7

| UNIQUE | WORLDWEEP | ALCHEMICAL | SENTIENT | OOZE |

Bulk -

Battle Medicine ❖ Once a day Slimy Newton can use the Battle Medicine action at master proficiency at a range of touch. Slimy does not need to be stowed or drawn as he can act on his own and loves his adventuring friends. His medicine skill is +17.

Devour Wound ❖ Once a day Slimy newtown can be used to do a unique action of Devour Wound. Devour Wound is the same as Treat Wounds with a medicine of +17.

When either one is used, you are immune from his battle medicine or treat wounds for a day. If there are other Slimy Newton in the party they will refuse to devour your wounds for a day as well as they are no longer hungry.

Reproduction ONLY Slimy Newton Prime can create more Slimy Newtons with alchemical reagents worth 65 gold each. However it requires 4 people to pay for the reagents at the same time, as Slimy can only create 4 slimes at one time. Different additives can make the clone Slimy Newton a different color on request. The processing days for Slimy Prime to produce a batch of 4 slimes is 3 days.

He cannot act in battle and will not fight for you. Slimy has an HP of 10 and an AC of 10 and can be targeted but is very good at using adventurers as shelter against damage. He will stow and draw himself as needed and does not need to breathe or eat to survive.

5.2.2 Rosy Thorn

Rosy Thorn (minor) 1

| RARE | WORLDWEEP | CONSUMABLE | MAGICAL | PRIMAL |

Price 3 gold
Ammunition any; **Bulk** -
Activate ❖ Interact

As the protector of the Rosy Kingdom, Marigold, and its best soldier, Violet, merged, they are now able to bestow a portion of their new power to anyone who wished to wield it. Any mindless corporeal undead level 1 or lower struck with the rosy thorn regains its sapience for 1 minute. This otherwise has no effect if the undead creature doesn't have the mindless trait.

The target loses the mindless trait, and allows anyone to ask questions of, receive answers from, or use the Diplomacy skill with the target (either through a language it knew in life or Necril). This does not make the target friendlier than normal, cease hostilities, nor force them to act against their undead nature and restrictions. At the GM's discretion, the undead's bodily or mental deterioration may limit communication or make it outright impossible.

If the undead were to be reduced to 0 hit points from damage dealt by this ammunition, it instead rises as a leshy for the same duration. This has the same limitations as the rosy thorn's normal effects.

Rosy Thorn (lesser) 5

Price 27 gold

The effect lasts for 10 minutes and can affect targets of level 5 or lower.

Rosy Thorn (moderate) 9

Price 150 gold

The effect lasts for 1 hour and can affect targets of level 9 or lower.

Rosy Thorn (greater) 12

Price 350 gold

The effect lasts for 8 hours and can affect targets of level 12 or lower.

Rosy Thorn (major) 15

Price 1,150 gold

The effect lasts for 24 hours and can affect targets of level 15 or lower.

Rosy Thorn (true) 20

Price 11,000 gold

The effect's duration is unlimited and can affect targets of level 20 or lower.

5.2.3 Dragonscale Order Badges

The Dragonscale Order has discovered how to construct Dragonscale Badges, which, when upgraded, allow adventurers to channel the magic of specific Draconic Patrons. A Patron is a specific, powerful dragon that is

willing to assist the Dragonscale Order and the members within. Patrons are unique individuals with specific preferences. You must comply with the Edicts and Anathema of the Patron Dragon while you have the item invested. If you violate them, your scale loses its magic as your Patron withdraws their favor. You may once again engage in a quest to gain their favor if you wish to regain a new scale.

Removing your Patron's Scale from the Badge and inserting a new one requires three days of downtime, during which you attune yourself to the new attitude and ethos of the new Patron.

Dragonscale Badge   1

RARE   WORLDWEEP   INVESTED   MAGICAL

Usage worn; **Bulk** -

Able to be worn from a chain or a cord around the neck or pinned to clothing or armor, this gold badge bearing the insignia of Dragonscale Order serves as both a symbol of your membership to the guild as well as an ingenious conduit for channeling the dormant magic in dragon scales. A dragon's scale can be slotted into an inlay in the front of the badge, granting the following activation and additional abilities based on its type.

Activate—Wyrmshide ◈ (concentrate); **Effect** A barrier of magical energy taking the form of dragon scales of the same type slotted into the *dragonscale badge* surrounds you, with the effects of the shield cantrip heightened to a rank equal to half the *dragonscale badge's* level (rounded up).

Dragonscale Badge (Wyrmling)   1

Price 50 gold;

As above.

Dragonscale Badge (Young)   5

Price 50 gold;

The Badge has been modified to accept a second scale, positioned just behind the first, fanning out slightly. This scale represents the favor of a draconic patron.
The Dragonscale Badge provides the Minor Boon from the attuned Patron.

Dragonscale Badge (Ancient)   9

Price 700 gold;

You also receive the Major Boon from any Patron's Scale in your Badge.

Dragonscale Badge (Wyrm)   13

Price 3,000 gold;

The Badge is once more modified and now accepts a third Scale, positioned behind the second and fanned in the opposite direction. This allows for even more powerful dragons to lend their strength. Wyrm Scales can only be positioned in this third slot. This Scale requires investment, so a Wyrm's Scale with two Patron's Scales will require a total of two daily investments.

Dragonscale Badge (Archdragon)   17

Price 15,000 gold;

You also receive the Grand Boon from a Patron's Scale in your badge.

5.3 Season One Dragonscale Order Patrons

These Patrons offer their scales for use in Dragonscale Order Badges and offer Motes of Power to those that act in their interests more generally. While those that wield the greater power of the Badge must always follow the Edicts and Anathema of the Patrons represented in the badge, wielding a mere Mote of their power does not come with such obgligations. When you have a Mote of Power, you gain the following action:

Invoke Mote ◈ (magical); **Frequency** Once per round;
Requirements You have a Mote of Power you have not expended; **Effect** Drawing upon the well of power stored within dragonkind, you expend one mote to gain the effects of the associated patron whose blessing you carry.

Motes are not lost when they are expended. Rather, you begin each Bounty will all your Motes of Power refreshed. Motes of Power are granted by specific Bounties.

Canthaticus, The Flame

Empyreal Dragon, he/him
Edicts: Light a flame every day, even if it is small; provide warmth to those who are cold
Anathema: Extinguish a flame without good cause; allow fire to rage uncontrolled; hide in the dark

Mote of Power

Your inner flame kindles. You receive healing equal to 2 + your level, immediately recover from any persistent bleed or cold damage you have, and all allies within 500 feet receive healing equal to half your level (minimum 1) and can immediately attempt a flat check to remove persistent bleed or cold damage with especially appropriate help.

Minor Boon

FIRE

Canthaticus' flames keep the air near you warm and comfortable. The Badge protects you from severe environmental cold. If this Scale is placed in an Ancient's Badge, it also protects you from extreme cold. And if placed in a Great Wyrm's Badge, it protects from incredible cold. It has the following activation:

Activate ❖❖ (concentrate); **Frequency** once per day; **Effect Heat rolls off you, heating and cooling the air around you erratically, creating shimmers that distort your appearance and grant you the concealed condition for 1 minute. This reveals your location, so you cannot use this concealment to Hide or Sneak.**

Major Boon

HOLY

Canthaticus consecrates your weapons when you require it. Your Badge has the following activation:

Activate ❖❖ (concentrate, manipulate); **Frequency** once per day; **Effect** The holy power of Canthaticus fills your armaments. For 1 minute, your weapons and unarmed attacks gain the holy weapon rune while you hold them. If a weapon is at its limit on property runes, you must choose a property rune on the weapon to go dormant while the holy rune is in effect. Additionally, Strikes your allies make while they are within 30' of you gain the holy trait.

Nixie, Night Dancer

Conspirator Dragon, she/her

Edicts: Honor the night by dancing when practical each night when the sun is down; enact vengeance on those who would use the night as cover to do harm to the undeserving

Anathema: Bear artificial light under the night sky; use the cover of night for evil purposes; spoil a party without just cause

Mote of Power

Shadows swirl around you. Until the start of your next turn, you are concealed. If you were already concealed, the DC of the flat check to target you increases by 2.

Minor Boon

Nixie guides and inspires your art, providing a +1 item bonus to Performance. This increases to +2 for an Ancient Badge and +3 for a Great Wyrm's Badge.

Major Boon

SHADOW **TELEPORTATION**

Nixie shows you the secret paths from space to space. You gain the following activation:

Activate ❖❖ (concentrate); **Requirement** You are in an area no brighter than dim light. **Effect** You begin to dance in one space and finish the dance in another, teleporting you and any items you're wearing or holding from your current space to an unoccupied one within 30' that you can see. If the destination is within an area of darkness, the range is instead 60'. If this would bring another creature with you—even one you're carrying in an extradimensional container—this boon fails. After you dance from space to space, you may not do so again for 1d4 rounds. You may not take this action unless you are capable of at least a little movement, so you may not use it while Paralyzed.

Kargungankrath, Vanity of the Stone

Adamantine Dragon, he/him

Edicts: Dress as nicely as you are able; create and display beautiful works of art that have no functional purpose; craft with stone and precious metals.

Anathema: Destroy something beautiful without just cause; lie about the value of anything.

Mote of Power

You become as sturdy as a stone statue. You gain resistance to physical damage (except adamantine) equal to 2 + half your level (minimum 3) until the start of your next turn.

Minor Boon

Kargungankrath helps repair and maintain your equipment. You gain the following activation:

Activate ❖❖ command, Interact; **Frequency** once per day; **Effect** You strike a metal object or attire of up to 4 bulk, repairing it. It gains hit points according to the Badge in which this Scale is invested. If this repairs the item above its Broken Threshold, it is no longer broken. This ability cannot replace lost pieces or repair something that is completely destroyed.

- Wyrmling Badge: 5 hp.
- Young Badge: 25 hp.
- Ancient Badge: 45 hp.
- Wyrm Badge: 65 hp.
- Archdragon Badge: 85 hp.

Major Boon

METAL

Kargungangrath lends you a bit of metal from his store rooms. The Badge gains the following activation:
Activate ❖ (concentrate); **Frequency** once per day; **Effect** Choose either a weapon you are holding or your unarmed strikes. For one minute, that weapon or your unarmed strikes are affected by Clad in Metal with a rank determined by the Badge:

- Wyrmling Badge: 1st-rank
- Young Badge: 3rd-rank
- Ancient Badge: 5th-rank
- Wyrm Badge: 7th-rank
- Great Wyrm Badge: 9th-rank

Tomorrow, The Unpromised

Omen Dragon, they/them
Edicts: Throw wild parties; take what you can, when you can; act spontaneously
Anathema: Make long-term plans; tell someone exactly what you plan to do; use magic to tell someone their future

Mote of Power

You jump forward in time to avoid interruptions. You may Invoke Mote as a ❖ and it gains the following trigger and effect:
Trigger One your actions would trigger an enemy's reaction; **Effect** The enemy must attempt a DC 7 flat check. On a failure, the reaction is disrupted and the action is lost.

Minor Boon

TIME

Tomorrow is always willing to help you make the most of the moment, even if it comes at a cost in the unpromised future. Your Badge gains the following activation:
Activate ❖❖ command, Interact; **Effect** You point at a willing creature within 30' and allow it to seize the moment. They gain the quickened condition for 1 round and may use this extra action in any way. When the condition ends, they are slowed 1 for 1 round and immune to this Boon until you next perform your daily preparations.

Major Boon

TIME

Tomorrow helps you make the most of the time available, even time that isn't yours. Your Badge gains the following activation:
Activate ❖❖ command, envision; **Frequency** once per day; **Effect** You steal time from a nearby enemy and grant it to a nearby ally or yourself. Choose one creature within 30'. It attempts a Will save.
Success The creature is unaffected.
Failure The enemy is slowed 1 for 1 round. You or an ally are quickened 1 for 1 round and may use this additional action for any purpose. **Critical Failure** As Failure, but the enemy is slowed 2 for 1 round instead.

Eight, The Lucky Wyrm

Fortune Dragon, she/her
Edicts: Use puns, especially bad ones; take risks to accomplish great things; help those who are down on their luck
Anathema: Cheat at a fair game; choose a guaranteed outcome when something better could be gained by gambling (this does not apply to Stolen Luck)

Mote of Power

A nudge of fate ensures the house never wins. You may Invoke Mote as a ❖ and it gains the following trigger and effect:
Trigger You fail or critically fail a saving throw by 2 or less; **Effect** Treat the result of your saving throw as one degree of success better.

Major Boon

CONTINGENCY

Activate ↻ **Trigger** You or a creature within 30 feet of you rolls two d20s for a fortune or misfortune effect and you like the higher roll **Frequency** once per day; **Effect** You steal the higher of the two numbers the triggering target rolled; the target must use the other result. Until you make your next daily preparations, you can substitute that number for one d20 roll made for a saving throw or skill check you have to make against an effect created by an enemy, hazard, or the environment. Doing so is a fortune effect. If you fail to do so before your next daily preparations, you lose the stored number.

Grand Boon

FORTUNE

Activate ↻ **Trigger** You attempt a skill check with a DC that is at least 15 higher than your bonus in the skill;

Frequency once per 10 minutes; **Effect** You roll twice and take the better result. You may not use this ability with checks during Downtime.

FORGANTHANIR, WYRM OF WYRMS

Horned Dragon, he/him

Edicts: Respect dragons in general (a foe may be respected as well as a friend); preserve draconic art and culture

Anathema: Speak a Lie (you may still deceive with misleading truths); despoil nature

MOTE OF POWER

You are never afraid, for dragons do not know fear. If you currently have the frightened condition, reduce the value of that condition by 2, and if you are fleeing, you need only spend one of your actions escaping the source of your fear instead of all of your actions. (You may Invoke Mote even if you must spend all of your actions typically attempting to flee from the source of the fleeing condition.)

MAJOR BOON

Activate ❖❖ command, envision; **Frequency** once per day; **Effect** Ghostly draconic wings grant you a fly Speed equal to your Speed or 20 feet, whichever is greater. This lasts for 10 minutes or until you Dismiss the effect. If this scale is placed in an Archdragon's Badge, you can Activate and Dismiss the ability as often as you want, and it has unlimited duration.

GRAND BOON

PLANT

Activate ❖❖ (concentrate, manipulate); **Frequency** once per day; **Effect** With a pulse of natural energy, you grow massive plants in an instant. The megaflora is of one of the following types, chosen by you during your Daily Preparations. A megaflora appears in an unoccupied 10-foot space within 30 feet and has 50 Hit Points, weakness 5 to fire, AC 37, Reflex +20, and Fortitude +30. It persists for 1 minute or until reduced to 0 Hit Points.

- **Corpseflower** A single putrid-smelling flower grows at the target location. While the flower persists, each round at the end of your turn, all creatures in a 20-foot burst centered on the plant except you must succeed at a Fortitude save or be sickened 2 (also stunned 2 on a critical failure). This is a poison effect.
- **Thorns** A 10-foot-tall thorned plant or bamboo stalk grows at the target location. While the stalk persists, each round at the end of your turn, sharp stakes erupt

from the ground, dealing 6d8 piercing damage to all creatures in a 20-foot burst centered on the plant except you (basic Reflex).

- **Tree of Life** A large tree bearing life-giving fruit grows at the target location. While the tree persists, living creatures within reach of the tree can use an Interact action to pick and eat one of the tree's fruits, regaining 2d8 + 5 Hit Points; picking a fruit without eating it causes the fruit to instantly vanish. This is a healing and wood effect, and a given creature can heal from the tree only once per round.

TYMARIX, SHADOW WYRM

Mirage Dragon, she/her

Edicts: Use shadows to your greatest advantage; make your enemies fear the night

Anathema: Allow an enemy the opportunity to strike first when you can avoid it; play a fair game of chance; light the darkness

MOTE OF POWER

You always stay one step ahead of the enemy. You may Invoke Mote as a ❖ and it gains the following trigger and effect:

Trigger You would be attacked by an enemy while off-guard; **Effect** Until the start of your next turn, no enemy can treat you as off-guard when making their attacks.

MAJOR BOON

Once per day, you may cast 4th-rank *darkness* as an innate spell. If you are a spellcaster, you may use an existing spellcasting ability modifier for this spell. Otherwise, your spellcasting ability modifier for this spell is Charisma.

GRAND BOON

SHADOW

Activate ❖❖ **Effect** Shadowy essence infuses your body, and you can reshape wisps of yourself into a variety of damaging shadows. This has the effect of a 6th-rank shadow blast, choosing from only bludgeoning, slashing, or piercing damage. You can't use this activation again for 1d4 rounds.

BIROX, THE LIAR

Diabolic Dragon, he/him

Edicts: Destroy creatures that are not on their home plane, when reasonable; deceive others for personal

benefit or simply for the joy of deception; write works of fiction

Anathema: Summon a creature that does not belong on your plane; tell the truth when doing so would hurt you

Mote of Power

The narrative is always yours to control. You may Invoke Mote as a ❖ and it gains the following trigger and effect:

Trigger You have the controlled, paralyzed, slowed, or stunned condition or are attempting a saving throw against against a mental effect that would directly control your actions; **Effect** You gain a +2 circumstance bonus to the triggering check, and if the check would be a critical failure, you get a failure instead. If you have the paralyzed, slowed, or stunned condition, you can temporarily suppress that condition until the start of your turn. The effect's duration doesn't elapse while it's suppressed. (You may Invoke Mote even if you normally couldn't act or choose your actions.)

Major Boon

UNHOLY

Activate ❖ (concentrate); **Frequency** once per day; **Effect** You bargain with the evil force empowering your relic for a boon, though you must trade something in return. Select one of the following benefits to gain.

- Your relic attempts to counteract a harmful condition affecting you.
- You regain 3d8+16 Hit Points. This is a healing effect.
- You gain a +2 status bonus to attack rolls for 1 minute.

One of the following randomly determined (roll a d4) effects occurs to you in payment, after applying the benefit.

- You are stupefied 1 for 1 minute.
- You are clumsy 1 for 1 minute.
- You lose 1d8 Hit Points.
- You take a -1 penalty to damage rolls for 1 minute.

Grand Boon

UNHOLY

Once per day, you may cast a 8th-rank *divine decree*. It does void and unholy damage. If you are a spellcaster, you may use an existing spellcasting ability modifier for this spell. Otherwise, your spellcasting ability modifier for this spell is Charisma.

5.4 Errata

Paizo issues official errata for their books, but some content gets more attention than other content. This errata is an attempt to cover some of the gaps, but it is not, and can never be, exhaustive. If Paizo issues new errata that contradicts what is written here, use their errata. This is an addition to their work, not a replacement.

5.4.1 Impulse Equivalence

If a rule or effect refers to a Strike, a ❖ Elemental Blast qualifies for it. If you have the Weapon Infusion feat, you may use it prior to making a Strike with a ❖ Elemental Blast, even if it is not your turn. If an effect refers to a Cantrip, a ❖❖ Elemental Blast qualifies for it. Elemental Blast is still an impulse and still qualifies as a spell for the purpose of determining if a creature is resistant or immune to its effects. Weapon Infusion does not increase your reach for the purposes of triggers like Reactive Strike.

This allows Kineticist to interact properly with a variety of monster abilities, feats, and most importantly, Commander class features.

5.4.2 Overflow Order

Clarify the Overflow impulse to change the word "When" to "After":

> After you use an impulse that has the overflow trait, […]

5.4.3 Shield Equivalence

If a Commander tactic would allow you to cast the Shield cantrip, it also allows you to cast the Glass Shield cantrip.

5.4.4 Psychic

At level 1, the Psychic counts has having 2 focus spells more than they have, for the purpose of determining how many focus points they have. At level 5, this increases to 3, so your pool is always 3 focus points.

For spells that have been replaced with new spells in the remaster, the Conscious Minds provide only the remastered version.

Unleash Psyche

Replace the second bullet point in the Unleash Psyche action with the following:

> When you Cast a Spell with psychic spellcasting that deals damage, you gain a status bonus to

that spell's damage equal to double the spell's rank. This applies only to the initial damage the spell deals when cast. An individual creature takes this damage only once per spell, even if the spell would damage that creature multiple times.

5.4.5 Daze

Remove the duration from the Daze spell.

5.4.6 Chromatic Wall and Prismatic Spray

The Indigo and Violet colors add the Incapacitation trait to the saving throw against their effects. Additionally, the Violet color is "slowed 1".

5.4.7 Prismatic Sphere

The sphere may intersect with the ground, which is not considered an object for the purpose of the spell.

5.4.8 Hologram Cage

The Hologram Cage is immune to critical hits and precision damage.

5.4.9 Wall of Stone

Replace the first paragraph of Wall of Stone with the following:

> You shape a wall of solid stone. You create a 1-inch-thick wall of stone up to 120 feet long, and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, but the base of the wall must all be in a single plane, so you can use it to form a bridge or set of stairs, for example. You cannot use it to form a box on five or six sides by itself, however, because the base must be all of a single plane. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

5.4.10 Cavalier Pledge

Cavaliers may pledge to any organization with edicts and anathema, including Guilds.

5.4.11 Belly Flop

The DC to Escape your Belly Flop is increased by your runes that increase your item bonus to AC, not your armor's entire item bonus. For example, if you have a $+2$ potency rune on your full plate, you add $+2$ to the DC to Escape, not $+8$.

5.4.12 Shadows

Shadows are sometimes confusing to adjudicate. The GM has discretion to determine what areas are in shadow, but in general should consider the following:

- Creatures two sizes larger than you cast a shadow large enough to cover you.
- A shadow is defined relative to the light source, GMs are not expected to calculate global illumination. If something is blocking the light, that is enough of a shadow.
- "Dim light" is defined in Player Core to include an area of shadow as defined in the Dim Light section.

5.4.13 Eidolons

Eidolon Item Usage

Eidolons require clarification on precisely which items they may and may not use.

    Eidolons may not:

- Use Weapons, Armor, or Shields
- Wear Magic Items that lack the Eidolon Trait
- Activate Magic Items that lack the Eidolon Trait
- Use Magic Potions

    Eidolons may:

- Use mundane objects like ladders, ropes, and doors
- Wear non-magical clothing for ordinary clothing purposes
- Use Alchemical Elixirs, Mutagens, and Items

Melded Eidolon

While Melded into your Eidolon, use your Eidolon's Perception or other skills modifiers for initiative instead of your own.

    Your familiar or animal companion is used to working with your Eidolon. While Melded, your Eidolon may use the Command an Animal or Command a Familiar actions as if they were you.

    When you Meld, your ongoing effects are Melded into your Eidolon with you. For example, if you drink a Soothing Tonic or benefit from a Haste spell, your Eidolon will gain those benefits while you are Melded. Their durations continue while you are Melded, and they expire as normal.

You may Meld into Eidolon while Melded without unmanifesting your eidolon. If you do so, you appear in an a square adjacent to your Eidolon.

    While Melded, your Eidolon may use your focus points, including Refocusing to regain them. Your eidolon may not use spells without the Eidolon trait, as usual.

Unmanifested Eidolons

While your Eidolon is unmanifested, it continues to share your hit points. Timed effects do continue while it is unmanifested, though many will expire before you have an opportunity to remanifest them. If an effect prevents your Eidolon from gaining hit points, it does not prevent you from gaining hit points and vice versa.

5.4.14 Dying Companions

Familiars and animal companions use the same dying rules as player characters, but do not have initiative values to change.

5.4.15 Eating Scrolls

A familiar cannot learn a spell by eating a scroll from which a spellcaster could not Learn a Spell. Scrolls do not provide nutritional value.

5.4.16 Shadow Sheath

The weapons you pull from a Shadow Sheath are made from and remain one with the Sheath, so they are also the Shadow Sheath weapon ikon.

5.4.17 Additional Ikon

Add "**Prerequisite:** You have three ikons." to the Additional Ikon feat.

5.4.18 Guardian's Taunt

Several taunt effects have odd wordings. To clarify, remove the word "use" from Group Taunt and Long-Distance Taunt so that they now read:

    When you Taunt, …

    These feats are designed to interact with Taunt, even when it is used as part of another activity, such as Shielding Taunt.

    The Taunting Strike feat is unchanged, but it replaces targeting of Taunt completely, so neither Long-Distance strike nor Group Taunt interact with a Taunting Strike. Likewise, Taunting Strike allows you to Taunt any creature

you can Strike, regardless of whether they are in range of your usual Taunt.

5.4.19 Companion Clothing

Mundane clothing items may be purchased with the Companion trait, with the exception of Explorer's Clothing.

5.4.20 Gunner's Saddle

The Gunner's Saddle may also be purchased with the Companion trait.

5.4.21 Especially Cooling Armor

For the purposes of desert clothing, these types of armor are considered "especially cooling":

- Any armor with the comfort trait;
- Any armor from the cloth, skeletal, or wood group;
- Any form of "natural" armor that is part of your body, like scales, a carapace, or thick hide; and
- Any other armor the GM determines could be also be "especially cooling" (such as armor with quenching rune on it).

5.4.22 Incorporeal Creatures and Strength Checks

Add the word "skill" before "checks" where it appears in the definition of the Incorporeal trait:

> An incorporeal creature can't attempt Strength-based skill checks against physical creatures or objects—only against incorporeal ones—unless those objects have the ghost touch property rune. Likewise, a corporeal creature can't attempt Strength-based skill checks against incorporeal creatures or objects.

This allows Strength-based Strikes to work against incorporeal creatures, though resistance will typically apply.

5.4.23 Creatures Without Hands

Creatures that naturally lack hands may still grapple if they have other suitable equipment—such as teeth, claws, paws, tendrils, or noodly snake parts—as long as those body parts are available.

5.4.24 Crossbows

All crossbows now use the Crossbow weapon group. This includes the Alchemical Crossbow, Rotary Bow, Crescent Cross, and Lancer, which have not yet been officially updated by the remaster.

5.4.25 Stunned on your Turn

Replace the second sentence in Stunned with, "You can't act when it is not your turn while stunned, if the stun has a value. If the stun has a duration, you cannot act at all. "

Stunned with a value is intended to cost you the number of actions in the value and prevent reactions until you have removed the Stun. There are a number of effects that can stun a creature on its own turn and these effects are considerably too powerful if they impose a complete turn loss in addition to the intended action loss.

5.4.26 Unarmed Attacks from Ancestries

Unless otherwise specified, an unarmed attack granted by an ancestry or ancestry feat should be in the Brawling group. Several older ancestries are missing entries for the weapon group; these should be Brawling unless errata specifies otherwise.

5.4.27 Fist Attacks

Awakened Animals do not lose their fist attacks. They may make unarmed attacks that are fist attacks, but they use the standard fist damage die, not any improved unarmed attack they may have that uses a specific body part.

5.4.28 Decaying Rune

Should not have the Acid trait.

5.4.29 Uplifting Winds

The bonus lasts until the beginning of your next turn.

5.4.30 Medical Researcher

When using the Craft activity on the listed items that the feat specifies, you may use Medicine in place of Crafting AND to satisfy proficiency requirements needed for higher level versions of the items. In order to use the Craft activity on the listed items from Medical Researcher, you MUST still be trained in Crafting, thus allowing you to take the required feat Alchemical Crafting (unless you are able to gain the feat through other means, such as the Alchemical Sciences investigator methodology, or the Alchemist class).

5.4.31 Talisman (and Spellheart) Activation

Change the second-to-last sentence in the talisman rules to this:

> You must be wielding a weapon to activate a talisman attached to it. Likewise, you must be holding or wearing a non-weapon to activate a talisman attached to it.

It is not intended that a creature with a score of daggers on their waist can attach a score of talismans and activate any of them at once without drawing them.

5.4.32 Pirate Combat Training

Change the Pirate Combat Training feat to the following:

> You're particularly skilled at wielding the weapons used traditionally by pirates. You gain either the Combat Climber or Underwater Marauder skill feat, even if you do not meet its prerequisites. You have familiarity with the following weapons: boarding axe, boarding pike, hand crossbow, hatchet, jiu huan dao, katana, leiomano, rapier, scimitar, sukgung, trident, wakizashi, and whip—for the purposes of proficiency, you treat any of these weapons as simple weapons.
>
> At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

This change includes an expanded list that also has consideration for characters of a wider array of backgrounds.

5.4.33 Spirit Warrior

A fist attack requires a free hand to make. Replace the requirements for Overwhelming Combination with the following:

> **Requirements** You're wielding a one-handed melee weapon and have a free hand.

Additionally, the increase to the damage die of the fist attack does not stack with other effects that increase damage dice.

5.4.34 Blackjacket Archetype

The Blackjacket Dedication refers to "the Mercenary League". Replace that with "a mercenary league" and drop the reference to a uniform. The concept of a mercenary league is alive and well and a very general concept. You may use the Blackjacket Archetype to represent any sort of mercenary membership for your character.

5.4.35 Unifying Emblem

These items rely on the Shoanti clans. It is unavailable as it relies on an organization that is not present in the way that it once was.

5.4.36 Unified Theory

The Unified Theory feat applies to checks where the specific check you made is determined by a tradition of magic. If it is determined by something else, like character choice or creature type, it does not apply. In general, it will apply to these checks:

- Decipher Writing
- Identify Magic
- Learn a Spell
- Recall Knowledge about a Spell or Magical Effect
- Recognize Spell
- Travel Checks with a Magical Mount
- Trick Magic Item

It does not apply to checks where exactly one skill is specified, like Train Animal or Consult the Spirits. It also does not apply to checks determined by things like Creature Type, like a Recall Knowledge check against an undead creature.

5.4.37 Silencing Shot

Replace Silencing Shot with this item:

Silencing Shot   11

CONSUMABLE **ILLUSION** **MAGICAL**

Price 300 gold
Ammunition any; **Bulk** -
Activate ❖ (manipulate)

This shimmering, golden-hued ammunition never makes any sound. A creature hit by a silencing shot must succeed at a Will save against your Class or Spell DC (whichever is higher) or be subject to the effects of a 4th-rank silence spell; on a critical hit, the target takes a -2 circumstance penalty to this save.
While the effect is active, the target can use an Interact action to try to pull out the ammunition and end the effect early; this grants the creature another Will save against the effect. On a success, the effect ends.
Craft Requirements Supply one casting of silence at 4th-rank.

5.4.38 Phantasmal Doorknob

This item no longer exists.

5.4.39 Power Word Spells

These spells no longer exist.

5.4.40 Speedrun Strats

This feat is far too silly. It is not allowed.

5.4.41 Climbing Kit

This item is a toolkit and should be usable while worn. Most creatures require some hands to climb, so requiring a creature to hold the kit in both hands while climbing is unreasonable.

5.4.42 Beacon of the Wilds

This item no longer exists.

5.4.43 Leeching Fangs

This item no longer exists.

5.4.44 Name Pendant

This item provides an item bonus, not an untyped bonus.

5.4.45 Trusty Helmet

Add "for 1 round" as the duration on the Hunker Down ability.

5.4.46 Invicible Army

Add "**Duration** 1 round" to the Invincible Army ability.

5.4.47 Cornucopia of Plenty

Replace "exhausted" with "fatigued".

5.4.48 Corgis

Corgi familiars may be Independent, but they may not act Independently while being ridden.

5.4.49 Curse Afflictions

Curse afflictions may be ended by reducing the stage below 1 by succeeding on the saving throws, just like other afflictions.

5.4.50 Class Archetypes

Characters may use their Free Archetype feat slot for a Class archetype feat that must be taken at level 2.

5.4.51 Intercept

Replace the text of Intercept with the following:

> You fling yourself in the way of oncoming harm to protect an ally. You can Step, but you must end your movement adjacent to the triggering ally. If you are then adjacent to your ally, you take the damage, including persistent damage and energy damage, instead of the triggering ally. Apply your own immunities, weaknesses, and resistances to the damage, not the ally's. Your ally is still subject to any additional effects, like conditions or afflictions that the attack imposes.
>
> **Special** You can extend this ability to an ally within 15 feet of you if the damage comes from your taunted enemy. If this ally is farther than you can Step to reach, you can Stride instead of Stepping; you still must end the movement adjacent to your ally.

5.4.52 Victor's Wreath

This effect does not remove conditions, it allows a new initial saving throw against them. As such, it works against curses.

An effect can only ever be subject to a single Victor's Wreath, no matter how many exemplars are present.

5.4.53 Faith Tattoo

Higher level versions of the Faith Tattoo may have any spell from your deity's cleric spells that can be cast at the specified level, not just heightened 1st-rank spells.

5.4.54 Suffocation

All characters gain the ability to Hold Breath:

Hold Breath ◈ **Trigger** You lose the ability to breathe for any reason; **Effect** You begin to hold your breath. You may take this action even if you are unconscious, stunned, paralyzed, or otherwise unable to act or choose

your actions. You may also take this action on your turn, even if you can breathe normally.

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including Casting a Spell) you lose all remaining air.

When you run out of air, you fall unconscious and start Asphyxiating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop Asphyxiating and are no longer unconscious (unless you're at 0 Hit Points).

When an effect causes you to suffocate, it prevents you from breathing, but does not cause you to lose air automatically.

5.4.55 Legacy Ancestry Feats

For Legacy Ancestry Lore feats, replace "You become trained in X Lore" with "You gain the Additional Lore skill feat for X Lore."

For Legacy Ancestry Weapon Proficiency Feats, add "At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect."

5.4.56 Attack Spells

These spells have the Attack trait:

- Blinding Foam
- Percussive Impact
- Purifying Icicle
- Splinter Volley

5.4.57 Creature Errata

There are a number of creatures, including legacy creatures, that require adjustment:

- **Basilisk** Petrifying Gaze should have duration of 1 minute on the Slowed 1. (Borrowed from its own Petrifying Glance slowed 1.)
- **Giant Aukashungi** should have Swallow Whole damage of 5d6+6.
- **Gibbering Mouther** Engulf should be ❖❖.
- **Kuworsys** Rain of Blows may not attack the same creature more than once.

- **Nugrah** should have spell attack of +15.
- **Peri** should have Speed 40 feet, fly 75 feet. (Borrowed from similar level Astral Deva.)
- **Storm Giant** rock attack should be "+27 [+22/17]".
- **Zombie Dragon** breath weapon should have an area of 30-foot cone. (Borrowed from similar-level Magma Dragon.)

5.4.58 Iridian Choirmaster

This archetype requires the existence of the Iridian Choir, which is a defunct organization[2]. The archetype is not available.

5.4.59 Aldori Duelist

The Aldori Duelist archetype requires the Aldori Academy organization, which is a defunct organization[3]. The archetype is not available.

5.4.60 Horn of Plenty

While your spark rests within the horn, you may Interact to place items (subject to the restrictions on the type of item) into the horn.

5.4.61 Sniping Duo

When you start a Bounty, choose a partner for Sniping Duo. They are your partner for the duration of the Bounty.

5.4.62 Follower Ancestries

Followers use the standard stats for humans, but your follower may be any unlocked ancestry. If you take the Leader of All feat, your companion, which may be from any unlocked ancestry, gains the benefit of their ancestry as described in the feat.

5.4.63 Nephilim

The following premaster Aasimar feats gain the Nephilim trait:

- Call of Elysium
- Emberkin
- Garuda's Squall
- Healer's Halo
- Idyllkin
- Plumekith
- Truespeech

---

[2]This ruling is specific to the Iridian Choirmaster. Most organization-related archetypes have an access or prerequisite clause, but Choirmaster does not, for some reason.

[3]Likewise, this ruling applies only to Aldori Duelist.

Additionally, the Radiate Glory feat gains both the Nephilim trait and "**Prerequisite** Angelkin, Emberkin, Idyllkin, Lawbringer, Musetouched, or Plumekith".

The following premaster Tiefling feats gain the Nephilim trait:

- Beastbrood
- Dominion Aura (The DC of the Dominion Aura feat is the higher of your class DC or spell DC.)
- Faultspawn
- Finest Trick
- Idol Threat
- Reveal Hidden Self
- Riftmarked
- Shackleborn
- Towering Presence

Additionally these feats gain both the Nephilim trait and "**Prerequisite** Beastbrood, Faultspawn, Grimspawn, Hellspawn, Pitborn, Riftmarked, or Shackleborn":

- Final Form
- Devil in Plain Sight

Furthermore, the Celestial Magic feat additionally includes Emberkin, Idyllkin, and Plumekith as part of its prerequisites, and the Fiendish Magic feat additionally includes Beastbrood, Faultspawn, Riftmarked, and Shackleborn as part of its prerequisites.

END NOTES

6.0.1 THE CHILDREN OF THE WORLDWEEP

As the game evolves and players give input on the game, the rules may change and we will change the mechanics as we go along. These rules are subject to change and being ironed out further to better accommodate the players and the player base. If you have any questions or any issues please let any of the Writing Team know.

6.0.2 BEYOND THE RULES

The game we play in the World of the Weep is still a tabletop roleplaying game. Therefore, you will encounter situations that are not covered by specific rules either in this document or the Pathfinder Second Edition ruleset, like trying to find out about some phenomenon or weirdness in the world. Talk to your GM while playing in a Bounty as you would in any traditional table game. Outside of Bounties, do your best to roleplay and describe what you are trying to do and gain the attention of the Writing Team. The writers will try to make rulings much like GMs would, but we do miss things at times, so pinging us again (without pestering) is encouraged. The spirit of the rules and gameplay and cooperation is tantamount to keeping this entire platform alive. Play within the spirit of having fun and not trying to exploit the rules in some fashion that only benefits you, this goes for both players and GMs.

GMs

Please stay within the guidelines of the Bounties you've selected. Do your best to target the difficulty that people signed up for.

PLAYERS

If you have found some kind of exploit, let us know and we can patch it. Things posted in the #worldweep-saga and #worldweep-notice channels should be considered live rules. We want to stay within the spirit of the game.

6.0.3 SEASON ONE CREDITS

By ink

I would like to thank wealthbeyondmeasure for writing the lore and backstory to this game. Without her, this doesn't happen. Her and her partner gave life to the Alchemist and without them, none of this happens. I am not creative enough to write this out. Lacydog has done so much in the shadows and named this maniacal project.

I would like to thank tradebaron (who is totally not a dragon) for helping me flesh out mechanics for this game. The entire Pathfinder Infinite crew for helping me with the direction of all the rules.

I would like to thank the following for the Gay Brick:

- Luna
- Alison Fleming
- Boop
- Chris Lemmons
- Kegan Nienstedt
- Joey "gameipedia" Luther
- Johannes Hemminger
- InfamousSky
- Serban-Andrei Cojocaru
- stone
- Epoch
- hack
- Varsuuvius
- Aly
- Alice
- Lacy
- Christian
- Dendecko
- Themis "Zahariel" Athanasopoulos

6.0.4 SEASON TWO CREDITS

By Chris Lemmons

I would like to thank ink and the morbs from Season One for the *incredible* platform they built. Without the entire Season One team, none of this would be possible. The Season Two team will pick up the gay brick and carry it forward.

- Alison Fleming
- Epoch
- hack
- Luna
- ouranhighhostclub_reference
- stone
- Autumn Jones

In addition to the Worldweep team, this entire endeavor is made feasible by the Pathfinder2e Discord Monitor team:

- Alice
- Princess Pilfer
- Scrip
- Sethos
- Shelyn

- treecko
- Varsuuvius

- wealthbeyondmeasure
- Wilson