

NARRATIVE DECLARATION 

ROTGRIND

A WORLD
IN DECAY



BESTIARY

Bold Wish

PATHFINDER
COMPATIBLE

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Bold Wish

Creature 12

Unique

Small

Humanoid

Construct

Eighty seven times this wish was beat for, eighty seven times this wish was cried for, eighty seven times this wish was yearned for, eighty seven times this wish was fulfilled, eighty seven times the blood dripped on the floor, eighty seven times this wish was boldly stated, and so eighty seven steps were taken out the door.

Perception +23

Languages common

Skills Arcobaits +22, Athletics +26, Warfare Lore +22 crafting +24

Str +5, **Dex** +2, **Con** +5, **Int** +2, **Wis** +1, **Cha** +2

AC 33; **Fort** +25, **Ref** +19, **Will** +22

HP 215 **Weaknesses** fire 5 **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Reactive Strike

Speed 25 feet

Melee ♦ worn blade +26 (magical), **Damage** 3d8+12 slashing

87 Stabs ♦♦♦ The bold wish stabs viciously at an adjacent creature, 87 distinct times, the target must make a (DC 32 Fortitude save).

Critical Success no effect.

Success the creature takes 44 piercing damage

Failure the creature takes 87 piercing damage

Critical Failure the creature takes 130 piercing damage

87 Wishes ♦♦ Empowered by the child's 87 wishes, the bold wish calls upon the power of imagination to help fulfill one of those wishes. Roll 1d100 and refer to the chart of 87, immediately apply the effect rolled. (Page 2-5)

Bold Wish Roll Table

01	apply a +1 status bonus to AC until start of next turn
02	apply +2 temporary HP to bold wish
03	if frightened, reduce the condition by 1
04	bold wish gains the spell effect of feather fall until start of its next turn
05	+5 feet status bonus to speed until start of its next turn
06	+1 circumstance bonus to fortitude saves for 1 round
07	+1 circumstance bonus to will saves for 1 round.
08	enemies within 10 feet from bold wish take -1 status penalty to intimidation for 1 round.
09	+1 circumstance bonus to bold wish's athletics for 1 round
10	a bright light emanates from bold wish, all within 10 feet of bold wish must make a DC 29 fortitude save or become dazzled.
11	a magic shield fueled by the power of a child's wish surround's bold wish, apply the spell shield rank 1 to bold wish for 1 round.
12	all enemies must make a DC 30 will save or apply misfortune to any attacks directly at bold wish for one round.
13	unlucky! target creature's next attack roll has the misfortune effect applied.
14	bold wish points at its foe and announces it has found their weakness! Target creature is flatfooted until end of bold wish's turn.
15	bold wish is able to immediately stride without triggering reactions, such as reactive strike.
16	apply +5 temporary HP to an ally within 10 feet.
17	gain resistance 5 bludgeoning for 1 round.
18	gain resistance 5 slashing for 1 round.
19	gain resistance 5 piercing for 1 round.
20	teleport anywhere within 20 feet.
21	every player must say "twenty one" in a high pitched voice or else suffer 21 void damage.
22	if a nearby creature is affected by sickened, remove the sickened condition, tummy aches are no joke!
23	bold wish gains true sight for 1 round.
24	allies within 10 feet, excluding bold wish, gain 10 feet speed for 1 round.

25	apply the concealed condition to bold wish.
26	next strike deals +1d4 cold damage.
27	next strike deals +1d4 fire damage.
28	next strike deals +1d4 electricity damage.
29	next strike deals +1d4 void damage.
30	bold wish isn't done with you yet. Target one enemy creature who has the dying condition, heal them for 1d4 hp.
31	immune to magic for one round.
32	immune to physical attacks for one round.
33	bold wish cannot move for 1 round along with gaining a +5 circumstance bonus to AC.
34	Careful, you might poke your eye out! The target creature's weapon, if piercing, now is non-lethal and bludgeoning for 1 round.
35	emanating within 1d20 of bold wish, the ground becomes bouncy, any creature who jumps within gains +10 feet of distance.
36	bold wish is able to strike, this strike does not apply or is affected by the multi-attack penalty.
37	bold wish becomes invisible (rank 6) for 1 round.
38	Flash! Target creature must make a DC 28 fortitude save or be blinded for 1 round.
39	bold wish swaps places with one enemy within 100 feet.
40	bold wish swaps places with one ally within 100 feet.
41	+1 status bonus to AC until start of next turn
42	an adjacent ally gains standard cover until the start of bold wish's next turn.
43	allies within 10 feet gain +1 circumstance bonus to AC versus ranged attacks for 1 round.
44	bold wish may step twice immediately.
45	bold wish gains 1d6 feet to its speed. Each result is 5 feet times the result.
46	apply the effects of the light spell to bold wish for 1 round.
47	+1 circumstance bonus to will saves for 1 round.
48	+1 circumstance bonus to reflex saves for 1 round.
49	+1 circumstance bonus to fortitude saves for 1 round.
50	+1 circumstance bonus to will saves for 1 round for all allies within 10 feet.
51	+1 circumstance bonus to reflex saves for 1 round for all allies within 10 feet.
52	+1 circumstance bonus to fortitude saves for 1 round for all allies within 10 feet.
53	bold wish hugs an adjacent ally, target ally gains 5 temp HP.
54	bold wish is now on fire for one round, all creatures who are touching bold wish take 1d6+5 fire damage, bold wish also takes this.
55	+1 circumstance bonus to bold wish's next strike.
56	gain +1 status bonus to diplomacy for one minute.
57	bold wish gains the effects of fly for one minute.
58	bold wish's next strike automatically hits, but it's damage is halved and cannot apply critical damage.
59	bold wish's next strike, if successful, must reverse the numbers of its final damage.
60	one adjacent enemy is pushed back 5 feet, this is forced movement.
61	gain the reactive strike ability for one round.
62	bold wish's turn ends immediately, but grants one ally within sight one action.
63	bold wish gains the quickened condition until the end of it's next turn.
64	bold wish gains clumsy for one round.
65	enemy within 30 feet must make a DC 28 will save or become stupefied 1 for 1 round.
66	any enemy who strikes bold wish with a melee weapon for 1 round must make a DC 28 fortitude save or become slowed 1.
67	bold wish decides to do nothing for all of its remaining actions.
68	one ally within 60 feet may immediately take a step action.

69	all allies within 60 feet gain +69 temp HP, nice!
70	spend the rest of its actions doing nothing, when an enemy deals damage to bold wish, it is halved until the start of its turn.
71	immune to fear for 1 round.
72	apply +2 circumstance bonus to escape for 1 round.
73	if bold wish during this turn brings an enemy to 0 hp, go prone next to the enemy and fall asleep.
74	become enlarged (rank 4) for 4 rounds.
75	apply the spell mirror image.
76	cast the spell 500 toads.
77	a riding dog is summoned adjacent to bold wish, who immediately mounts the riding dog, the dog is loyal to bold wish only.
78	immediately teleport adjacent to an enemy within 100 feet.
79	immediately teleport adjacent to an ally within 100 feet.
80	remove all negative conditions.
81	regale your allies of your mighty deeds, apply courageous anthem to all allies within 30 feet for 1 round.
82	immediately use all remaining actions to run toward's the nearest cover and attempt to hide.
83	gain frightened 3 is anyone within 60 feet is over the age of 40.
84	if there is a piece of fabric that's bigger than bold wish, place it on causing blindness, but becomes invisible to all if the cloth is on.
85	receive weakness 20 to bludgeoning attacks.
86	an ally ghost pirate captain appears adjacent, bold wish cannot act as long as this ghost is within 500 feet.
87	immediately use 87 stabs.
88	do the 8th result.
89	reroll.
90	do the 10th result.
91	do the 19thst result.
92	do the 29th result.
93	do the 39th result.
94	do the 49th result.
95	do the 59th result.
96	do the 69th result.
97	do the 79th result.
98	reroll.
99	do the 86th result
100	have every player roll 1d100, if all players roll a 100, the ritual wish is immediately activated as a critical success, randomly determine which player gets to make the wish.



LORE

Eighty-seven times did the boy cry, demanding that the intruders not change his life so suddenly. Eighty-seven times did the boy scream, for anyone to help change his family's fate. Eighty-seven times did the boy wish under the fortress of his bed that someone, anyone, would swoop in like the pirates in his storybooks. With eyes closed shut, straining with all his might, wishing, wishing, wishing.

Then there was the sound of rushing wind. Did the intruders leave out the window? There was the creaking of wood, were they looking for him? The floor felt softer as if it was made of cotton, far different than his packed dirt floor under his bed. It was a new sensation, similar to some of the bedding the traveling grippli brought from afar. Pillows! That's what the grippli called them, and they were soft just like the floor.

"I see our captain was hard at work planning our next voyage!" said a boisterous friendly voice. The boy tensed, fearing that the intruders finally found him. But it sounded friendly, nothing like the scary men who barged into his home. He dared to open his eyes to find a small knight standing in front of him. "Your floor sir is comfy captain, but it is no place for a nap! Many things could happen to you, such as gaining a bad back, no proper support of your head, bugs could easily come near..." lectured the small wooden toy knight. His armour gleamed as he began to continue to list all of the reasons for his beloved captain to not be sleeping on the floor. After the eighty-seventh reason, the knight extended a small wooden hand towards the boy. "Come along captain, the crew has been waiting for you!"

Bold Wish was formed as a representation of boldness, born from the wish of a sickly boy. Of course, Bold Wish has been born with an eighty-seven-step-program to get this boy ready for the adventures ahead! During Bold Wish's journeys with his captain, he helped give the boy confidence, bravery, and most importantly the boldness to take on the adventure to save his parents from the bad folks who took them away. Bold Wish would be the boisterous and positive voice to help keep the boy's spirits up no matter what challenges faced him and his crew. All the way until the adventure's end.

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