

Dragon Kings



Dragon Kings
13TH AGE

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Dragon Kings®



13th Age Roleplaying Game Supplement

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Chapter 2: The Struggle for Khitus

The following notes list specific game-mechanic details of the various factions found on Khitus. These entries are not meant to be exhaustive or exclusive, but rather are designed to give the reader a general sense of how the 13th Age Roleplaying Game overlies the world of the Dragon Kings. (See also the notes on Chapter 3: Races & Realms for more information on character classes.)

Kuad Ahir (The Awakened/The Changed)

Kuad Ahir members in 13th Age are going to take advantage of the new talents introduced at the end of this document, allowing them to benefit from the Powers of the Mind. They are powerful psychics, but in Dragon Kings there is no dedicated psychic/psionic based class.

Trakeen (The Faithful)

Members of the Trakeen faction are not true clerics; they do not derive their power from divine magic bestowed by the Dragon Kings themselves. Rather, their numbers are made up of wizards who rely heavily on enchantments and illusions, from both spell and magic item, to create the false impression of divine guidance and reward. Sorcerers might also work, you're encouraged to create some new spells for Trakeen wizards that rely on masquerading magic as divine power, or tweak existing 13th Age magic to suit.

Dramidge (The Bearded Ones)

These are wizards, and perhaps a few sorcerers that are keyed to raising, interacting with and befriending wild dragons: *A dangerous task at any time.* 13th Age really doesn't cover this kind of thing, but you'll be able to use the rules for Dragon Riding in 13 True Ways. This is more a roleplaying conceit than any hard-fast rule, you can introduce a concept similar to *orbs of dragonkind* – these would be keyed to Khitan dragons rather than chromatic. Dramidge Wizards are fond of employing potent spells that focus on enchanting.

Rakar (The Cozeners/The Shrouded)

These are focussed on shadows, being one with the shadow and the stuff of shadows. Wizard magic, sorcerer magic and the like that emulates shadows, or is heavily focussed on allowing the Rakar to become a living shadow or walk from shadow to shadow is recommended. You might find some use for 13 True Ways: Necromancer and associated powers as well.

Gare Attesa (The Chroniclers)

These are bards, wizards, sorcerers or any kind of scholarly character class. Backgrounds should emphasise this, and at least one background in Dragon Kings themselves should be taken by the Gare Attesa.

Nyutu (The All-Seeing)

Members of the Nyutu are often rogues, they fit well with the rogue class, choosing backgrounds that emphasise acrobatics or the nature of a carnival type, or charlatan. Some of them do focus on picking up a few psychic powers, and you can see more information in Chapter 8: Sorcery's Mind below for more on their harmonic magic abilities.

Boneshards

Boneshards in 13th Age are rogues, rogues that focus on killing people for money (so they're assassins really); they can pick this particular extra feat as one of the feats they can choose. Only Boneshards can have this feat.

Bloodsheath

Adventurer Tier: You can hide small unobtrusive weapons beneath your flesh, weapons such as small daggers or darts qualify for this. It is macabre ability that causes 1hp damage when you first remove or insert the item. You can take this feat each time to hide another small weapon, removing them all costs 1hp per item removed and is a standard action unless you want to remove just one at a time, then it's a quick action.

Chapter 3: Races & Realms

Bev al-Khim (The Pale)

This strange humanoid creature has very pale skin and thin, withered limbs and face.

1st level troop [HUMANOID]

Initiative +6

Dagger +6 vs. AC – 5 damage

Natural 16+: The Bev al-Khim can exploit their opponent's weakness through a feint, or cunning. Upgrade damage to 8.

Resistant: Bev al-Khim are naturally resistant to magical and mundane afflictions, so they halve all ongoing damage done against them and ignore damage on a miss.

AC 17

PD 15

MD 15

HP 27

Bev al-Khim as Player Characters

+2 Wis OR +2 Con

Supremely Resistant (Racial Power)

When you are forced to make a save vs. ongoing damage and fail, you are allowed to make a second save in an attempt to shrug off the damaging effect.

Champion Feat: Once per battle when the escalation die is at 2+ you can halve the magical or mundane damage of one attack against you.

Cunning Diplomats: Bev al-Khim characters gain a bonus of +2 to any background roll that involves diplomacy, bluffing or trading with others.

See in the dark: Bev al-Khim are extremely good at seeing in low light and pitch black, they can see in the dark up to 60 feet without a problem. Though they are often dazzled by bright lights and prefer things to be shadier.

Languages: If you use languages for your games, they speak Common and their own language known as Palespeak.

Cold Skins (Oritahl)

1st level troop [HUMANOID]

Initiative +7

Club +6 vs. AC – 7 damage

Natural 16+: The cold skin can make a *bite* attack against the target or another creature engaged with it as a free action

[*Special trigger*] **Bite +6 vs. AC – 5 damage** and the cold skin can make a *double-trouble claw* attack against the target as a standard action during its next turn if it's engaged with that target

[*Special trigger*] **Double-trouble claw +8 vs. AC (2 attacks) – 5 damage**

R: Thrown javelin +6 vs. AC – 5 damage

Swim: Cold skins swim like gods, they're really good at it and they're able to remain submerged for quite a while under the water too. Think of them as lizardmen submarines.

AC 18

PD 15

MD 12

HP 20

Cold skins as Player Characters

+2 Str OR +2 Con

Mighty Breath (Racial Power)

When submerged the cold skin can remain under the water for 1 hour plus an hour per + of Con mod without needing to surface or take a breath. As a free action once per battle, the cold skin can spit a jet of stored water and daze an opponent. (save ends)

Champion Feat: Cold skins with this feat become adept at underwater combat and may add +2 to hit if fighting underwater or partially submerged.

Tough Hides: Cold skins have a natural AC and PD boost of +1

Mighty Swimmer: All cold skins can swim extremely well.

Awesome Acrobats: Cold skins gain a +2 to any acrobatic backgrounds they might have, or gain a free acrobatic background at +2 if they have none.

Languages: If you use languages for your games, they speak Common and not very well at that.

Krikis

This upright insect creature has a thick, chitinous shell and studies its surroundings with both antennae and multifaceted eyes.

1st level troop [BEAST]

Initiative +10

Spear +6 vs. AC – 6 damage

Natural 16+: Krikis can make a second attack against another target as a free action, leaping free from the first without triggering an opportunity attack or needing to roll to disengage. This second attack does not trigger a third spear attack if it is a Natural 16+

Jumpy: Krikis are naturally adept at jumping and leaping around, they can move from far away to engaged in a single motion as long as the distance seems reasonable.

AC 20

PD 18

MD 12

HP 15

Krikis as Player Characters

+2 Dex OR +2 Con

Spring Attack (Racial Power)

If the Krikis scores a Natural 16+ with an attack, they can strike the first target and leap to engage another target at far away range as long as the range is reasonable. No leaping to the moon for these guys. This leap does not require a disengage roll

Champion Feat: Not only can the Krikis leap to engage, but they can now perform a basic melee attack as a free action when they land

No Armour: Krikis do not wear armour, so they gain a bonus to their AC based on level as their exoskeleton hardens with experience. 1-4 +2, 5-7 +3, 8-10 +4 – this is not cumulative. This also replaces their class armour choices and adds to any Dex mod based armour bonuses

Very Jumpy: Krikis are very good at jumping; they also gain a bonus of +2 to any acrobatics or leaping backgrounds

Alien Mindset: Krikis don't think like others, so when dealing with other people involving any kind of diplomatic or personal backgrounds they are at -2. However, they halve all

psychic damage done to them from any kind of metal attack and take a bonus +2 on mental saves if they have to make them

Languages: If you use languages for your games, they speak Common and their own part-psychic language: Hivespeak.

Pachyaur

This large, intelligent creature looks like a cross between an elephant and a centaur.

2nd level wrecker [HUMANOID]

Initiative +7

Spear +6 vs. AC (3 attacks) – 7 damage

Natural even hit: The pachyaur can make a *gore* attack as a free action at the same target or a creature that it's engaged with [*Special trigger*] **Gore +7 vs. AC – 8 damage**

Natural 16+: The pachyaur can perform a *stompy hoof* attack on the same target, or a creature that it's engaged with [*Special trigger*] **Stompy hoof +6 vs. AC (2 attacks) – 7 damage**

AC 19

PD 17

MD 12

HP 29

Pachyaur as Player Characters

+2 Str OR +2 Con

Thunderhoof (Racial Power)

Once the escalation die reaches +3 the pachyaur can make a thunderhoof attack as a standard action from now on, roll a d6 and if the result is more than the current ed value the power can be used again. The attack targets PD and does 5 damage per level of the character.

Champion Feat: The damage of the attack is now 8 per level, and the target is dazed (save ends)

Tough as an Elephant: The pachyaur PC gains a bonus of +2 to armour.

King of the Plains: Pachyaur gain a bonus of +2 to any survival or intimidation based backgrounds that they might have

Languages: If you use languages for your games, they speak Common and Pachyaur

Penmai

This small humanoid uses its remarkably long and dexterous limbs and tail to help it climb and jump through the forest canopy.

Small 1st level troop [HUMANOID]

Initiative +12

Short sword +6 vs. AC – 5 damage

Dagger +6 vs. AC – 4 damage

Natural 16+: The penmai can stab using their dagger with such precision that the wound will bleed, causing 5 ongoing damage (save ends)

R: Short bow +6 vs. AC – 6 damage

Climb: Penmai are adept climbers and move with great ease through trees and other areas, they can even hang upside down and appear to stick to walls like a certain man bitten by a radioactive spider.

AC 17

PD 11

MD 15

HP 26

Penmai as Player Characters

+2 Dex OR +2 Int

Tail Mastery (Racial Power)

Penmai gain the Tail Mastery background at +3 and can use it to do neat little things like pick up objects when people aren't looking, great for penmai rogues. They can also use it to grab objects stored on their person as a free action, great for picking up potions etc. Champion Feat: The penmai can now use their tail to carry a dagger, thus allowing them to re-roll one missed attack in combat and substitute the dagger roll for that.

Catch Me if You Can: Penmai are pretty cool at getting out of trouble, so they get a bonus on any save made that involves dexterity or popping free from combat – disengage rolls and so on.

Natural Climbers: Penmai can climb really well, they have a near magical ability to stick to walls, even upside down and they're very capable in that regard. They get a bonus +2 to any backgrounds that involve climbing and acrobatics.

Birdy Birdy: Penmai gain +2 to any background rolls when dealing with avian species or any kind of birds.

Languages: If you use languages for your games, they speak Common and Penaian

Yenfansa (White Eyes/The Devil's Children)

4th level spoiler [DEMON]

Initiative +9

Claws +9 vs. AC (2 attacks) – 12 damage

Natural 18+: The Yenfansa causes 8 ongoing damage. Hard save 16+ ends the effect.

Dagger +9 vs. AC – 14 damage

Natural 18+: The Yenfansa causes 8 ongoing damage. Hard save 16+ ends the effect.

Fear: Whilst engaged with this creature, enemies that have fewer than 18hp are dazed (-4 to attacks) and do not add the escalation die to their attacks.

AC 20

PD 114

MD 118

HP 54

Chapter 4: The Cities

The Stranger described in the entry for the city of Brokkan is an undead creature that resembles a mummy, only more powerful and devious than a typical specimen of that type. He tends to favour magical attacks, such as Stranger's Wrath, which manifests as a fast striking snake-like tendril that snaps forth from his hands.

12th level special spoiler [UNDEAD]

Initiative: +16

Stranger's Wrath +17 vs. AC – 270 damage

Natural odd hit: The Stranger can summon *sand storm* as a free action, he can only do this once per battle.

[Special trigger] **Sand Storm +16 vs. PD (All targets in wide area of effect)** – Creatures caught in this stinging whirl of sand are *hampered* and *confused* (hard save 16+ ends the effects, each effect must be saved against separately) they also take 10 damage per round they are caught in the storm.

Dagger of Virulent Demise +15 vs. AC – 200 damage and the target is poisoned, taking 30 ongoing poison damage (hard save 16+ ends the effect)

Natural even hit: Poison damage that kills the target raises it from the dead as a ghoul. If you don't use things like this in your campaigns, the effect chains onto a second target as it leaps in a virulent cloud towards them (+15 vs. PD – 100 damage, 20 ongoing, hard save 16+ ends) and there is a chance that on another natural even hit the poison cloud will leap a third and final time, to a third target (+15 vs. PD – 50 damage, 10 ongoing, hard save 16+ ends)

Fear: Whilst engaged with this creature, enemies that have fewer than 120hp are dazed (-4 to attacks) and do not add the escalation die to their attacks.

AC 28

PD 26

MD 25

HP 1090

The Stranger has his own plots and plans, his own ideas, his own goals and his own agenda. He may be a foe to the player characters, an ally, a mentor or may even be looking to replace one of the Dragon Kings. As always, it's what matters most to the story that you're telling and the stats here are just a baseline for a triple strength bad guy that can give really seasoned (or foolish) adventurers on Khitus a run for their money.

Chapter 5: Traversing the Wastelands

The following section includes information on special game mechanics for dealing with natural phenomena in Khitus.

Dunes

Dunes provide a fun little diversion for 13th Age travel; players might trigger a landslide or an avalanche of sand. If they do so, they can test against any kind of balance or survival background to escape being caught up in the effect, with the usual tier target numbers applied.

They might be forced to make Last Gasp Saves to avoid drowning on dry land and so on.

Cracked Sea Floors

Expect to find a variety of undead here, zombies, ghouls, ghosts, wights, skeletons and anything else that your campaign desires.

Metal Scarcity

Any weapon, armor, or piece of gear made of steel costs 10 times the normal listed price in the equipment section of any rulebook. These items are much more commonly made from bronze (the normal base price of equipment listed), or bone, obsidian, and/or stone (one-half the base price listed). Generally we don't stress the effect of other materials too much in 13th Age, if you really want to model weapon vulnerability though, you can enforce a save 11+ on any hit that's a natural 20 or even a natural 1.

If the weapon fails, it breaks, simple as that.

The Iron Virus

This affliction only affects iron and steel objects. Any time an iron or steel item comes within 10 feet of another item infested with the Iron Virus, there is a 1 in 10 chance of the infestation spreading to the untainted object(s). If an item comes into actual contact with an afflicted object (say, if an untainted shield blocks a tainted sword in combat), the chance increases to 5 in 10. Once the taint has spread to the new item, use the following effects:

The item needs to make a hard save 16+ per hour

First failed save: Item is weakened, now does less damage (half damage), or offers less protection (half the normal protective effect) and will be subject to breakage and damage.

Second failed save: Item is in danger of being destroyed, does not lose any damage or less protection, but is -4 on the third and final save.

Third failed save: item is useless, destroyed, broken.

Ganshyer, the Black Steel

Items made from ganshyer are never sold in a campaign; it must be found as rare treasure. Furthermore, selling items made of ganshyer brings in remarkable profits. Normally they bring in 3-4 times the amount of money than normal steel, since ganshyer is stronger and tougher than regular steel. Items made from this material usually don't have any special properties, but there can be a 5% chance any item possesses something unique about it, in the case of a weapon it could be more resilient to the iron virus, or completely immune to it.

Hesheyl, the Water Spice

Consuming too much hesheyl can result in hesheyl poisoning.

Dose 1: Mild euphoria and quite pleasant.

Dose 2: Mild hallucinations (treat as confused effect) (11+ ends the confused effect)

Dose 3: Wild hallucinations, Con drops by 3 points (dazed, 14+ ends the dazed effect)

Dose 4: Extreme hallucinations, Con drops by 5 points, take 3 ongoing damage (hard save 16+ ends ongoing damage effect and hallucinations)

*Dose 5: Dazed, Confused, Helpless, take 10 ongoing damage (hard save 18+ ends the effect) and lose 1 more Con per round. By now it's impossible to stave off the other effects with a save.

If Con hits 0, start making Last Gasp Saves.

*The dazed, helpless and confused effects persist until the Con is restored completely

Getting Lost and Desert Hallucinations

The descriptions of places in the desert coming and going in time and space are prime material for adventuring and quests, but how such things occur can be attributed to a couple of different mechanics, depending on the needs of the game. In 13th Age they're really a function of roleplaying and less about die mechanics, so they're best used as story devices with very little in the way of rolled checks. You might want the PCs to make survival or tracking rolls, give them the appropriate target numbers and if they fail they become well and truly lost.

Mirages

Mundane mirages can be countered by getting to a higher elevation (climbing a rock formation, using flight powers, innate flight or flying magic). A hard save 16+ allows a character to disbelieve the effects of a mirage, and prior suspicion that the phenomenon is a mirage grants a +4 bonus. Once a mirage is shown to be such, a character cannot be fooled by it again and future attempts to disbelieve are automatic.

Fire Rain

Any character seeing the black clouds in the distance that presage fire rain may discern their true nature on a related background check (survival, weather eye, anything like that). Any unprotected creature caught in fire rain suffers 8 ongoing damage each round, and all combustible materials catch fire. Characters trying to protect equipment or weapons at risk of burning must succeed at a hard save 17+ each round during use, and they suffer a -2 penalty to the appropriate check (background check, attack roll, etc.).

Ghost Lightning

Characters in the vicinity of a charged area can succeed on relevant background check to detect the static charge in the air. Anyone caught in a region of ghost lightning must make a 11+ save each turn to avoid suffering damage from discharges. Each time a save is failed, the character in question suffers a number of d6 damage equal to the amount by which the save failed. For example, if the save result is a 9, then the character suffers 2d6 points of electrical damage (11 - 9 = 2).

When a spellcaster casts a spell which uses electricity in a charged region, the ghost lightning enhances the damage inflicted by causing 1s on damage dice to be rerolled.

Caravans

The following are example NPCs found in a typical caravan.

Traveling Merchant

3rd level troop [HUMANOID]

Initiative: +3

Dagger or Sword +8 vs. AC - 10 damage

Natural even or odd miss: The merchant hurls a bunch of coins at the opponent, forcing them to make a save 11+ or be dazed.

Limited use: 1/battle

Money!: At the end of the fight roll 3d4x10 plus the number of merchants battled for the amount of coins strewn around the floor.

AC 19

PD 13

MD 15

HP 45

Caravan Guard

1st level troop [HUMANOID]

Initiative: +3

Sword or Axe +6 vs. AC – 5 damage

Natural even hit: Caravan guards learn to fight defensively, and actually get better protection as they do well in battle. AC bonus +1 per natural even hit per round, up to +3

Comrades in Arms: Caravan guards can benefit from their fellows, they gain +1 to hit and damage per guard engaged with a target.

AC 17

PD 15

MD 13

HP 27

Teamster

1st level troop [HUMANOID]

Initiative: +5

Knife, Axe, Whip +6 vs. AC – 6 damage

Natural 18+: The teamster can make a *whip crack away* attack as a free action

[Special trigger] **Whip Crack Away +7 vs. AC – 5 damage** and target is stuck (save ends)

AC 17

PD 14

MD 12

HP 25

Bandit

1st level troop [HUMANOID]

Initiative: +6

Dagger, Sword or Club +6 vs AC – 4 damage

R: Bow, Crossbow or Thrown Spear +5 vs. AC – 5 damage

On my Mark: Once per battle the bandit with the most hit points left can call his surviving fellows to hurl their spears, fire their missile weapons at a single target. Make one single roll for the bandit with the highest hit points at -2 to hit, success means that all projectiles strike that one target and they take damage accordingly.

So if 5 bandits all fire, that's 5x5=25 damage, ouch!

After this attack, all bandits have used their actions this round.

AC 17

PD 15

MD 11

HP 27

The Pock & Environs

At the time of their demise or disappearance during the course of their historic battle, Yhethinar and Bethayalub were rumored to possess the following abilities and items:

Yhethinar (Wizard)

11th level wrecker [HUMANOID]

Initiative: +19

Powerful Blast +16 vs. AC (1d4 nearby enemies) – 70 damage and targets are vulnerable (hard save 16+ ends)

Arc of Martial Misfortune +16 vs. MD – 60 damage and target automatically misses their next melee attack against the wizard.

Natural even hit: All targets engaged with the wizard will miss their next melee attack.

Limited use: 1 per battle, unless staggered, then the ability recharges once.

Green Arrow +15 vs. PD – 50 damage and target takes 20 ongoing poison damage, hard save 16+ ends the effect

Lightning Storm +17 vs. AC (1d6 nearby targets) – 70 damage and 10 ongoing lightning damage (save 11+ ends)

Natural odd miss: 1d3 far away enemies are struck by random bolts of lightning that cause 15 damage as the storm goes out of control for a short while.

Gateway: Once per battle, the wizard can gate in 1d6 allies to help him battle his opponents – these allies can be any monster that's campaign appropriate, especially demons.

Form of the Dragon: Once per day the wizard can transform into a Khitan Dragon, this should be used very sparingly and only to add an extra layer of OOMPH to an encounter that emphasises the power of this particular wizard.

AC 27

PD 21

MD 25

HP 288

If the PCs fight the wizard, it will be a hard battle. If they manage to make friends or spend any time in the wizard's company, any backgrounds that use magic or cover magical knowledge gain a +2 bonus whilst they're in the powerful magic user's company.

Bethayalbub (succubus)

9th level spoiler [DEMON]

Initiative: +15

Subtle Embrace +14 vs. PD – Confused, helpless, dazed and succubus can trigger *dark kiss* as a free action.

[Special trigger] **Dark Kiss +15 vs. MD** – 30 psychic damage and 10 ongoing psychic damage, target becomes stuck and focussed entirely on the pleasurable sensations from the succubus' kiss. Target must be freed by outside help; target can attempt to break free after Escalation Die reaches +6 or 3 rounds have passed if the Die is already at +6

Sharp Teeth +14 vs. AC – 30 damage

Natural even hit: Succubus can perform a *claws* attack as a free action

[Special trigger] **Claws +14 vs. AC (2 attacks)** – 25 damage

Help Me! The succubus can call on a nearby allied monster for help, this monster pops free of its current enemy without penalty and can rush to the succubus' defence.

Very Familiar: The succubus calls on her familiar to help her in combat, use the 13th Age core rules to determine the kind of familiar and what it can do. If you want to save time, the familiar gives the succubus a bonus of +2 to all her attacks and runs interference for her, boosting her armour class by +2 as well

R: Euphoric Darts +13 vs. MD (1d3 enemies) – These psychic darts flow from the succubi's fingers and seek out targets, doing 50 damage

Random Abilities: Succubi are demons and they possess random abilities as per the 13th Age core rulebook

AC 25

PD 19

MD 23

HP 180

Fighting the succubus should be a challenge; she might have numerous allies and admirers around her, humanoid or monster. If they work with her, for her, or travel with her then she offers a +2 bonus to any kind of demon lore background, seductive background or charm style background the players might have.

She may also possess psychic powers and communicate telepathically if the campaign story demands it.

Khitan Diseases

The core of 13th Age doesn't really deal with disease, it's not a system that really models these kinds of things, but Khitus is a dangerous world and there are diseases that can spread like wildfire across the burning sands and infect even the mighty krikis. Use these simple disease rules if you want to inject another layer to the world of 13th Age Dragon Kings, always

check with your group of players first that everyone's on the same page regarding diseases – some people relish roleplaying this kind of thing, some don't.

When a creature contracts a disease firstly roll a d6 for that disease's symptoms *after a battle* or after the event that caused the disease in the first place. Until they are cured, at the start of each new day (after each full heal-up) the PC makes a Con check (including any backgrounds that they might have that pertain to the check) to determine the severity of the disease for that day, or to see if the PC is actually cured.

Full bed rest under the care of a healer reduces severity from d6 to d4. So replace any severity checks with that die type.

So a severity check of 20 would now be a d4+2 rather than d6+2. A PC under the care of an experienced healer or some creature that knows powerful healing magic/alchemy gains a bonus of +10 to the Con check.

The GM can add optional conditions to this, such as magical plants, special herbs, potions, powders or anything they desire – these conditions can also confer bonuses to the Con check.

Disease Severity (Con check each day; result affects D6 symptoms roll)	
1-14:	d6+3
15-20:	d6+2
20-24:	d6+1
25-29:	d6+0
30+:	Cured

Diseases

Bone Fleas (d6 roll for symptoms that day)

Bone fleas cause itching and painful lacerations, they inject a mild irritant into the skin of their victims. They are often contracted by ingestion where the parasite gets into the host and sneaks out when they're asleep.

1: Itching, uncomfortable crawling feeling in your skin.

2-3: Roll a Save (1 1+) per hour, failure means uncontrollable itching (-1 to attacks and any background rolls that require dexterity)

4-6: Insanely painful itching, biting, bloody pinpricks – Hard Save (1 6+) or suffer 1 hp damage per hour up to a max of 10 hp in total.

Sand Tick Sickness (d6 roll for symptoms that day)

Sand ticks can be ingested with food where they like to hide, once ingested they pass the disease on. They can also pass the disease on by mere contact, such filthy little things.

1: Slight uncomfortable feeling in your gut, worsens throughout the day, cold sweats

2-3: Shakes and cold sweats, trembling fingers, aching joints with bouts of mild nausea.

4-6 Shakes (-2 to attacks and Dex based rolls), heavy vomiting and Hard Save (16+) or fall unconscious for d6 hours.

Umbur Aphids (d6 roll for symptoms that day) (krikis only)

These nasty little disease-ridden parasites only prey on the krikis, they have a taste for krikis blood and cause a nasty disease to manifest in this race. The disease passes due to contact between the aphids and the krikis.

1: Unightly discolouration of the krikis carapace.

2-3: A weakening of the krikis armoured carapace, krikis lose -1 natural armour. If reduced to 0 natural armour, the krikis must make a Save (11+) each time this symptom manifests, failure causes d6 hp damage.

4-6: d8 damage, reduced to 0 natural armour. This symptom can manifest numerous times.

Vermillion Fungus (d6 roll for symptoms that day)

The Vermillion Fungus zombie is the culprit that spreads this disease; it spreads via ingestion and takes a wicked toll on the victim in a short time. Death creates spore clouds and more fungus zombies.

1: The victim's eyes turn a vermillion colour, they become dazed and itchy. (Wait d4 hours and Save (11+) to shake off the effect of being dazed.

2-3: The victim becomes Hampered and suffers d10 damage as unsightly sores break out, bleeding profusely. (Wait d6 hours and Hard Save (16+) to shake off Hampered effect.)

4-6: Unconscious, ohp, start making Death Saves. Should a PC die that is infected by this horrible disease, they will start to spore and in a few hours (d8) they will burst open causing a cloud of vermillion fungus spores. Roll a d20, if this roll is above the creature's Con that is caught in the gas cloud - they too will contract the disease. The dead PC will then rise as a Vermillion Fungus zombie.

If the PC makes their Death Save they are out of danger and the disease will be gone in a few days (d3).

Dangers of the Khitan Desert

Khitus is a dangerous place to travel for the unprepared, and most of the time those people who set foot outside the relative safety of the cities and towns are prepared enough for

the arduous conditions that turn the desert from a scalding-hot cooker during the day, to a frigid icebox when the night comes and the sun dies in the heavens.

For the most part PCs are going to be travelling with enough Travel Days of food, water, creams and adequate protective lotions and salves to get from A to B without trouble, but what happens if they're out beyond their allotted Travel Days, cut off from supplies of food and water?

13th Age is a system that doesn't sweat the small stuff, so we're going to keep the rules for heat exhaustion and so on pretty simple. These rules only kick in when the PCs are travelling and they run out of various supplies, or when the GM deems it dramatically appropriate - say the caravan they were travelling with is destroyed, there's no food or decent hunting for miles and water is very scarce.

Dehydration: A dehydrated character needs to rehydrate pretty quickly or they're going to collapse, without water they're going to be in trouble. Every hour they need to make a Hard Save (16+) or suffer the effects of dehydration. A normal healthy PC can last at least 3 or so days without water as long as they have adequate shade/protection, but this is Khitus and the harsh sun is like a cauldron of fire.

In this case we've taken the example of a hitch-hiker from Death Valley who died in just 5 hours and modified it a little. However the PCs are heroes and heroes are prone to amazing things, so if they make that Death Save then they're safe until their situation takes a further turn for the worse or gets resolved. (being eaten by a Khitan dragon is a good example of a situation taking a turn for the worse.)

Hour 1: -1 to attacks and Dex based background rolls.

Hour 2: -2 to attacks and Dex based background rolls.

Hour 3: -3 to attacks and Dex based background rolls.

Hour 4: -4 to attacks and Dex based background rolls.

Hour 5: PC is considered to be helpless.

Hour 6: PC falls unconscious.

Hour 7: Start making Death Saves immediately.

Hydration will return the PC back to full strength in an hour or so, they can't just bounce back from something like this.

Starvation: Being without food is an unpleasant experience; the PC who lacks adequate food and cannot hunt their own is going to starve. They'll need to make Hard Saves (16+) per hour without food, once they get to 48 or so hours then they'll fall unconscious and need to make Death Saves. Each hour that they fail their save, they will lose a single point of Con, this can have detrimental effects on their stats and if they hit 0 Con they're going to hit the ground, pass out and need to make Death Saves.

Heat Exhaustion: Each hour that passes under Khitus' burning hot sky is going to sap the strength and will of an unprepared

traveller, the heat is beyond oppressive and very soon heat exhaustion sets in even if they have food and water. Each hour they need to make a Hard Save (16+) or in extreme heat during one of Khitus' legendary sky cauldron days, 18+

Hour 1: -1 to attacks and Str based background rolls.

Hour 2: -2 to attacks and Str based background rolls.

Hour 3: -3 to attacks and Str based background rolls.

Hour 4: -4 to attacks and Str based background rolls.

Hour 5: PC starts to hallucinate, sees mirages.

Hour 6: PC becomes helpless.

Hour 7: PC falls unconscious.

Hour 8: Start making Death Saves immediately.

Putting the PC in the shade, or underground will eventually return them to normal in a few hours.

Extreme Cold Conditions: The desert drops into at tundra-like fridge at night, so if a PC is caught outside without adequate protective and warm clothing, they're going to get in trouble pretty quickly. Every hour they need to make a Hard Save (16+) or an even Harder Save (18+) if the conditions are much worse, failure means that they suffer an effect listed below.

Hour 1: -1 to all attacks, Str and Dex based background rolls.

Hour 2: -2 to all attacks, Str and Dex based background rolls.

Hour 3: -3 to all attacks, Str and Dex based background rolls.

Hour 4: -4 to all attacks, Str and Dex based background rolls.

Hour 5: PC becomes lethargic, becoming helpless. PC's Con is reduced by half.

Hour 6: PC falls unconscious.

Hour 8: Start making Death Saves immediately.

Getting the PC back into the warm helps bring them back to normal in a few hours, wrapping them up in warm blankets and keeping them dry also helps.

Chapter 6: Traces of the Daragkarik

The following statistics blocks detail some of the creatures and characters mentioned in Chapter 6:

Dalia/Shagnathrix (Sorcerer)

14th level wrecker [HUMANOID]

Initiative: +21

Dragon's Flame +19 vs. PD (1d3 nearby targets) – 270 damage and targets are set on fire for 20 ongoing fire damage.

Dragon's Stave +16 vs. AC – 150 damage and target is dazed (hard save 16+ ends)

Natural even hit: Dalia can perform a second *Dragon Stave* attack on a different target, popping free of the first to appear right next to her new enemy

R: Sonic Lance +18 vs. MD – A lance of sonic energy hits a target for 100 damage, target is also dazed (hard save 16+ ends)

Natural odd hit: 1d3 nearby targets to the original are struck for 50 damage, dazed (save 11+ ends)

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Resist magic 15+: When a spell attack targets this creature, the attacker must roll a natural 15+ on the attack roll or it only deals half damage, or has no effect in the case of a non-damage spell

Dragon form: Dalia can transform into a Khitan dragon as a free action, she gains all the powers/abilities of any Khitan dragon the GM chooses to use. She also gains the *Fear* ability as per most dragons.

Rod of Many Clothes: Dalia as a neat magic item that lets her change her clothes like the weather, it's a portable wardrobe that contains a dazzling array of outfits perfect for any occasion.

AC 30

PD 28

MD 29

HP 1152

Dalia is a challenge in battle, a cunning opponent and a ruthless adversary, she might have sorcerer spells and powers from 13th Age's core rules in her arsenal and any number of magic items the GM sees fit. As a friend or ally to the players, she confers a bonus of +3 to any draconic lore style backgrounds, and any backgrounds that involve magic, scholarly pursuits or sorcery/alchemy.

Black Knight

14th level wrecker [HUMANOID]

Initiative: +19

Sword of Khitus +18 vs. AC – 170 damage

Duellist's Whimsy +17 vs. AC – 150 damage and the Black Knight pops free of her enemy, allowing her to attack a second enemy as a free action using *Sword of Khitus*

Natural 18+: The Black Knight can pop free of her second foe and attack a third without penalty using *Sword of Khitus*
Strike as One (requires Twin) +19 vs. AC (4 targets) – The Black Knight works in concert with her twin (use the same stats) and can attack up to 4 targets (2 each) for 60 damage per target

Limited use: Strike as One can only be used once per battle, unless the Black Knight is staggered, Strike as One recharges once only.

Natural even miss: The Black Knight gains +2 AC to both her and her twin until the end of their next turn.

Sisterly Love +17 vs. MD – The Black Knight makes an attack against a foe that attacks her twin as an interrupt to the attacker's action. If it succeeds then the damage is negated.

Limited use: Once per battle

Helpless before Me +18 vs. PD – The Black Knight attacks a single target for 270 damage and renders them helpless until the end of the Black Knight's next turn

Natural even hit: The helpless target is also stuck until the end of the Black Knight's next turn

Nastier Special

Sister No!: If one twin is slain and the other is still alive, the living twin immediately makes all saves, heals to full hit points and gains a bonus of +2 to their AC until the end of their next turn. They also gain the benefit of the Escalation Die to their attacks and damage.

AC 30

PD 28

MD 25

HP 1160

The Black Knight and her twin are powerful foes; they are accomplished warriors and work well in concert together. They confer +2 background bonuses to anything warrior related, knightly conduct and backgrounds that involve courtly life. They might possess some powerful magic weapons, armour, items and skills that belong to any of the player classes in 13th Age core and can make very good allies for PCs playing in that age of Khitus.

Chapter 7: Bestiary

Blood Crawler

This eight-foot-long worm stands tall, its tail buried in the sand, its open mouth as high in the air as possible, while it makes an eerie sucking sound that carries for miles.

4th level spoiler [BEAST]

Initiative: +4

Bite +9 vs. AC – 14 damage

Anaesthetic Ooze: Rather than an attack, this is a pure dramatic event that the GM can use to inject a little danger into adventures that take place near a Blood Crawler's lair or hunting ground. When the PCs camp or sleep the Blood Crawler can cover a location on the PCs body with an anaesthetic

secretion that can render that location numb, making the PC unaware of the danger they're in and allowing the monster to use Blood Drain, or the Parasitic Seed Worm attack as though they had scored a natural 18+ (use this one carefully)

Blood Drain: On a natural 18+ the Blood Crawler inflicts damage with its bite attack, but also heals 5 hp worth of damage.

Assisted Respiration: Not so much an attack as a special dramatic occasion, the Blood Crawler can insert its tail into the mouth and down the windpipe of an unconscious victim. This allows the victim to breathe even if the Blood Crawler buries it in the sand.

Nastier Specials: Parasitic Seed Worms: Once per battle the bite of the Blood Crawler can deliver a batch of parasitic seed worms into the victim. It cannot use the Blood Drain ability if it does this. The victim must make a 16+ hard save to end the disease, or take 10 ongoing damage per day. The disease does not manifest straight away so can be tricky to spot, it usually appears after 1d3 days. The victim can make further saves per day to fight the disease.

The usual medicinal cures work, and so do magical. Whatever the GM feels is the best/most dramatic.

AC 20

PD 14

MD 18

HP 54

Blue Watcher

This tiny, dazzling blue creature looks faintly like a watery angel as it leaps and frolics playfully.

Tiny 3rd level spoiler [ABBERATION]

Initiative: +7

Vulnerability: Fire

R: Psi-bolt +8 vs. AC – 5 psychic damage, hard save 16+ or target is Dazed. Dazed targets are susceptible to Be My Friend.

Be My Friend: The creature tries to convince the target that they are the most important, best friend and confidant they've ever had. This ability can only be used once per 24 hours on a single victim, victims that save (hard save 16+) are not convinced by the creature at all and immediately end their Dazed state too. Those that fail are subject to the horrors of Brain Burrow.

Can't Touch This: The blue watcher has resist 12+ on all damage types, except for fire.

Flight: This little critter can zip about quite agilely and playfully.

Nastier Specials: Brain Burrow: Once the victim is convinced that the blue watcher is their friend, the creature enters the victim's mouth and oozes its way into the cranial cavity by

burrowing through sinus and auditory canals. During this process it uses Be My Friend to keep the target from fighting the invasion (you can allow another hard save 16+ to attempt to break the creature's control, but by this time the damage has been done). The blue watcher reaches the brain, sends out tendrils and latches on – the creature now has complete control over the host. Removing the blue watcher requires incredible psychic healing powers; removal by force almost always kills the host.

AC 19

PD 13

MD 17

HP 10

Coal Crab

This six-legged creature darts and weaves between boulders as it scrabbles toward its prey, pincers clacking.

2nd level spoiler [BEAST]

Initiative: +5

Pincers +7 vs. PD – 7 damage

Double Whammy: Once per battle the Coal Crab can perform a double whammy attack, where it can make two pincer attacks against a single target in an attempt to trigger Coalskin. Both attacks must be natural even hits for this effect to kick in.

Nastier Special: Coalskin: Target takes 5 ongoing damage, save ends.

Nastier Nasty Special: Coalskin Improved: Target takes 10 ongoing damage, hard save (16+) reduces damage to 5 ongoing. Coalskin can only be removed by fire applied directly to wound (causes 5 damage). Damage from Coalskin can only be healed after a full 8 hours rest.

AC 18

PD 12

MD 16

HP 36

Constrictor

This massive snake has powerful jaws and coils spring-like around its prey before it squeezes with all its might.

Large 3rd level wrecker [BEAST]

Initiative: +6

Bite +8 vs. AC – 21 damage

Constrictor: On a natural 18+ Bite attack the snake has latched onto the opponent and puts the squeeze on, it puts the victim in a Grabbed state and deals 10 ongoing damage as it attempts to pop the eyeballs of its target. A hard save 16+ allows the target to pop free.

AC 19

PD 17

MD 13

HP 90

Colossadant

This massive version of an elephant stands twice as tall as its normal cousin.

Huge 4th level wrecker [BEAST]

Initiative: +8

Pick one of these per round.

Dual Tusker +9 vs. AC – 42 damage (2 attacks)

Trunk Call +9 vs. AC – 32 damage

Natural even hit: The Colossadant picks up the target in its trunk and slam dunks them onto the ground for 8 damage.

Natural odd hit: The Colossadant picks up the target, uses the target to beat on another enemy. Make a Trunk Call attack against another victim and if it hits, both the original target and victim take 15 damage.

Seismic Activity +9 vs. PD – The Colossadant slams its massive feet down onto the ground repeatedly, this shock-wave causes 8 ongoing damage to any engaged enemy, and Dazes them (hard save 16+ ends the effects).

Miss: 4 ongoing damage/No Daze

Nastier Special: RAGE: Once the Colossadant is Staggered it rampages, slamming its trunk down on the ground like a massive hammer attempting to squash anyone in range. It can make 4 attacks (+9 vs. AC – 20 damage) to 4 separate targets.

AC 20

PD 18

MD 14

HP 162

Creature of the Crater

This strange beast is a true nightmare, with six insect-like legs, four large reptilian arms, two smaller humanoid arms that flail from the center of its chest, three hairless humanoid heads painfully melted together, and a long spine-covered tail.

Large 5th level wrecker [MAGICAL (BEAST)]

Initiative +11

Claw +10 vs. AC (2 attacks) – 36 damage

Natural 16+: The creature can make a *claw-claw* attack as a free action against any creature it's engaged with

[Special trigger]: Claw-Claw +8 vs. AC (2 attacks) – 25 damage

Natural 18+: The creature can make a *spine tail* attack as a free action against any creature it's engaged with

[Special trigger]: **Spine Tail +10 vs AC** – 22 damage

Nastier Special

Lacerating Spines +10 vs. PD – Once per battle and when the escalation die is 3+, the creature can employ a devastating single attack with its brutal spined tail. The attack causes variable effects based on the creature's roll

Natural even hit: Three small strikes of the creature's tail hit the victim; they cause 10 damage each and force the victim to make a Hard Save (16+) or suffer a *vulnerable* condition

Natural odd hit: The tail strikes for 36 damage and causes 10 ongoing bleeding damage, Hard Save (16+) ends.

AC 21

PD 19

MD 15

HP 144

Fullet

This small but fleet creature has two powerful hind legs but only vestigial upper arms and a long, thin neck. Its distended belly holds its prize.

Tiny 1st level mook [BEAST]

Initiative: +10

Bite +6 vs. AC – 4 damage

AC 17

PD 11

MD 15

HP 7 (Mook)

Mook: Kill one Fullet Mook every 7 damage dealt to the group.

Ghost Snake

This milk-white snake is about ten feet long and weighs around 80 pounds.

2nd level spoiler [BEAST]

Initiative: +6

Bite +7 vs. AC – 7 damage

Natural 18+: Ghost snake can trigger Truth Venom.

Truth Venom: 6 ongoing poison damage to target, target must also make Last Gasp saves or die as the virulent liquid rips through their system. During this extremely painful time the target is compelled to tell the truth as if under a magical spell, or psychic compulsion. Saving ends both the poison and the effect.

AC 18

PD 16

MD 12

HP 36

Hypno Spider

This massive spider's fur sparkles and refracts the light of the sun in a myriad of dazzling colors.

Large 2nd level blocker [BEAST]

Initiative: +5

Resist: 16+ Psychic damage only (cannot be mind controlled via psychic power, or spells)

Bite +7 vs. AC – 5 damage, and 5 ongoing poison damage

Natural even hit: The target also takes 2d6 ongoing poison damage if dazed or stuck.

C: Web +7 vs. PD (up to 2 nearby enemies in a group) – 3 damage and the target is now dazed until the spider's next turn.

Natural 18+: The target is also stuck until the end of the spider's next turn.

(1 per day) Dazzle +7 vs. MD – 5 psychic damage and the target is Dazed until the end of the spider's next turn.

Wall-crawler: A hypno spider can climb on ceilings and walls as easily as it moves on the ground.

AC 18

PD 16

MD 12

HP 72

Jaladam

This malevolent creature sports a single deadly horn, powerful fins, and a large tail.

5th level wrecker [DEMON]

Initiative: +10

Vulnerability: Holy

Horn Stab +10 vs. AC – 18 damage

Fins +10 vs. AC (2 attacks) – 15 damage

Tail +10 vs. AC – 12 damage

Natural 18+ hit: The sharp tail causes lacerated wounds that bleed, target takes 8 ongoing damage – save ends.

Resistant Aura: The Jaladam takes half damage from all damage types apart from Holy. Natural 14+ breaches this defence and affects the creature normally.

Artifact Sense: A Jaladam can become magically connected to an item of great power, or an artefact of historical significance. Once this happens and the item is activated, the creature will sense it as long as it's within one mile of the connected object. The Jaladam then pursues that item until the item or the Jaladam is destroyed.

Fear: While engaged with this creature, enemies that have 24hp or fewer are dazed (-4 attack) and do not benefit from adding the escalation die to their attacks.

Random Abilities: Demons in 13th Age benefit from random abilities, don't forget this applies to Khitus too.

AC 20

PD 15

MD 19

HP 72

Kardillo

This ferocious predator blends like a chameleon into its surroundings before attacking to rend with its claws and fangs.

1st level troop [BEAST]

Initiative: +9

Bite +6 vs. AC – 5 damage

Claws +6 vs. AC (2 attacks) – 5 damage

Natural even hit: The Kardillo attacks and vanishes back out of sight using its chameleon-like powers, it can't be targeted this round by any physical melee or ranged attack. Magical spells or powers that auto-target or affect an area can still harm the creature.

AC 17

PD 15

MD 11

HP 36

Khitan Dragons

Use the common 13th Age abilities for dragons in general from the core rulebook.

Bone Dragon

Under the harsh light the bone dragon stands, stark-white or mottled brown, perhaps yellow with age. These creatures are ancient and dangerous, its eyes gleam with forbidden knowledge and its fangs part to reveal a cunning smile.

Huge 11th level wrecker [DRAGON]

Initiative: +14

Bone claws +16 vs. AC – 100 damage

Natural 11-14: The dragon can make a *bite* attack as a free action.

Natural 15+: The dragon can make a shardstorm breath attack as a free action.

[special trigger] **Bite +16 vs. AC** – 130 damage

Natural 16+: the target takes 15 ongoing bleeding damage as the sharp teeth cut into its flesh.

[special trigger] **C: Shardstorm Breath +16 vs. PD (1d4 nearby enemies)** – 105 damage, targets are hampered (save ends).

Natural 18+: targets take 10 ongoing laceration damage from the sharp shards of whirling bone.

Resist Holy: When any holy magic or weapon targets this creature, the attacker must roll a natural 18+ on the attack roll or only cause half damage.

Summon the Horde: Once every 24 hours the bone dragon can summon a group of up to 4 skeleton guards to hamper its enemies.

AC 29

PD 26

MD 21

HP 905

Coal Dragon

Surrounding this beast is a miasmic cloud of black dust, its eyes visible through the swirling chaos of darkness..the sound of its wings chilling bones and causing hearts to race.

Huge 13th level wrecker [DRAGON]

Initiative: +19

Fangs, claws, and tail +19 vs. AC (3 attacks) – 70 damage

First natural even hit or miss each turn: Roll a fourth fangs, claws, and tail attack.

Second natural even hit or miss each turn: Roll a fifth fangs, claws, and tail attack.

C: Ember's breath +19 vs. PD (2d4 nearby or far away enemies) – 80 fire damage

Miss: half damage

Natural even hit: Targets are hampered from the cloud of stinging coal dust and embers until the end of the coal dragon's next turn.

Intermittent breath: A huge coal dragon can only use its *ember's breath* 1d6 times per battle, but never two turns in a row.

Fear: While engaged with this creature, enemies with 144hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Resist fire 18+: When a fire attack targets the coal dragon, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 28

PD 27

MD 24

HP 1250

Rock Dragon

This dragon has fire behind its eyes, scales that look as though they're carved from granite and basalt. When it opens its mouth to breathe, liquid rock flows forth and scorches everything in its path.

Huge 12th level wrecker [DRAGON]

Initiative: +18

Rock claws +16 vs. AC (2 attacks) – 55 damage

Natural even hit or miss: The dragon can make a *bite* attack as a free action.

[*Special trigger*] **Bite +16 vs. AC** – 65 damage, and 2d10 fire damage to the target from the superheated breath inside the dragon's mouth.

C: Lava torrent breath +16 vs. PD (1d4 nearby or far away enemies) – 85 fire damage

Any staggered enemy: the dragon can trigger its *hard as stone* special.

[*Special trigger*] *Hard as stone:* The lava that spews forth from the dragon's maw hardens and any staggered creature caught in the deluge must make Last Gasp saves or turn to stone, similar to a Medusa's gaze.

Intermittent breath: A huge rock dragon can use *Lava torrent breath* 2d4 times per battle, but never two turns in a row.

Pass through stone: This works like the standard monster ability: burrow on page 200. Only it affects stone and hard rock, not earth.

Resist fire 18+: When a fire based attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 28

PD 27

MD 26

HP 990

Mud Dragon

The dragon explodes from out of the mud, swirling a torrent of brackish and foul smelling water towards its prey, its wings splatter the area with globs of brown sticky muddy earth and liquid.

Huge 11th level spoiler [DRAGON]

Initiative: +16

Brutal claws +16 vs. AC – 95 damage

Natural 11-16: The dragon can make a bite attack as a free action.

Natural 17+: The dragon can make a *globular breath* attack as a free action.

[*Special trigger*] **Bite +16 vs. AC** – 120 damage

Natural 15+: The target also takes 15 ongoing poison damage from the poisonous liquid in the dragon's mouth.

[*Special trigger*] **C: Globular breath +16 vs. PD (1d3 nearby enemies)** – 105 poison damage, and the target is hampered by thick mud (save ends)

Natural even hit: The target is also stuck (save ends)

Agile in water: The dragon can move through water as easily as it can move through the air, it can submerge and breathe in water/mud without problems.

Resist poison 18+: When a poison based attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 27

PD 26

MD 22

HP 920

Wind Dragon

A rapid wing-beat sound follows this dragon, it swoops low and the down-force causes the ground to swirl and shudder. Lightning dances around it and it alights on a nearby rock bringing with it the fury of the heavens.

Huge 12th level caster [DRAGON]

Initiative: +18

Claws and tail like thunder +17 vs. AC (2 attacks) – 45 damage

Natural even hit or miss: Not only can the dragon make a *bite* attack as a free action, but the target is dazed from the thunderous boom as the dragon attacks (save ends)

[*Special trigger*] **Bite +17 vs. AC** – 55 damage

Natural 11-15: Target takes an extra 3d10 lightning damage.

Natural 16+: Target is stunned (save ends)

C: Wrath of heaven's breath +16 vs. PD (1d4 nearby or far away enemies) – 75 lightning damage

Natural even hit: The target discharges a bolt of electricity that causes 20 damage to a nearby or far away ally of the target.

The target also takes 10 damage from the discharge.

Intermittent breath: A huge wind dragon can use *Wrath of heaven's breath* 2d4 times per battle, but never two turns in a row.

Storm Fury: When staggered the wind dragon is surrounded by a lightning field and high winds, any attacks that hit the dragon with a natural odd hit cause 10 lightning damage

to the attacker if they are in melee. All attacks against the creature are at -4 due to the high winds. A natural odd ranged attack hit sends the missile back towards the attacker.

Resist lightning 18+: When a lightning based attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 29

PD 26

MD 27

HP 999

Khitan Elephant

With a sound that thunders in the air, this huge beast is a leathery hide covered monster with sharp tusks and massive feet, it pounds the desert and roars a challenge.

Large 2nd level wrecker [BEAST]

Initiative: +5

The Khitan Elephant can use one of these attacks per round.

Tusks +7 vs. AC – 14 damage

Grandslam +7 vs. PD – 14 damage (the Khitan Elephant slams its massive feet down onto a target)

Miss: Half Damage

Trunkslap +7 vs. AC – 14 damage (on a natural odd hit the Khitan Elephant can squeeze a target for an extra 5 ongoing damage until they break loose, they have been Grabbed)

Tuske'd Raider: On a natural even Tusks hit the Khitan Elephant can make a second attack, as a gore attack with its barbed tusks. If the attack hits it slashes and cuts deeply inflicting 10 ongoing damage.

War Trumpet: The Khitan Elephant lets loose a bellowing roar, all creatures engaged with it must make a hard save 16+ or be Dazed for the following round. If the creature's next Tusk attack is a natural even hit, it can use War Trumpet again in that round.

AC 18

PD 16

MD 12

HP 72

Manju

This large, furry rodent has been domesticated for its meat, fur, and milk.

Large 0 level troop [BEAST]

Initiative: +4

Bite +5 vs. AC – 9 damage

AC 16

PD 15

MD 11

HP 41

Maradoch

This vermin is roughly the size of a small dog and is aggressive and territorial.

Small 1st level troop [BEAST]

Initiative: +8

Bite +6 vs. AC – 5 damage

Natural even hit: The Maradoch can make a *claw's attack* as a free action.

[Special trigger] **Claws +6 vs. AC** – 6 damage

This is MY land! Maradoch's are aggressive and territorial, so they tend to stake out an area of land to call their own. If they're fighting near that area, such as their lair or around it, they get a bonus +2 to their attack rolls.

AC 18

PD 16

MD 12

HP 28

Matakata

This giant tortoise creature slowly plods along the scorching wastes with its massive shell to protect it.

Large 5th level wrecker [BEAST]

Initiative: +6

Bite +10 vs. AC – 36 damage

Slam +12 vs. AC (1d3 nearby creatures) – 26 damage

Tail slap +9 vs. AC – 26 damage

[Special trigger] **Trample +10 vs. AC (1d4 nearby enemies)** – 30 damage

Full Steam Ahead: After round 1 of combat roll a d6, if the dice result is less than the current bonus granted by the Escalation Die, the Matakata can charge suddenly and with great supernatural speed towards its enemies and perform a *trample* attack. If the creature scores a natural even hit with its trample, it may test for another trample attack next round. If it fails to score a natural even hit, it cannot trample again this combat.

Shell Game: Once staggered the creature can use a move action to pull its extremities and head into its shell. Once it does this, it gains a bonus to its AC and PD of +10. A move action is required to end this state.

Slow, Slow, Quick-Quick, Slow: A Matakata uses 2 move actions to get anywhere, rather than one. Usually this means it takes a couple of rounds to get where it wants in a fight.

AC 21

PD 19

MD 15

HP 144

Pavouk Spiders

Spiders of every size imaginable inhabit the city of Pavouk, venerated by the city's other citizens.

Tiny Spiders

Tiny 1st level mook [BEAST]

Initiative: +6

Bite Bite Bite +6 vs. AC – 4 damage plus 1 ongoing poison damage (save ends 11+)

Wall crawler: A tiny spider can climb on ceilings and walls as easily as it moves on the ground.

Mook: Kill one tiny spider mook for every 7hp of damage dealt to the mob

AC 15

PD 11

MD 13

HP 7 (mook)

Small Spiders

Small 2nd level blocker [BEAST]

Initiative: +7

Venomous Fangs +7 vs. AC – 7 damage plus 6 ongoing poison damage (save ends 11+)

Natural even hit: Ongoing damage becomes 14 due to virulence of the poison

C: Web +7 vs. PD (up to 3 nearby enemies in a group) – 5 damage and the target is now *dazed* until the spider's next turn.

Natural 18+: The target is also *stuck* until the end of the spider's next turn.

Wall crawler: A small spider can climb on ceilings and walls as easily as it moves on the ground.

AC 18

PD 16

MD 12

HP 33

Medium Spiders

Medium 3rd level blocker [BEAST]

Initiative: +5

Fangs +8 vs. AC – 10 damage plus 7 ongoing poison damage (save ends 11+)

Natural even hit: Target is also *dazed* save ends (11+)

C: Web +8 vs. PD (up to 2 nearby enemies in a group) – 6 damage and the target is now *dazed* until the spider's next turn.

Natural 17+: The target is also *stuck* until the end of the spider's next turn.

Wall crawler: A medium spider can climb on ceilings and walls as easily as it moves on the ground.

AC 19

PD 17

MD 13

HP 44

Large Spiders

Large 2nd level blocker [BEAST]

Initiative: +4

Nip and Tuck +7 vs. AC – 14 damage plus 10 ongoing poison damage (Hard Save ends 16+)

Natural even hit: Target is also *confused* save ends (Hard Save 16+)

Natural odd hit: Target is *vulnerable* until the end of the spider's next turn

C: Web +9 vs. PD (up to 4 nearby enemies in a group) – 10 damage and the target is now *dazed* until the spider's next turn.

Natural 16+: The target is also *stuck* until the end of the spider's next turn.

Wall crawler: A large spider can climb on ceilings and walls as easily as it moves on the ground.

AC 18

PD 16

MD 12

HP 72

Huge Spiders

Huge 3rd level wrecker [BEAST]

Initiative: +3

Massive Bite +8 vs. AC – 30 damage plus 15 ongoing poison damage (Hard Save ends 16+)

Natural even hit: Target is also *weakened* save ends (Hard Save 16+)

C: Web +10 vs. PD (up to 6 nearby enemies in a group) – 20 damage and the target is now hampered until the spider's next turn.

Natural 16+: The target is also *stuck* until the end of the spider's next turn.

Wall crawler: A huge spider can climb on ceilings and walls as easily as it moves on the ground.

AC 19

PD 17

MD 13

HP 135

Sanid

This majestic bird flies high over the hot plains, circling upon the updrafts while it watches for prey.

Small 1st level troop [BEAST]

Initiative: +9

2 talons tear + 6 vs. AC (2 attacks) – 5 damage

Natural even hit with both: If the 2 *talons tear* attack hits both times with a natural even result, the Sanid can make a *beak rip* attack as a free action.

[*Special trigger*] **Beak rip +6 vs. AC** – 6 damage

Flight: Hey, this bird flies really well and can soar, swoop and dive with the best of them.

AC 17

PD 11

MD 15

HP 27

Screaming Cobra

This huge, malevolent snake issues a terrible ear-splitting scream right before it strikes.

Large (psychic) 3rd level spoiler [BEAST]

Initiative: +12

Snake Bite +8 vs. AC – 21 damage plus 12 ongoing poison damage

Psychic Scream +10 vs. MD (1d3 nearby enemies) – The snake lets rip with an ear bending scream that strikes both on the physical, and psychic level causing 15 damage.

Natural even hit: The scream does 8 ongoing psychic damage

Dodgy Serpent: A natural odd hit against the snake forces the attacker to reroll, if another natural odd hit occurs the snake cannot continue to employ *Dodgy Serpent*. If the attacker scores a natural even hit with the reroll then the snake takes 8 extra damage from the attacker's blow.

AC 19

PD 13

MD 17

HP 90

Stone Worm

This massive creature is 20 meters and four tons of living rock, gliding easily through the earth.

Huge (Gargantuan) 3rd level spoiler [BEAST]

Initiative: +11

Wind of Change +8 vs. AC (1d4 nearby enemies) – 10 damage and targets must make a Hard Save (16+) or be stuck. Stuck creatures are considered drawn into the monster's maw and begin their next action inside the creature itself, see:

Attacked from Within.

[Special Trigger] **Attacked from Within +9 vs. PD (all enemies inside the Stone Worm)** – 30 damage and 10 ongoing acid damage. A save ends ongoing effect.

Burrow: This creature moves through earth and rock as easily as a bird flies through the air.

Getting Out: Once inside the creature attackers can still attack normally and must attempt to cut their way out, all physical attacks target PD in this case and once the Stone Worm

is staggered it will vomit up its enemies sending them flying out of its maw. Expunged enemies take 10 damage from the impact.

AC 19

PD 17

MD 13

HP 135

Stone Worm (Greater)

This massive creature is even bigger than its previous counterpart!

Huge (Colossal) 5th level spoiler [BEAST]

Initiative: +13

Wind of Change +10 vs. AC (1d4 nearby enemies) – 15 damage and targets must make a Hard Save (16+) or be stuck. Stuck creatures are considered drawn into the monster's maw and begin their next action inside the creature itself, see:

Attacked from Within.

[Special Trigger] **Attacked from Within +11 vs. PD (all enemies inside the Stone Worm)** – 40 damage and 15 ongoing acid damage. A save ends ongoing effect.

Harmonic Blast +10 vs. PD (1d4 nearby enemies in a cone) – 50 damage, 8 ongoing psychic damage (save ends)

Burrow: This creature moves through earth and rock as easily as a bird flies through the air.

Getting Out: Once inside the creature attackers can still attack normally and must attempt to cut their way out, all physical attacks target PD in this case and once the Stone Worm is staggered it will vomit up its enemies sending them flying out of its maw. Expunged enemies take 10 damage from the impact.

AC 21

PD 19

MD 15

HP 216

Swafa

This wild, ostrich-like savannah lizard has short fore-claws, powerful back legs, and a long tail that helps it keep its balance, and it chirps when it runs.

1st level spoiler [BEAST]

Initiative: +7

Claws +6 vs. AC (2 attacks) – 5 damage

Bite +6 vs. AC – 5 damage

R: Spitty +6 vs. PD: Once per battle a Swafa may disgorge a foul smelling spittle concoction over an enemy that is nearby. Target is blind (use weakened condition and target cannot use the Escalation Die), save ends.

AC 17

PD 15

MD 11

HP 27

Tabahk

Often known as the thorn lizard, this animal grows to one meter tall and preys on herd animals.

Small 3rd level mook [BEAST]

Initiative: +12

Claws +8 vs. AC (2 attacks) – 6 damage

Bite +8 vs. AC – 5 damage

Mook: Kill one Tabahk mook every 11 damage dealt to the group.

AC 19

PD 17

MD 13

HP 11 (Mook)

Thakal

This foul-smelling but powerful lizard moves quickly across the desert floor despite its uneven, loping gait.

Large 2nd level troop [BEAST]

Initiative: +10

Brutal claws +7 vs. AC – 14 damage

Chomp +7 vs. AC – 14 damage

Stink: Any creature engaged with the Thakal must make a Hard Save (16+) per round or suffer a -4 to hit due to the overpowering stench exuded by the foul smelling beast.

AC 18

PD 16

MD 12

HP 72

Trisaur

This huge beast is a wrecking terror of Khitus capable of causing wide spread devastation when riled.

4th level wrecker [BEAST]

Initiative: +1

Bite +9 vs. AC – 28 damage

Natural even hit: The trisaur can make a *claw* attack as a free action

Natural odd hit: The trisaur can make a *tail attack* as a free action

[Special trigger] **Claw +7 vs. AC – 24 damage**

[Special trigger] **Tail Attack +9 vs. AC – 22 damage** against opponents behind the creature (Nearby range)

Awareness: A trisaur is extremely aware of its surroundings; it ignores any gang-up bonuses that may apply during the combat. It can engage enemies at the front who are Nearby due to the long reach of its claws and head.

Nastier Specials: Once the Escalation Die reaches +4 the trisaur can perform a *shockwave stomp* once per 3 rounds that sends out a shockwave laced with psychic power

[Special trigger] **Shockwave Stomp +9 vs. PD – 20 damage** and ongoing 5 psychic damage.

AC 21

PD 18

MD 14

HP 108

Urshevan

This lanky, bear-like creature is covered in shaggy fur to protect it from the cold.

Medium 3rd level troop [BEAST]

Initiative: +8

Bite +8 vs. AC – 10 damage

Natural even hit: The target takes +2d4 damage from a sneaky claw swipe!

Feral Beast: When an enemy is staggered the Urshevan gains a +2 attack bonus and scores critical hits on a natural 19+ against that enemy.

AC 19

PD 17

MD 13

HP 45

Vermilion Fungus Zombie

This animated corpse rises from the stones, a red haze of some kind swarming around its decayed flesh.

3rd level spoiler [UNDEAD]

Initiative +2

Vulnerability: holy

Vermillion Fist +8 vs. AC – 10 damage

Critical hit: The affected PC is exposed to the disease: Vermillion Fungus.

Natural 16+: The vermillion fungus zombie can perform a *crimson breath* attack as a free action against nearby targets.

[Special trigger] **Crimson Breath +7 vs. MD (1d3 nearby targets)** – targets of this breath attack are *confused* - Hard Save (16+) ends the effect, any save that scores a natural 1 will expose the victim to Vermillion Fungus

Headshot: A critical hit against a vermillion fungus zombie drops it to 0hp. It then explodes in a burst of decay with a free *fungus burster* attack and any engaged creatures better hope they don't catch the disease the zombie carries.

[Special trigger] **Fungus Burster +7 vs. PD (all engaged creatures)** – Any creature caught by this spore attack is fine as long as the natural roll of the attack is not above the Con of the creature – if it is, that creature is exposed to Vermillion Fungus.

Surprise Death: Once the vermillion fungus zombie dies, it explodes into a cloud of spores and the effect is the same as causing a critical that drops it to 0hp.

Nastier Special

When the escalation die is at 2+ the vermillion fungus zombie can perform a *grand slam* attack as a free action, once per battle.

Grand Slam +10 vs. AC (1d3 engaged creatures) – 8 damage, targets are also exposed to Vermillion Fungus if the natural attack is higher than their Con.

AC 19

PD 17

MD 13

HP 40

Yethawar

This small brown beetle has two fanned antennae on the forward dorsal ridge just behind its eyes.

Small (magical) 1st level spoiler [BEAST]

Initiative: +5

Claws +6 vs. AC (2 attacks) – 5 damage

Natural even hit: The victim also takes 1d6 damage from a sneaky bite.

Sonic Blaster +7 vs. MD (1d4 nearby enemies) - The creature emits a loud sonic pulse, it causes targets to become dazed and take 5 ongoing psychic damage. (Save against both daze and psychic damage to end effects)

AC 17

PD 11

MD 15

HP 15

Yulugh

This slug-like pest is made of soft, moist flesh with a rubbery, cartilage-like skeleton.

Small 1st level mook [BEAST]

Initiative: +10

Bite +6 vs. AC – 4 damage

Natural even hit: Target takes 3 ongoing acid damage, save ends.

Resist 16+ (Physical): Physical damage tends to cause less damage on these creatures, magical/psychic damage affects them normally, all save for magic or psychic powers that affect the mind, they cannot affect these creatures at all.

Mook: Kill one Yulugh Mook every 7 hp of damage done to the group.

AC 16

PD 16

MD 15

HP 7 (Mook)

Chapter 8: Sorcery's Mind

The following rules are used to create the effects of Sorcery's Wrath.

Triggers

Each time a creature activates a magic item, casts a spell, or uses a spell-like ability, there is a chance that Sorcery's Wrath manifests. There's no hard/fast rule here in 13th Age for having Sorcery's Wrath activate, at best, we suggest you make it a roleplayed event for your players as a complication or addition to the story.

If you do want a rule though, consider making magic users and anyone who activates a spell like power roll a save 11+ or hard save 16+ to check if Sorcery's Wrath kicks in.

Afflictions

Roll percentile dice, adding 5 × the level of the offending spell to the result, to determine which type, if any, affliction occurs:

Modified Type of	
Result	Affliction
01–75	None
76–90	Personal
91–00	Regional

None

The triggering spell fails to manifest an affliction.

Personal

The resultant affliction is a personal one, affecting only the offending wizard. Roll d% and consult the following table:

Die Result	Personal Affliction
01–08	Physical Irritation
09–15	Pain
16–22	Non-debilitating Sickness
23–29	Sores and Lesions
30–36	Phobias
37–43	Hallucinations
44–50	Depression
51–57	Nightmares
58–64	Rage
65–71	Forgetfulness
72–78	Physically Wretched
79–85	Stress
86–92	Infestations
93–00	Aging

Physical Irritation: The caster suffers 2 points of Charisma damage and a –2 penalty to any backgrounds that require concentration.

Pain: At a random time once per day for 1d4 hours, the caster takes a –2 penalty to AC, attacks, melee damage rolls, and requires a hard save 16+ to cast any kind of magic

Non-debilitating Sickness: At a random time once per day for 1d4 hours, the caster suffers the nausea and sickness, this tends to throw them off their game.

Sores and Lesions: The caster suffers 4 points of Charisma damage and a –4 penalty to any backgrounds that require concentration.

Phobias: At a random time once per day for 2d6 rounds, the caster suffers a frightening affliction with a sudden fear of SOMETHING terrible. Select the object of the caster's phobia through roleplaying or randomly from among the items, people, and activities within the scene.

Hallucinations: At a random time once per day, the caster suffers wild hallucinations and becomes confused too

Depression: The caster is depressed and must make a hard save 16+ to do anything beyond sitting and moping about their lot in life.

Nightmares: The caster has nightmares for 1d3 days and can only heal half the normal amount from the full heal up.

Rage: At a random time once per day for 2d6 rounds, the caster gets angry, real angry and the results of this are up to the player, the GM and the group.

Forgetfulness: At a random time once per day for 2d6 rounds, the caster suffers the effects of the confused condition. Furthermore, any time the caster wishes to cast a spell, she must succeed on hard save 16+ or forget the spell, losing it for the day. In addition, the caster must make a similar test to study spells in order to memorize them. In the case of a Sorcerer, the spell just fizzles and they might even end up casting the wrong spell against an enemy.

Physically Wretched: The caster suffers the effects of both the Pain and The Non-debilitating Sickness afflictions, with each set of effects occurring separately.

Stress: The caster suffers the effects of both the Physical Irritation and Nightmares afflictions.

Infestations: The caster suffers 6 points of Charisma damage and a –6 penalty on backgrounds that require concentration.

Aging: The caster gets older, this is to be determined by the player and the GM. There are no age categories in 13th Age, so we suggest using this sparingly as a story element.

Regional

Regional afflictions occur over a wide area (in a radius equal to 1 mile per level of the offending spell). Their effects are beyond the scope of game mechanics and are better served through roleplaying. Roll 1d20 and consult the following table:

Die Result	Regional Affliction
1–4	Bad Weather
5–8	Withered Crops
9–12	Infertility
13–16	Disease
17–20	Infestation

Manipulating the Wrath

A wizard or sorcerer who wishes to redirect Sorcery's Wrath toward a designated target must work to bring the target into the fold of the wizard's circle of relationships. This should ideally be roleplayed, but a quick alternative method can operate as follows: the caster must succeed on a Ridiculously hard task skill check (DC 25 Adventurer tier, 30 Champion and 35 Epic tier), he can use any appropriate

background and attribute modifier (we suggest something like Wis or Int or even Cha). He gains a bonus to the die roll equal to the number of weeks the target has been in a relationship with him, to a maximum of 10. If the check succeeds, the target of the Wrath is the other individual. If it fails, the caster himself also becomes a target.

Misfortunes

Regardless of the target, the result of intentionally redirecting Sorcery's Wrath at an individual produces one of the listed misfortunes. Roll 1d4 and consult the following table:

Die Result	Misfortune Type
1–3	Direct/Personal Misfortune
4	Indirect/Impersonal Misfortune

Direct/Personal Misfortunes

Roll d% and consult the following table:

Die Result	Direct/Personal Misfortune Type
1–6	Fall
7–12	Animal Attack
13–19	Venture Failure
20–25	Amnesia
26–33	Sickness
34–39	Spurned
40–45	Drunkenness
46–53	Sleepwalking
54–59	Accidental Poisoning
60–67	Infertility
68–73	Disfigurement
74–79	Withered Limbs
80–87	Coma
88–93	Madness
94–00	Suicide

Each of the following misfortunes uses the indicated game mechanics.

Fall: Any time the target is required to roll any kind of jumping or climbing background check, two rolls must be made and the worse result used.

Animal Attack: Any time the target is part of an encounter with hostile wild animals, they single out the target for combat (ignoring other possible foes unless doing so would generate attacks of opportunity or similarly endanger the animal). Tame animals will attack the target if they fail a hard save 16+

Venture Failure: Best resolved through roleplaying, but for any die rolls that must be made, two rolls are made and the worse result taken.

Amnesia: Best resolved through roleplaying. No spell-casting is possible.

Sickness: The target suffers from various sicknesses, worsening each month, again best left to roleplaying.

Spurned: Best resolved through roleplaying; can also draw on the Depression and Rage afflictions listed in the previous section.

Drunkenness: Each day, the target makes a hard save 16+ or falls prey to demon drink, consuming as much alcohol as they can stand. After a serious binge, they are required to make a hard save 18+ or pass out in a drunken stupor.

Sleepwalking: The target walks in their sleep, finding themselves elsewhere when they wake up.

Accidental Poisoning: Randomly, once per week, the target takes 5 poison damage from a seemingly OK source.

Infertility: Best resolved through roleplaying.

Disfigurement: The target suffers 1 point of Charisma damage each week for four weeks. Each time the target is wounded, regardless of healing efforts, she suffers 1 point of Charisma loss as well.

Withered Limbs: The target suffers 1 point of Charisma, Dexterity, or Constitution damage for three weeks.

Coma: The target falls into a deep sleep, becomes helpless and cannot be awoken by non-magical/non-psy-chic methods.

Madness: The target becomes confused and requires magical or psychic help to heal the affliction.

Suicide: This is one that we recommend you discuss with the player and group in general, it can be a trigger situation and some people may well be uncomfortable with this result. Re-roll if you're unsure and ignore it completely. There should be no mechanical effect attached to this result.

Indirect/Impersonal Misfortunes

Roll 1d8 and consult the following table:

Die Result	Indirect/Impersonal Misfortune Type
1	Vicious Rumors
2	Runaway Cart
3	Shunned
4	Rival
5	Fire
6	Building Collapse
7	Lightning
8	Avalanche

Each of the following misfortunes uses the indicated game mechanics.

Vicious Rumors, Shunned, and Rival: Best resolved through roleplaying. Make two rolls for any appropriate background checks, use the worst one.

Runaway Cart, Fire, Building Collapse, Lightning, and Avalanche: 13th Age has rules for impromptu damage by environment and so on, at the back of the core rules, use those.

Harmonious Magic

The following game mechanics emulate the concept of harmonious magic on Khitus.

Process

We suggest using page 192 of the 13th Age core rules under Rituals for Harmonious casting and roleplaying the effect of a boosted spell, rather than weigh it down with a bunch of checks and balances. 13th Age doesn't drill as deep into the mechanics as other fine-grain systems so have fun with adding extra special effects to the spells and so on.

Chapter 9: Gods & Demigods

Each of the gods in the Dragon Kings World Book is listed below with standard entries for clerics in the Pathfinder Roleplaying Game, which are pretty compatible with the way 13th Age views icon alignments – again, 13th Age doesn't really deal with alignment in that regard... nor does it do much with domains, these have been left as-is to aid the GM when working gods into Dragon Kings.

Alyut, the Split Serpent

Alignment: CN
Domains: Scalykind (Venom), Trickery (Deception, Thievery)
Favored Weapon: Knife

Arvaritos, the Spider

Alignment: N
Domains: Strength (Ferocity), Repose
Favored Weapon: Punching dagger

Baynar, the Wolf

Alignment: CN

Domains: Animal (Fur), Darkness (Moon), Strength (Ferocity), War (Blood)
Favored Weapon: Spear

Iyalphos, the Crane

Alignment: N(E)
Domains: Chaos (Entropy), Destruction (Catastrophe, Rage)
Favored Weapon: Staff

Jaythe, the Panther

Alignment: N
Domains: Darkness (Night), Strength (Ferocity)
Favored Weapon: Kukri

Meshezes, the Shambler

Alignment: CN
Domains: Chaos, (Revelry), Destruction, Plant (Decay, Growth)
Favored Weapon: Flail

Najus, the Wise

Alignment: N
Domains: Knowledge (Memory, Thought), Sun (Day, Light, Revelation)
Favored Weapon: Mace

Phattrash, the Bull

Alignment: NG
Domains: Liberation (Freedom), Strength (Resolve), Travel
Favored Weapon: Club

Prusha, the Thakal

Alignment: N(E)
Domains: Animal, Artifice (Toil), Law (Slavery), Strength
Favored Weapon: Whip

Rutchu, the Red Man

Alignment: CE
Domains: Charm (Lust), Trickery (Ambush, Deception, Innuendo, Thievery)
Favored Weapon: Dagger

Appendix: Powers of the Mind

13th Age psionics/powers of the mind are meant to be a loose collection of talents that any class can take, we haven't developed a fully-fledged psionic character class for Dragon Kings (yet) but that's not to say we're not thinking on it, or wanting to try and whip one up. What we have presented are some psychic powers based in part on their Pathfinder system counterparts. So if you're interested in what they are, the Khitan Power table here will give you their Pathfinder name...

Expect the powers in 13th Age to function as-is for the system, they have been written from scratch with just the concept wording as a guideline, found the Dragon Kings World Book.

Basic Psychic Power: The basic roll for any psychic power is: d20 + Wis mod + level + background vs MD (or a TN)

Khitan Power

Auric Transformation
Distract the Mind
Total Recall
Thought Shroud
Mind Fog
Repetition
Crush the Mind
Empathic Mind
Empathic Link
Blank the Mind
Control the Mind
Mental Spike
Link the Mind
Mind Sending
Seek the Hidden
Psychic Cleansing
Mental Reading
Detect Minds
Mind Whip
Mental Shielding
The Mind Killer

Psionic Power

Aura Alteration
Distract
Call to Mind
Conceal Thoughts
Cloud Mind
Deja Vu
Demoralise
Empathy
Empathic Connection
Empty Mind
Mind Control
Mind Thrust
Mind Link
Missive
Pierce the Veils
Psychic Chirurgery
Read Thoughts
Sense Minds
Telepathic Lash
Thought Shield
Unearthly Terror

Auric Transformation

By altering the aura of the affected individual the psychic healer can make them well again, removing minor compulsions, depression and other effects from the target. The power can also be used to hide a target's motivations from magical or psychic scrutiny. Anyone wishing to breach the hidden motivation must roll a basic psychic power roll.

Adventurer Feat: The target heals 1d6 hp as well if they are injured.

Champion Feat: The target's MD is increased by +2 when being breached.

Epic Feat: The target's MD is increased by +4 when being breached

Total Recall

Memories are a troublesome thing; sometimes they hide beneath the core of the mind and refuse to surface. Perhaps for a good reason, this power allows the psychic to burrow beneath that surface and discover memories they had forgotten or repressed. It can be used on others as well, helping them to remember events that happened. To do this the psychic makes a basic psychic power roll, willing targets can forgo the roll to allow the psychic in, but they must still roll to see if they gain a superior result.

Adventurer Feat: The target recovers one memory of up to a month ago.

Champion Feat: The target recovers one memory of up to six months ago.

Epic Feat: The target recovers one memory of up to a year ago.

Note: A natural 20 will unlock the deepest and most hidden memories, some floodgates are best left closed.

Thought Shroud

Sarhaks learn, at an early stage in their studies, to protect their minds. There are many creatures and people on Khitus that benefit from easy access to an unguarded psyche. This power focuses a subject's will on mental defense but does not create an impassable block. The effect is akin to jumbling up letters of words to encrypt them, rendering their thoughts an incomprehensible wall of nonsensical prattle. It confers protection against magic and psychic powers that read minds. It also confounds those trained to read body language or behavior patterns to discern surface thoughts or motives. Anyone wanting to read a shrouded creature's mind must make a mental attack roll using the power Mental Reading or make an appropriate background check. A basic psychic power roll is required to get inside the target's mind.

Adventurer Feat: Target's MD is now +2

Champion Feat: Target's MD is now +4

Epic Feat: Target's MD is now +6

Mind Fog

A clouded mind sees nothing, hears nothing, and notices nothing. This is a core tenet of psychic defense and a power for those who want to remain unseen by enemies. *Mind fog* removes the sarhak from the very mind of the target. Victims forget a person even exists and many powers, spells, or abilities that track a person simply fail or their users fail to read the results properly. The “psychic cloud” does not dissipate if the sarhak attacks or otherwise disturbs the target or the nearby environment. However, such disruptions give targets a chance to perceive the truth through the mists in their minds.

A basic psychic power roll is required to fog a target’s mind; a single target can be fogged like this to begin with. The psychic attacking a group of targets uses the collective harmonious psyche of the whole group as a focus, so pick the target with the lowest MD out of the group and use that. If the attack succeeds every target cannot see the psychic. If the psychic attacks, the target can make a hard save +18 to attempt to perceive the source of the attack.

Adventurer Feat: 2 targets

Champion Feat: 4 targets

Epic Feat: 6 targets

Repetition

The sarhak can force her subject to repeat a previous action through repetition of focusing mantras and her dominant will. Anything at all can be repeated if still physically possible. If a target of *repetition* cannot repeat the willed action, he or she stands still until a few seconds have passed and they regain control of their mental faculties. Even under the influence of this sarkish power, though, a subject can defend itself from attacks.

A psychic power roll is required to trigger this power.

Adventurer Feat: An additional reroll is possible, that’s 2 rerolls, or two separate actions!

Champion Feat: 3 rerolls, that’s getting mean! Or 3 separate actions!

Epic Feat: 4 rerolls, that’s the limit or 4 separate actions. That’s quite a lot of control.

Crush the Mind (Daily use)

All sarhaks know a battle is won and lost in the mind before it begins. They train long and hard to enforce their considerable wills upon others. They undermine weak-minded foes by eroding their morale and increasing their self-doubt. The sarhak whittles away at the subject’s psyche, carving a strong construct that magnifies all possible failures

for every move a target considers. The target literally gets flashes of how they may be killed, how they fail to impress a lord, or how they are spurned by a romantic crush.

A psychic power roll targets one enemy and forces them to flee the battle or surrender, some enemies are just plain immune and some are too determined to flee. The GM should probably tell you which are which before you waste using this power.

Adventurer Feat: You weaken your enemies’ magical defences, against this power they are at -2 MD

Champion Feat: One extra enemy can be affected by Crush the Mind.

Epic Feat: 4 enemies can be affected by the Crush the Mind, their MD’s are at -4

Distract the Mind

With a single direct application of will, the psychic can plant a desire in a target mind to examine or otherwise focus on a single point of interest in its immediate area. Perhaps it’s the way the sun glints on a nearby rock, or a strange creature that skitters across their field of vision at the right time. *Distract the Mind* can be a useful psychic power to allow a sarhak to get the jump on enemies or pass a guard post without being detected. Victims have often said that it feels as though there’s a small spider crawling inside their skull, pointing out the distraction with insidious little legs through the recipient’s psyche.

A psychic power roll allows the psychic to focus their will on a single target, making them become interested in a small speck elsewhere, a phantom sound and so on. This lasts for a short time, only a few rounds usually (1d4+1) to begin with.

Adventurer Feat: Distract the Mind now lasts 1d6+1 rounds.

Champion Feat: One enemy is now distracted for 2d6 rounds.

Epic Feat: One enemy is permanently distracted, wandering away from the area and searching out the distraction even if they spot the psychic and her companions.

Empathic Link

Sarhaks uses this power to convince people to be their allies. A sarhak can trigger key emotional motivators psychically in a target to make a person see him as a friend. It’s harder to perform on minds that are unhinged or if under attack by the psychic. When successful, *empathic link* moves the recipient to view any actions or suggestions by

the sarhak in a positive way. As long as the psychic does not upset this balance with aggression or hostility, they can attempt to influence a new friend to do things like stand outside from a room they wish to enter, or help them escape from a shared enemy.

A psychic power roll is required to breach the mind of the subject.

Adventurer Feat: Two suggestions can now be gently shared between you and the target.

Champion Feat: Four suggestions can now be shared between you and the target.

Epic Feat: The target is willing to listen to you implicitly and any number of suggestions are fine for them, as long as they don't endanger or harm them in any way – this doesn't count when battling a shared enemy of course, then the target is willing to help fight the foe with you (their friend!)

Empathic Mind

Another's mind, like the waters of a murky lake, is muddy and unclear. Yet *empathic mind* allows the sarhak to read subtle clues as to the target's needs, drives, surface emotions, and other key motivators. They bubble to the surface, sometimes in a confusing morass of flickering information that demands a psychic's full concentration to decipher. The better trained the sarhak, the clearer and more precise a reading gained by this power. Many sarhaks admit overusing this ability lest target emotions affect them, so they urge strong psychic defenses to maintain personal emotional sovereignty.

A psychic power roll is required; a natural 20 reveals all the clues at once and allows the psychic to sort them instantly

Adventurer Feat: You may pick out one clear motivator from all the information gathered.

Champion Feat: You may pick out two motivators and choose the most favourable one to act upon. This will confer a +2 bonus to any checks regarding that motivator.

Epic Feat: You are completely protected from psychic fallout, can pick out all motivators and gain +4 to checks regarding them.

Blank the Mind

Sarhaks study ancient texts and other sources to learn how to close off sections of their mind and improve their mental focus. With this power, they can literally empty their mind and still their thought processes, becoming a mental blank slate for a few moments. *Blank the mind* allows a freedom from all distractions and can focus a mind on a single issue

like a powerful lens. Sarhaks who enhance this power to its fullest extent can even grant such mental clarity onto another target mind outside themselves.

A psychic power roll is required against a tier-appropriate TN to activate this power; the difficulty should be based on the amount of distraction and the subject matter. Success means that the psychic gains a bonus of +2 on any background required whilst studying the subject matter.

Adventurer Feat: Bonus of +3

Champion Feat: Bonus of +4

Epic Feat: Bonus of +5 and can make one re-roll should the first relevant check fail. Now the power can blank other minds as well as the psychic's own.

Control the Mind

This extremely dangerous and potent power is taught only to the most trustworthy of sarhaks. Misuse of the power goes against the ethics and morals of most practitioners and teachers. In fact, most sarhaks flatly refuse to acknowledge the power's existence with anyone of lowly rank or esteem. *Control the mind* allows a sarhak to influence and control another with accuracy, based on the languages spoken and understood by both sarhak and victim. A victim with shared language will perform at the sarhak's desire. If no language commonality exists then only simple orders can be issued ("Attack," "Flee," "Silence," "Approach," and so forth), though victims follow an order continuously until survival needs or other orders demand. The target cannot be forced to follow self-destructive orders and will fight mentally against compulsions that could be used to bring harm to those they care about.

This requires a psychic power roll to activate, the psychic then gains control over the victim for a short amount of time (4 rounds). If given an order that causes problems, then they are allowed a hard save 16+ to break the link and free themselves.

Adventurer Feat: 6 round control time.

Champion Feat: 8 round control time.

Epic Feat: Control is indefinite until target breaks free, or is freed by the psychic.

Link the Mind

The sarhak creates a telepathic conduit between his mind and a target creature's mind. Thoughts can be shared between the recipient and the sarhak across any distance within the same dimension. This mental power provides perfect translation for races that may not speak or even understand the same language. There are rumors of powerful versions of *Link the mind* that can link more than two minds

at once, allowing multiple contacts instant communication and translation. One ancient text discusses ways to literally pull skills or other mental knowledge out of a target's mind, allowing temporary use of such for a time but at great later cost to the sarhak.

Adventurer Feat: Can share synergy skill bonuses with linked recipient, allowing them to use a background they normally would not have.

Champion Feat: Can link to one other mind, 3 people can be linked this way, all can share backgrounds.

Epic Feat: Mind concert, you're so powerful you can link everyone and even share backgrounds like candy.

Mental Spike

The sarhak hones her mind into a razor-sharp weapon capable of dealing physical damage through psychic attack. The sarhak can force a mental construct of a weapon into the very psyche of the target, causing them to reel in incredible agony as their aura and mind waver against the attack. The stronger the construct, the worse the damage becomes, though most damage remains psychic rather than physical. Only in the most extreme of uses are visible wounds made by this ability. Still, there are stories of psychic duels where the loser's head violently exploded in gory brain matter and bone shards.

A psychic power roll is required to attack another target; upon a successful hit the power does the following damage:

Adventurer Tier	2d8 and 2 ongoing psychic damage
Champion Tier	3d8 and 4 ongoing psychic damage
Epic Tier	5d8 and 6 ongoing psychic damage

Adventurer Feat: Target is now dazed (save 11+ ends)

Champion Feat: Target is dazed and confused until the end of your next turn.

Epic Feat: Target is helpless until the end of your next turn, also takes 8 ongoing psychic damage.

Mind Sending

When concentrating for a short while, a sarhak opens his mind to the boundless possibilities of will and direction. He can see connections between living things, starting at his own body and on to others. Through this connection, a short ten-word message can be sent into the mind of another (even unwilling) creature. The creature must be able to understand the sender's language or they only hear a jumble of noise. Variants of *mind sending* can affect groups of targets or bypass language barriers, though only the most powerful of sarhaks can master these advanced powers. Unwilling creatures require a psychic power roll to breach.

Adventurer Feat: The message can now be twenty words.

Champion Feat: This power transcends even language.

Epic Feat: The power now bypasses all language, can affect groups of targets.

Seek the Hidden

To the sarhak with this art, nothing is hidden from one's eyes. She can discern the truth even if spells or psychic powers protect an object. Normal darkness falls away in a sarhak's eyes and all revealed to her. The power allows a sarhak to see those creatures that normally cannot be seen (camouflaged, invisible) and discern the true form of shape-shifting creatures. At higher levels of mastery, a sarhak may see into other planes of existence where invisible creatures might dwell.

A psychic power roll is required against a tier appropriate TN. The power does exactly what it says on the tin.

Adventurer Feat: If the target is an enemy, the psychic gains +2 to hit.

Champion Feat: The psychic gains +4 to hit.

Epic Feat: Other planes can be seen using this power, it can grant bonuses to psychic backgrounds, and anything else the GM deems appropriate, if attacking a target it also confers +6 against it.

Psychic Cleansing

Among the most coveted sarkish powers, *psychic cleansing* is very hard to perform. It requires complete concentration and control of both minds involved. Unlike *Auric Transformation*, this power can instantly end demonic influences, compulsions, or other effects on the mind of the target. It cancels all mind-affecting powers and repairs any mental damage caused by such things. It can also restore a person to full coherence from whatever dark mire one's mind might be in. It can also be used to transfer knowledge of any skill or psychic power to another person, though both sarhak and the user will suffer side effects to their memories and focus when using such acquisitions. It requires a psychic power roll against a tier appropriate TN: Adventurer (DC 25), Champion (DC 30), Epic (DC 35) – success allows the psychic to cleanse all sorts of mental and psychic maladies from the victim – it can even heal psychic damage (use the healing potion costs table in 13th Age core to work out the healing factor for tiers of play).

Adventurer Feat: The psychic cleansing confers the benefit of good night's sleep (a full heal up).

Champion Feat: Heal +1d8 extra points of damage.

Epic Feat: Instant healing, no need to roll, just add psychic water. All damage, both psychic and physical vanishes and any afflictions are removed. All Conditions end and so on.

Mental Reading

The sarhak concentrates to form a quick unified mental bond with a target. This bond is usually unwanted and hard for a victim to detect. It gives the sarhak a clear reading of the target's surface thoughts and works best on victims with some intelligence. Animals or creatures with low intelligence reveal only base instincts, and creatures of higher intellects than the sarhak may cause a minor mental backlash and daze them for a while.

The effects of this are best roleplayed of course, but it can require a psychic power roll to breach an unwilling subject's mind. A natural 1 on the roll causes 10 psychic damage + Int bonus of creature as a backlash washes over the psychic.

Adventurer Feat: A hard save 16+ prevents any psychic backlash.

Champion Feat: Psychic gains +2 to invade unwilling minds.

Epic Feat: Psychic backlash can now be avoided entirely and +4 to invade unwilling minds.

Detect Minds

Neophyte sarhaks must work hard to discern the psychic energy waves that wash across Khitus. The chatter of hundreds of voices or more talking at once is a constant whisper inside the psychic's head. It can be confusing and disorientating at the best of times. So the sarhaks developed a power to quieten this babble and improve the chance of finding sentient creatures within a certain proximity to users. This power allows a sarhak to determine how many creatures with greater than animal intellect are nearby. The presence of truly powerful and intelligent creatures amongst the group can trigger a minor backlash that stuns a sarhak as well.

Pick the creature with the highest Intelligence and choose their MD, roll a psychic power roll against it. A natural 1 triggers a backlash of 10 psychic damage + Int bonus of creature. Success allows the psychic to reveal the Int scores of all creatures in the area and pick out any particularly high Int creatures from a group.

Adventurer Feat: Backlash is now 8 psychic damage.

Champion Feat: Backlash is now 5 psychic damage.

Epic Feat: Psychic backlash can now be avoided entirely.

Mind Whip

The sarhak has studied the ancient techniques of psychic combat handed down over generations. She can send out waves of mental energy to induce mnemonic and sensory overload in a target. Victims become utterly disorientated, wracked with uncontrollable memories and emotions.

Targets are paralyzed with rage, fear, jealousy, sorrow, anger and trepidation. They are extremely dazed for a short time but are still capable of rudimentary defense. If in the grip of extreme rage, they might prove more formidable than before.

A psychic power roll is required to activate this power, if successful it can allow the psychic to induce a particular condition onto a target from the following list: Confused, Dazed, Fear, Hampered, Helpless, Stuck, Stunned, Vulnerable, Weakened.

If the target is staggered and the psychic rolls a natural 1, the target flies into a rage and cannot be affected for the remainder of the battle. They will seek out the psychic as their only target and concentrate on destroying them, gaining +2 to AC vs. the psychic and +4 to hit.

Adventurer Feat: 2 conditions can be selected.

Champion Feat: 3 conditions can be selected.

Epic Feat: The psychic can avoid the negative effects of a natural 1.

Mental Shielding

When dealing with offensive powers as *mind killer*, *mind whip* and others, a sarhak learns to gird his mind against such powers. The sarhak's mental defenses must be strong and unwavering. Belief in one's own abilities is key to bulwarking the mind to withstand the strongest mental battering. *Mental shielding* stops all mind-affecting powers from harming the recipient and protects against unwanted mental intrusion.

Mental shielding allows the psychic to protect from all mental attacks, demonic possession and mental battering from psychic creatures. It lasts for 1d4+1 rounds to begin with, but can be bolstered by a hard save 18+ per round beyond the die-rolled score; each successful save extends the power for one more round. A natural 1 will allow any power to have maximum affect against the target.

Adventurer Feat: Die becomes a d6

Champion Feat: Psychic's defences raise (MD increases by +2)

Epic Feat: Die becomes a d8

The Mind Killer

Fear is a powerful tool in the right hands. Those who study sarkish powers know full well fear's true power. *The Mind Killer* preys on an enemy's deepest fears, producing terrible nightmarish images inside the mind. Even the most intrepid foes hide secret fears away from others and themselves. This power latches onto those fears and amplifies them, forcing them to the fore of a target's mind in bombarded images that unsettle or terrify. In rare cases with powerful sarhaks, victims have died from the sheer horror invoked by this mental attack.

After making a psychic power roll against the target, the psychic then summons a level appropriate mental monster (from the 13th Age core rules bestiary, or the 13th Age bestiary) to battle them. The target enters into a mental battle with said creature, and if the creature wins, the target must start making *Last Gasp Saves* or die. (The mental battle will look odd to the target's allies, they'll see them rushing around and fighting something that's not there. You can also use friendly fire rules and so on as the target's spells/attacks sizzle or thwack into an imaginary foe, after all, they might hit their allies by mistake.)

Use the Monster Equivalents table in the 13th Age core to decide the kind of monster summoned, or use the DIY Monster rules to create a unique beast for the target to battle.

A staggered monster gives the target a chance to roll a hard save 16+ to realise that it's all a mental construct and break out of it. They still retain any damage taken.

Other adventurers cannot help the target, unless they can use a power like *Seek the Hidden*.

Adventurer Feat: Target can no longer escape the construct.

Champion Feat: Psychic can draw one other target into the battle.

Epic Feat: Psychic can draw all targets into the battle with the foe.

Classes in Dragon Kings from 13th Age

To make things simple and so you can get into the game at full tilt, without bogging the book down with class after class additional to the ones in 13th Age, we decided to just let you loose in Khitus with your regular classes and allow you to re flavor them as desired.

So you can have your barbarian and fighter as gladiators, or even a rogue as one. Or perhaps your rogue is a sneaky Khitan assassin. You have a bard, well, why not give her the knowledge background in poisons – Dark Sun bards were great at poisoning people on Athas.

A Cleric can cling to the old gods, or she can perhaps follow in the path of the Dragon Kings themselves claiming to draw her power from that very source.

The wizard and sorcerer can be used as-is, or perhaps they're wandering scholars and travellers who happen to have magic in their veins.

A psychic character can be any one of the classes, or you can re flavor a wizard or a sorcerer to do just as well, swapping talents for spells and the like.

You have the classes in 13 True Ways as well, and there's always a plethora of classes spread out across the internet on sites like the 13th Age Vault.

Most of all we want you to have fun with the sandbox we've created for you, and use these rules to flavour it. We encourage you to change things to suit your campaign and create your own character classes if you want.



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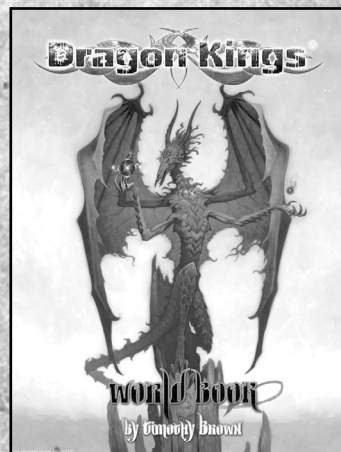
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