

# Revolution on the Riverside

## GM Notes

These stat blocks and other notes were compiled by Jen McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](https://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](https://paizo.com).

## Journey into the Village

### Suffocation

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 spells with verbal components or activating items with command components) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. 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 suffocating and are no longer unconscious (unless you're at 0 Hit Points).

### Immobilized

You can't use any action with the move trait. If you're immobilized by something holding you in place and an external force would move you out of your space, the force must succeed at a check against either the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the monster holding you in place.

### Escape [A]

#### ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

**Critical Success** You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

**Success** You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

**Critical Failure** You don't get free, and you can't attempt to Escape again until your next turn.

## Clumsy

Your movements become clumsy and inexact. Clumsy always includes a value. You take a status penalty equal to the condition value to Dexterity-based checks and DCs, including AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

## Enfeebled

You're physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

## Flat-Footed

You're distracted or otherwise unable to focus your full attention on defense. You take a –2 circumstance penalty to AC. Some effects give you the flat-footed condition only to certain creatures or against certain attacks. Others—especially conditions—can make you universally flat-footed against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them; for example, many effects simply say "The target is flat-footed."

## Slowed

You have fewer actions. Slowed always includes a value. When you regain your actions at the start of your turn, reduce the number of actions you regain by your slowed value. Because slowed has its effect at the start of your turn, you don't immediately lose actions if you become slowed during your turn.

## Encounter B

### Weapon Traits

**Agile:** The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

**Deadly:** On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

**Forceful:** This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

**Sweep:** This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

**Versatile:** A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

### Attack of Opportunity [R]

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

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

## Encounter C – Low Subtier

### Harsus' Cheat Sheet

1<sup>st</sup>

**Mage Armor** (Abj, [AA] SV, until you prepare spells again) – +1 item to AC, Max Dex of 5

**Magic Missile** (Evo, For, [A]-[AAA] SV, 120 ft, 1 creature) – one 1d4+1 F missile for each [A], missiles can go to different people

#### Cantrip

**Light** (Evo, Lig, [AA] SV, touch, object of ≤1 Bulk, until you prepare spells again) – object shines bright light in 20 ft. radius and dim light in another 20 ft. Only on one object at once.

**Ray of Frost** (Att, Cold, Evo, [AA] SV, 120ft. 1 creature) – +6 (1d4+3 C), Crit also -10 ft speeds for 1 rd.

**Shield** (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

#### Focus

**Sudden Shift** (Abj, Ill, [R] S, UEOYNT) – Trigger: When an enemy misses you with an attack; Step and become concealed.

### Nalla's Cheat Sheet

1<sup>st</sup>

**Color Spray** (Ill, **Inc**, Vis, [AA] SV, 15ft cone) – W15; CS nothing; S dazzled 1rd; F stun 1, blind 1rd, dazzled 1 min; CF stunned for 1 rd, blinded 1 min

**Magic Missile** (Evo, For, [A]-[AAA] SV, 120 ft, 1 creature) – one 1d4+1 F missile for each [A], missiles can go to different people

#### Cantrip

**Light** (Evo, Lig, [AA] SV, touch, object of ≤1 Bulk, until you prepare spells again) – object shines bright light in 20 ft. radius and dim light in another 20 ft. Only on one object at once.

**Shield** (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

**Telekinetic Projectile** (Att, Evo, [AA] SV, 30 ft, 1 creature) – +5 (1d6+2 B, P, or S)

#### Composition

**Inspire Courage** (Comp, Emo, Enc, Men, [A] V, 60 ft. emanation, 1rd.) – Allies in area get +1 status bonus on attack, damage, saves vs. fear

### Incapacitation

An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated as one degree of success better or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

## Encounter C – High Subtier

### Harsus' Cheat Sheet

2<sup>nd</sup>

**Illusory Disguise** (Aud, Ill, Vis, [AA] SV, 1hr) – Become someone of close body shape, changes appearance, clothing, scent, voice, ignore Deception penalties, gain +4 bonus, dismissable

**Invisibility** (Ill, [AA] MS, touch, 1 creature, 10 min) – Creature becomes invis until it attacks

1<sup>st</sup>

**Fear** (Emo, Enc, Fear, Men, [AA] SV, 30ft., 1 creature) – W19; CS nothing; S fright 1; F fright 2; CF fright 3 and fleeing 1 rd.

**Grim Tendrils** (Nec, Neg, [AA] SV, 30ft. line) – 2d4 negative, 1 p. bleed, F19; CS nothing; S ½ dmg, no bleed; F full dmg & bleed; CF 2x dmg & 2x bleed

**Mage Armor** (Abj, [AA] SV, until you prepare spells again) – +1 item to AC, Max Dex of 5

**Magic Missile** (Evo, For, [A]-[AAA] SV, 120 ft, 1 creature) – one 1d4+1 F missile for each [A], missiles can go to different people

Cantrip

**Light** (Evo, Lig, [AA] SV, touch, object of ≤1 Bulk, until you prepare spells again) – object shines bright light in 20 ft. radius and dim light in another 20 ft. Only on one object at once.

**Ray of Frost** (Att, Cold, Evo, [AA] SV, 120ft. 1 creature) – +9 (2d4+3 C), Crit also -10 ft speeds for 1 rd.

**Shield** (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

### Nalla's Cheat Sheet

2<sup>nd</sup>

**Faerie Fire** (Evo, Lig, [AA] SV, 120 ft., 10ft. burst, 5 min) – Creatures are covered in heatless flame, can't be concealed. Invisible becomes concealed instead.

**Mirror Image** (Ill, Vis, [AA] SV, 1 min) – Gain three images, attacks randomly hit you or image, F breaks an image, CS breaks an image and S vs. you.

1<sup>st</sup>

**Color Spray** (Ill, Inc, Vis, [AA] SV, 15ft cone) – W17; CS nothing; S dazzled 1rd; F stun 1, blind 1rd, dazzled 1 min; CF stunned for 1 rd, blinded 1 min

**Magic Missile** (Evo, For, [A]-[AAA] SV, 120 ft, 1 creature) – one 1d4+1 F missile for each [A], missiles can go to different people

**Magic Weapon** (Tra, [AA] SV, touch, 1 nonmagical weapon, 1 min) – becomes a +1 *striking* weapon

Cantrip

**Light** (Evo, Lig, [AA] SV, touch, object of ≤1 Bulk, until you prepare spells again) – object shines bright light in 20 ft. radius and dim light in another 20 ft. Only on one object at once.

**Shield** (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

**Telekinetic Projectile** (Att, Evo, [AA] SV, 30 ft, 1 creature) – +7 (2d6+2 B, P, or S)

Composition

**Inspire Courage** (Comp, Emo, Enc, Men, [A] V, 60 ft. emanation, 1rd.) – Allies in area get +1 status bonus on attack, damage, saves vs. fear

**Lingering Composition** (Enc, [F] V) – Perform 18; CS lasts 4 rds; S lasts 3 rds; F lasts 1 rd, don't lose Focus Point

**Triple Time** (Comp, Emo, Enc, Men, [A] S, 60 ft. emanation, 1rd.) – Allies get +10 ft. status bonus on all speeds

### **Incapacitation**

An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated as one degree of success better or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.